



# ULTRA BOY

JO NAH

## FLASH VISION SPECIAL ATTACK

Range 5. Attack 3.  
After rolling attack dice against a non-adjacent figure, for each skull rolled, roll one additional attack die. Ultra Boy may not use the Super Strength special power when attacking with this special attack.

## ULTRA-STRENGTH

When Ultra Boy attacks a figure that was 4 or fewer spaces from the space he occupied at the start of this turn, you may add 4 to his Attack number.

## ULTRA-SPEED

After Ultra Boy attacks a figure that was 5 or more spaces from the space he occupied at the start of this turn with his normal attack, he may attack one additional time with his normal attack.

## ULTRA-DURABILITY

When rolling defense dice against a non-adjacent figure or a figure that Ultra Boy has not attacked this round, add 4 to his Defense number.



RIMBORIAN

UNIQUE HERO

LEGIONNAIRE

BOLD

MEDIUM

5



6  
LIFE

MOVE 7

RANGE 1

ATTACK 4

DEFENSE 4

370

POINTS