

MARVEL

SPEEDBALL

ROBBIE BALDWIN

SPEEDBALL EFFECT

Speedball does not have to stop his movement when entering a water or lava space. You may ignore Speedball's height when moving. Speedball never takes falling damage or major falling damage.



MUTATE

UNIQUE HERO

CRIME FIGHTER

RECKLESS

MEDIUM 5

KINETIC MOMENTUM

If Speedball inflicts one or more wounds with his normal attack, you may immediately move him up to 3 spaces and attack again. When Speedball moves with Kinetic Momentum, he will not take any leaving engagement attacks. Speedball cannot attack more than four times in a single turn.

KINETIC BOUNCE

When Speedball defends against an attack and you roll at least one shield, Speedball takes no damage and may immediately move up to X spaces. X equals the number of skulls rolled by the attacking figure. When Speedball moves with Kinetic Bounce, he will not take any leaving engagement attacks.



6

LIFE

MOVE 7

RANGE 1

ATTACK 3

DEFENSE 3

150

POINTS