



# 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.

### 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.



MUTATE

UNIQUE HERO

CRIME FIGHTER

RECKLESS

MEDIUM 5

6 LIFE

MOVE 7

RANGE 1

ATTACK 3

DEFENSE 3

150 POINTS