



AANG

**AVATAR BENDING SPECIAL ATTACK**

Range 4. Attack 4.

Before attacking, choose one of the following effects:

- Air: After attacking, move the defending figure up to 2 spaces if it is small or medium, during which it does not take leaving engagement attacks.
- Water: The defending figure subtracts 1 from its Defense number for this attack only.
- Earth: Add 2 to Aang's Defense number until the start of your next player turn.
- Fire: After inflicting one or more wounds, roll an unblockable attack die against the defending figure unless it has the Lava Resistant special power.

After attacking with this special attack, you may attack with this special attack one additional time, or once per game, three additional times. You must choose an effect not yet chosen this turn.

**MOVING TARGET**

When rolling defense dice for Aang, add one automatic shield to whatever is rolled. After rolling defense dice, you may move Aang up to 3 spaces. Aang will not take any leaving engagement attacks when moved with this special power.



HUMAN

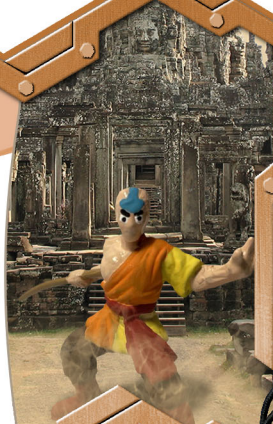
UNIQUE HERO

AVATAR

ENTHUSIASTIC

MEDIUM

4



MOVE 6

RANGE 1

ATTACK 3

DEFENSE 3

250

POINTS

