

MARVEL

BATROC THE LEAPER
GEORGES BATROC

LEAPING KICK

If Batroc The Leaper moved with his Stealth Leap 10 special power and attacks a figure he was not adjacent to at the beginning of his turn, add 1 automatic skull to whatever is rolled.

SAVATE DEFENSE

When Batroc The Leaper rolls defense dice against a normal attack from an adjacent figure, two or more shields will block all damage. If he rolls three or more shields, you may immediately move Batroc The Leaper with his Stealth Leap 10 special power.

STEALTH LEAP 10

Instead of his normal move, Batroc The Leaper may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Batroc The Leaper may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Batroc The Leaper may not leap more than 10 levels up or down in a single leap. When using Stealth Leap, Batroc The Leaper will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

MERCENARY

ARROGANT

MEDIUM

5

4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

130
POINTS