



JOHNNY CAGE

JONATHAN CARLTON

NUT PUNCH SPECIAL ATTACK

Range 1. Attack 2.
After the defending figure rolls defense dice, if you rolled a skull on every die, the defending figure receives one unblockable hit, the defending figure subtracts one shield when rolling defense dice for the rest of Johnny's turn, and Johnny may attack again with either a normal attack or Shadow Kick Special Attack.



HUMAN

UNIQUE HERO

CELEBRITY

ARROGANT

MEDIUM 5

SHADOW KICK SPECIAL ATTACK

Range 1. Attack 4
Before attacking with this special attack, you may move Johnny up to 2 spaces in a straight line. Johnny will not take any leaving engagement attacks when moving with this special attack. If you inflict one or more wounds on a small or medium figure with this special attack, you may place that figure on an empty space up to X spaces away from its current placement, where X is the number of wounds inflicted. Placed figures will not take any leaving engagement attacks and must be placed farther away from Johnny.

COCKY DEFENSE

Whenever Johnny is targeted for a normal attack from an adjacent figure, before attack dice are rolled, you may subtract up to 2 dice from Johnny's defense for this attack. After defending, if Johnny has not been destroyed, you may roll one unblockable die against the attacking figure for each die subtracted.



4

LIFE

MOVE 5

RANGE 3

ATTACK 4

DEFENSE 5

175

POINTS