



**TAR PIT**  
JOEY MONTELEONE

**FLAMING TAR THROW**  
**SPECIAL ATTACK**

Range 3. Attack 4.  
Choose a non-adjacent figure to attack. If the chosen figure does not have the Lava Resistant special power, you may count one blank rolled as an additional hit.



METAHUMAN

UNIQUE HERO

ROGUE

IMPULSIVE

MEDIUM **5**

**STUCK**

All small or medium opponent's figures that enter or occupy a space adjacent to Tar Pit may not move. Figures affected by Stuck cannot be moved by any special power on an Army Card.

**LAVA RESISTANT**

Tar Pit never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



**4**

LIFE

**MOVE 5**

**RANGE 1**

**ATTACK 4**

**DEFENSE 6**

**150**

POINTS

