



JAMES MURPHY
VYDAR

**SHOTGUN BLAST
SPECIAL ATTACK**

Range 5. Attack 3. Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. James only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. James cannot be affected by his own Shotgun Blast Special Attack.

WHIP 12

After moving and before attacking, choose a small or medium figure adjacent to James. Roll the 20-sided die. If you roll a 12 or higher, the chosen figure cannot roll any defense dice if attacked by James this turn.



5

LIFE

MOVE

5
SPACES

RANGE

7
SPACES

ATTACK

2
DICE

DEFENSE

2
DICE

75

POINTS

HUMAN

UNIQUE HERO

LAWMAN

DISCIPLINED

MEDIUM 4



JAMES MURPHY



Earth

Zanafor's Discovery
9/25

MOVE 5
SPACES

RANGE 7
SPACES

ATTACK 2
DICE

DEFENSE 5
DICE

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