

# Getaway Driver

**Charging Style** Range: 1

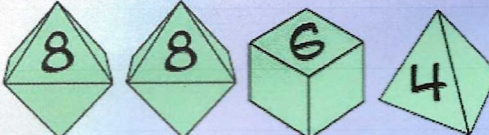
At the start of your turn, you may move 2 spaces.  
At the start of each ally's turn, they may move 2 spaces.

**3+: Follow My Lead**

You may move one space, then deal 1 damage to an enemy within range. An ally you can see may move one space, then deal 1 damage to an enemy within their range.

**Reversal Form** / *Der Mensch ist böse / Propaganda*  
Alt: *Panic / Scorpion / Time / Tornado Form*

**ACTION DICE**



You have **Armor**.  
You do not discard your Speed tokens at the end of a turn.  
You may only take one **Action** per turn.  
Your **Action Pool** does not empty between Turns or Rounds.

**1+: Counter Attack**

Teleport within range of an enemy that dealt damage to you this turn, then spend this number on another **Action**. That **Action** must target the enemy you teleported to.

**Perfect Timing**

You are always in the right place at the right time. You can perfectly catch or stop anything coming directly at you with a single, well-placed motion.

**Heroic Style** Range: 1-2

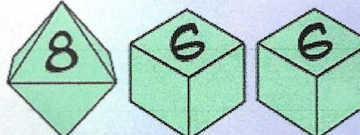
Whenever an ally within range takes damage, they take half that damage (rounded down) and you take the other half (rounded up).

**4+: Burning Heart**

You and each ally within range gains 2 Iron tokens.

**Iron Form** / *Mawaf Power / Albanian special*  
Alt: *Fortress / Mountain / Turtle / Void Form*

**ACTION DICE**



You have **Armor**.  
When you gain Speed tokens, replace half of them (rounded up) with Iron tokens.

**3+: Secure**

**Choose two:** you gain 3 Iron tokens; an ally within range gains 2 Iron tokens; or heal someone within range.

**3+: Contain**

**Choose two:** pull an enemy 2 spaces; Challenge an enemy you can see; or place a Trap into a space within range.

**6+: Protect**

**Choose four** from the **Secure** and/or **Contain** lists.

**Unmovable**

When you plant your feet and stand your ground, nothing can get past you or hurt you, not even vehicles or gunfire.

**Rallying Style** Range: 1

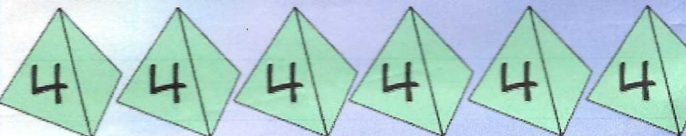
At the end of your turn, you and each ally within range heals.  
At the start of each ally's turn, if they are within range of you, they may heal.

**2+ or 3+ or 5+: Group Up**

Pull one ally up to 3 spaces.  
**3+:** Pull one ally up to 4 spaces.  
**5+:** Each pulled ally heals.

**Shadow Form** / *KGB blackbag*  
Alt: *Moon / Silence / Silver / Snake Form*

**ACTION DICE**



At the start and end of your turn, you gain 2 Speed tokens.  
You do not discard your Speed tokens at the end of a turn.

**3 Speed Tokens: Stunt**

Place one Fog, Copy, or Trap obstacle into an adjacent space, then teleport two spaces.

**Shadow Walker**

If you don't want to draw attention to yourself, no one will ever notice you sneaking around, even in plain sight.

**Focused Cavalry**

At the start and end of your turn, you and each ally adjacent to you gains a 2 point Shield. When your Shield or an ally's Shield breaks, you gain 1 Speed token.

**Mysterious Build**

*Your actions are mysterious, your movements unpredictable. You hide behind illusions and smoke. But once they see through it all, you're done for.*

At the start of your turn, you may place a Copy or Fog obstacle into an empty adjacent space.