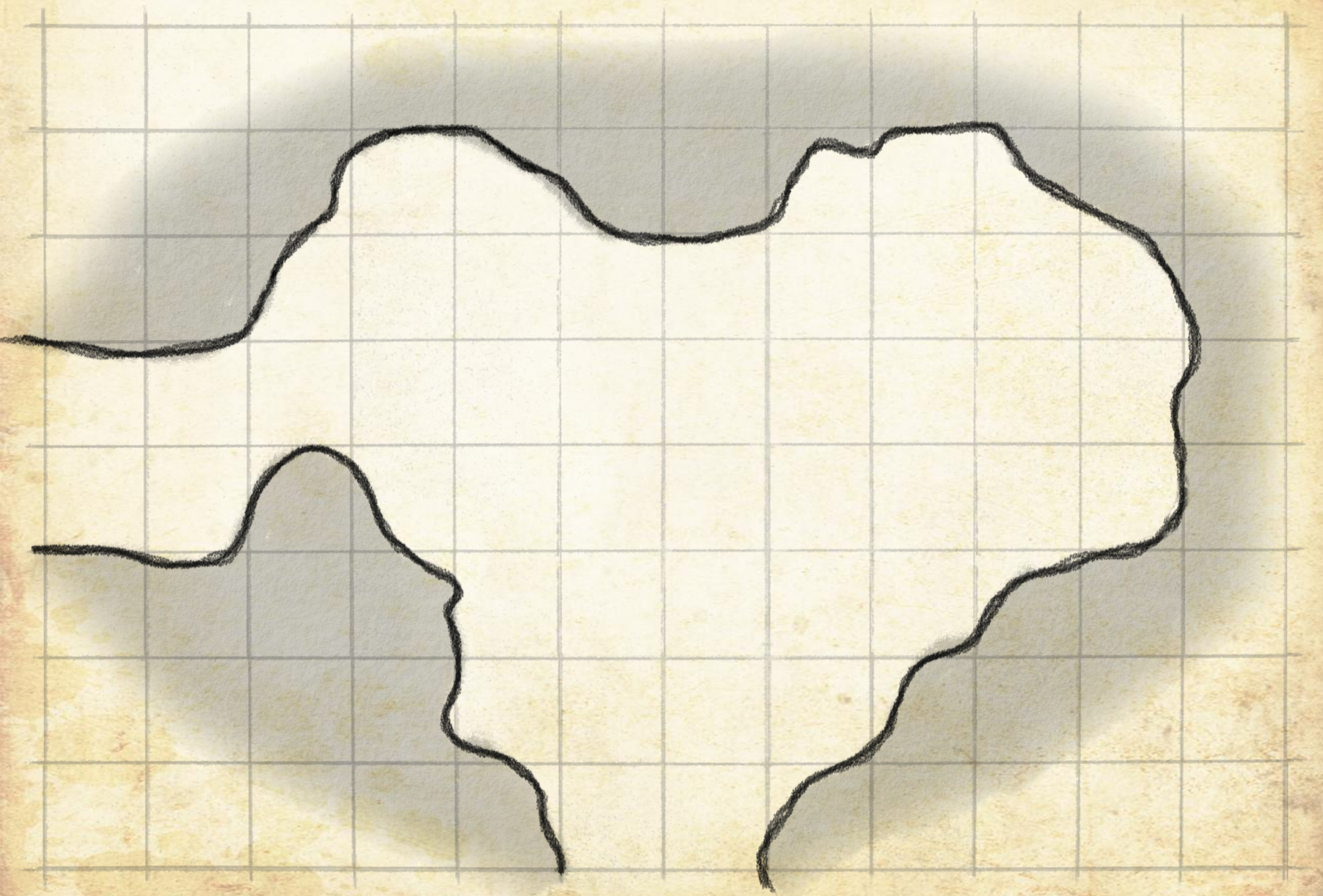
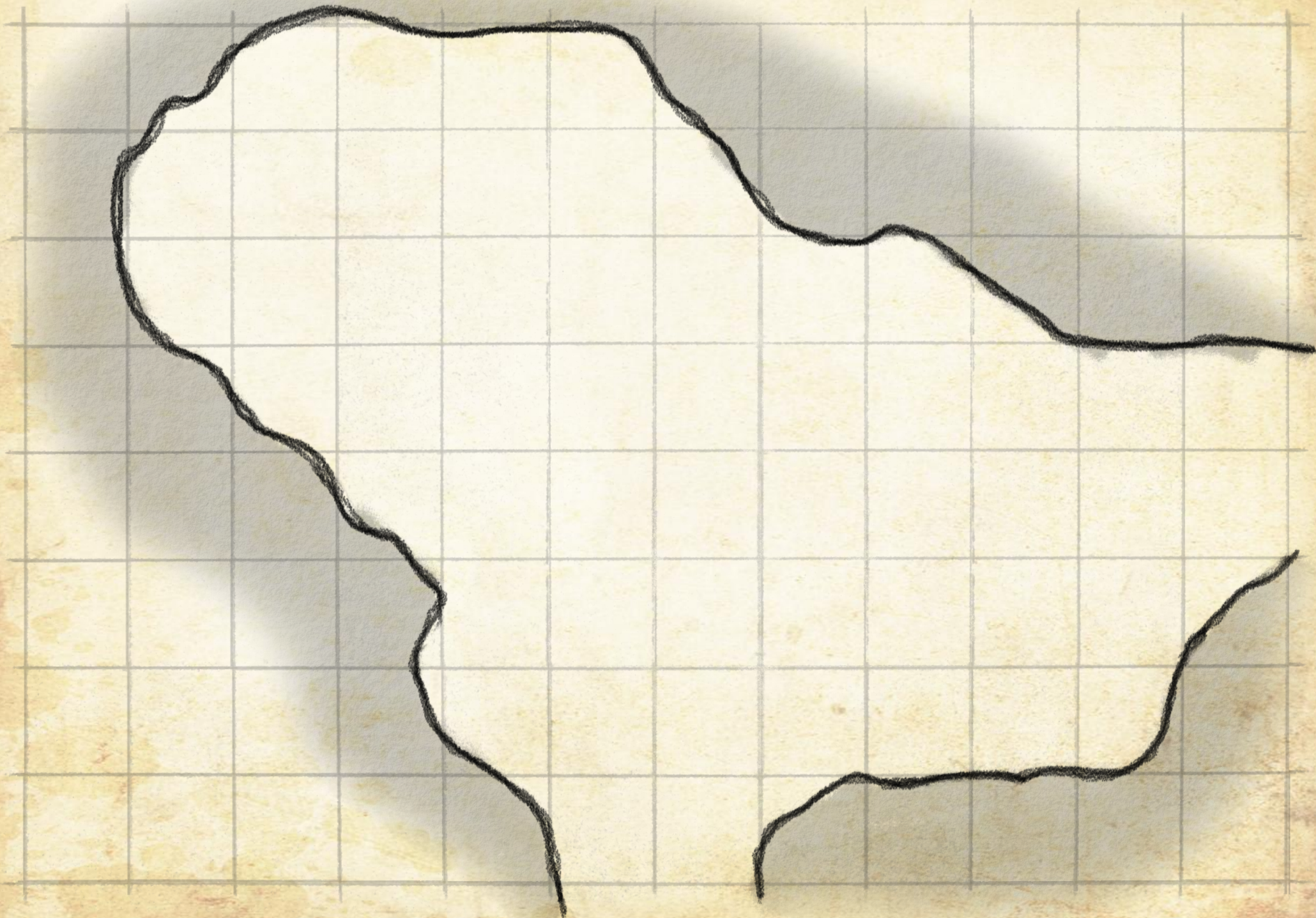
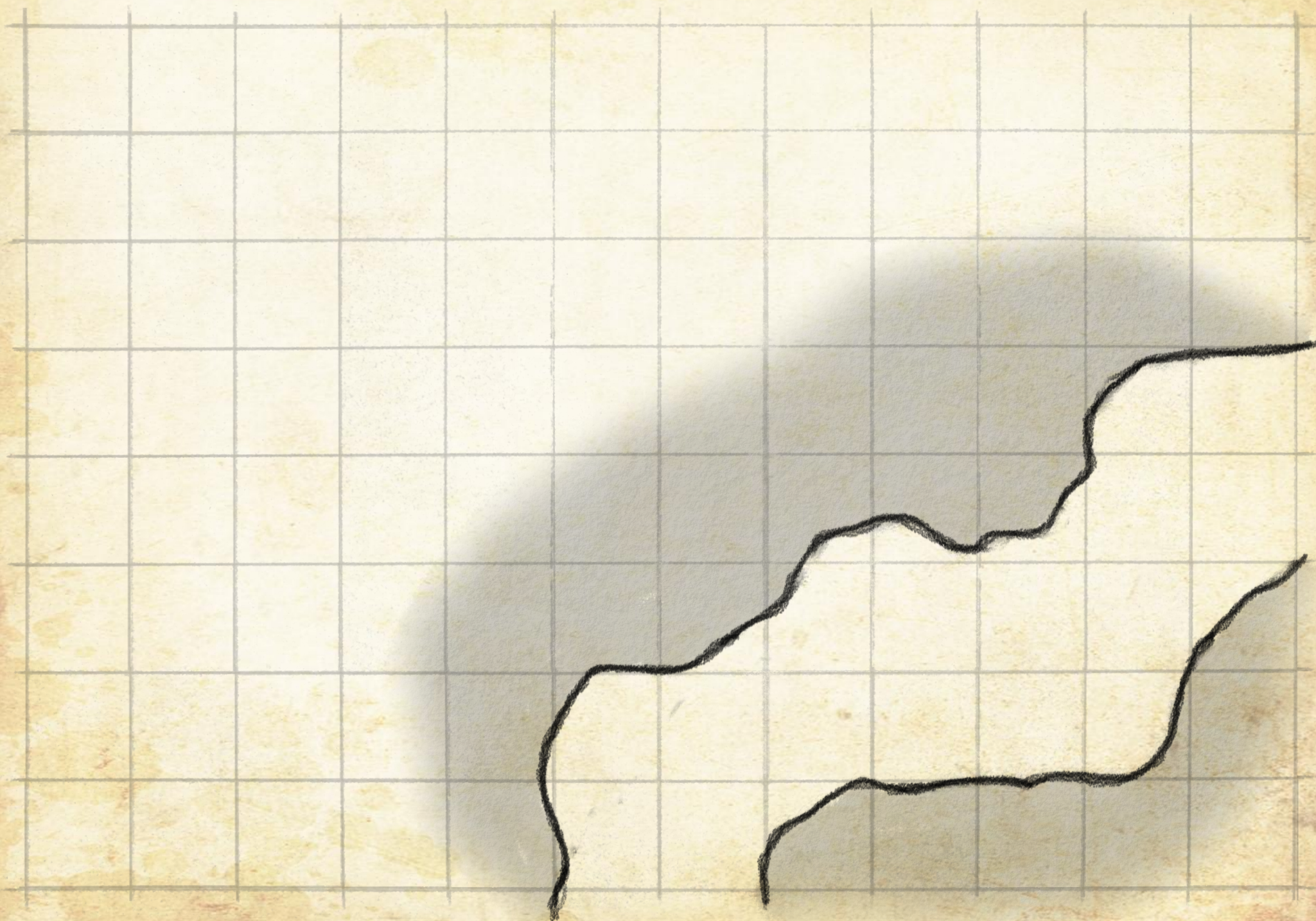
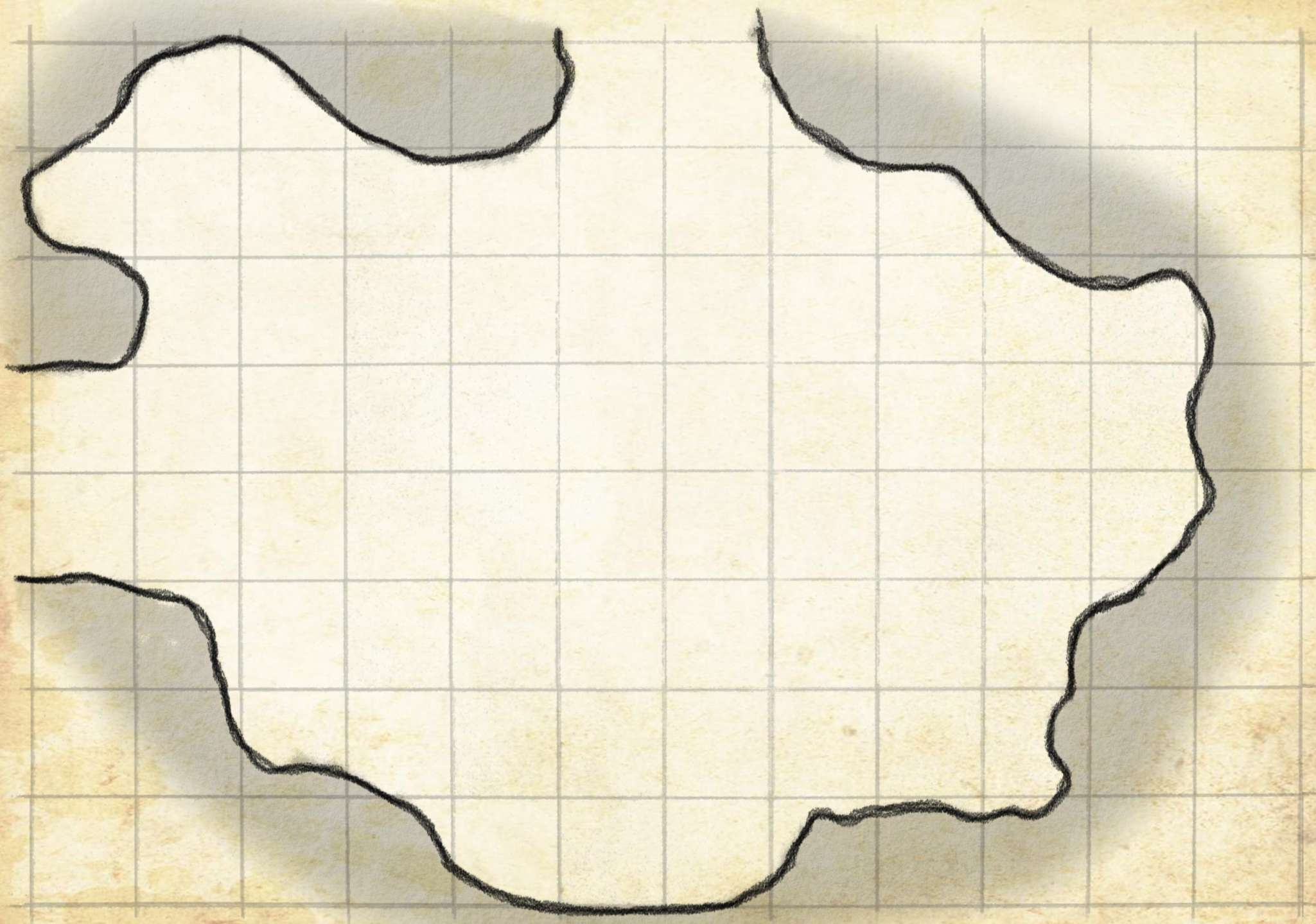


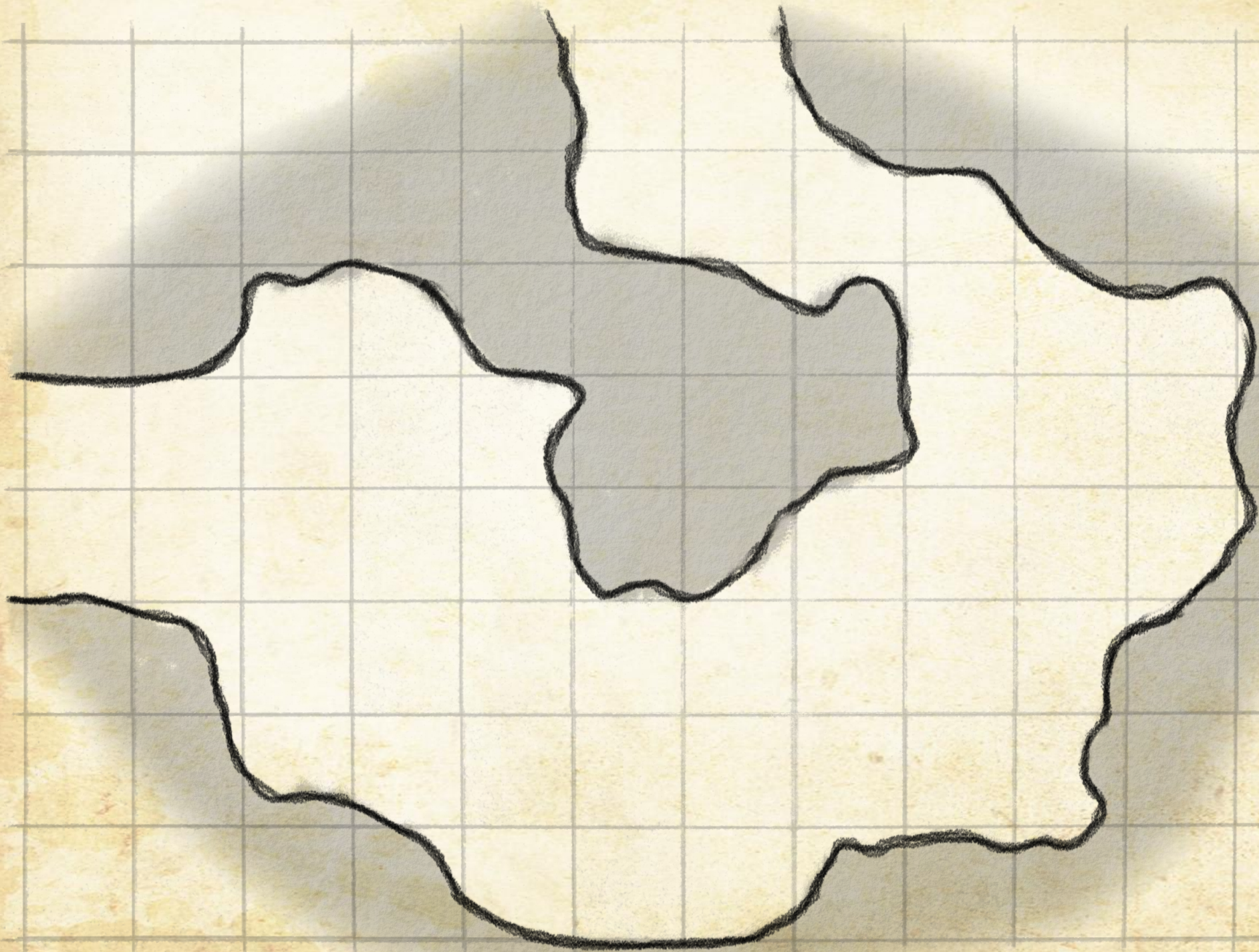


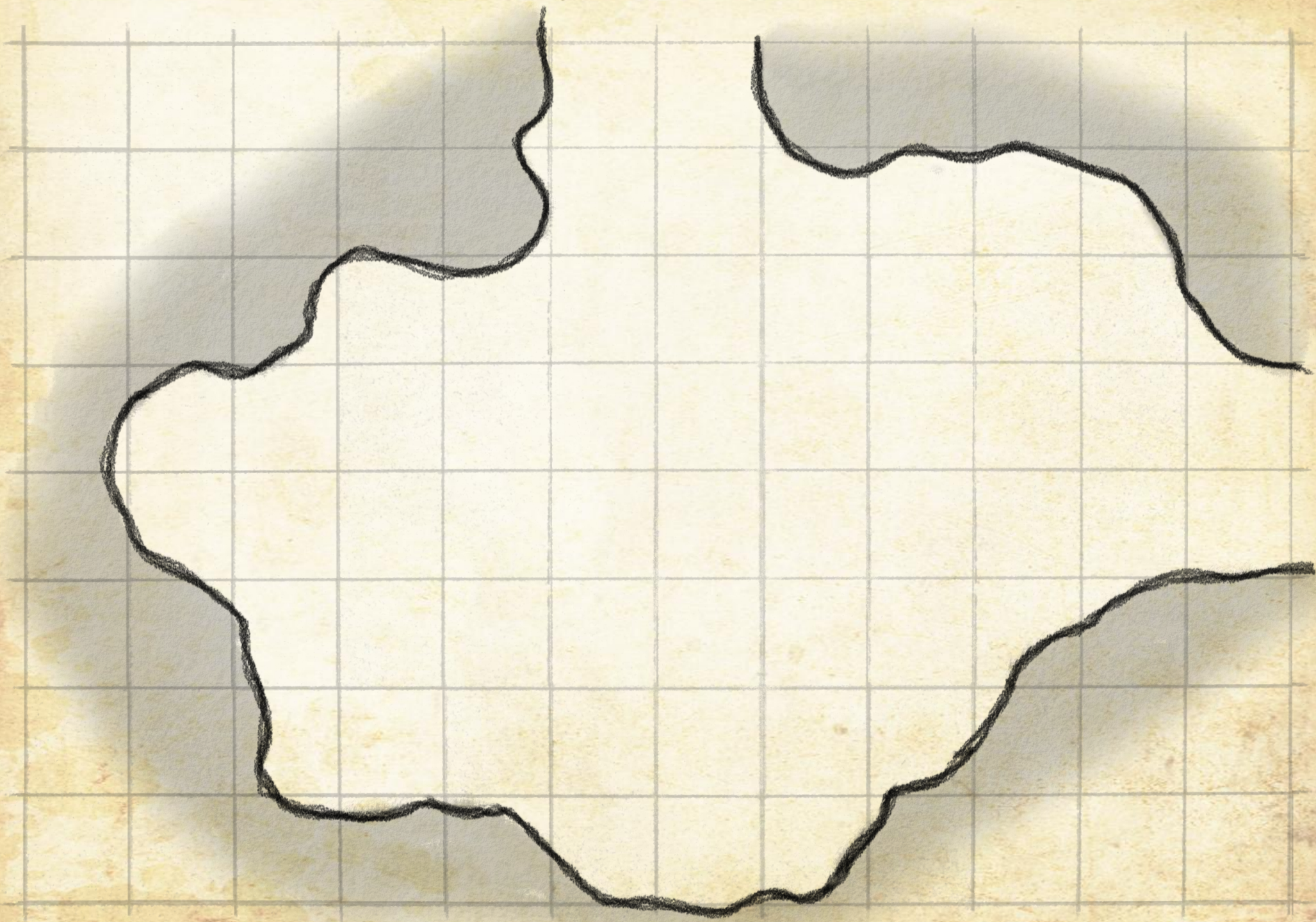




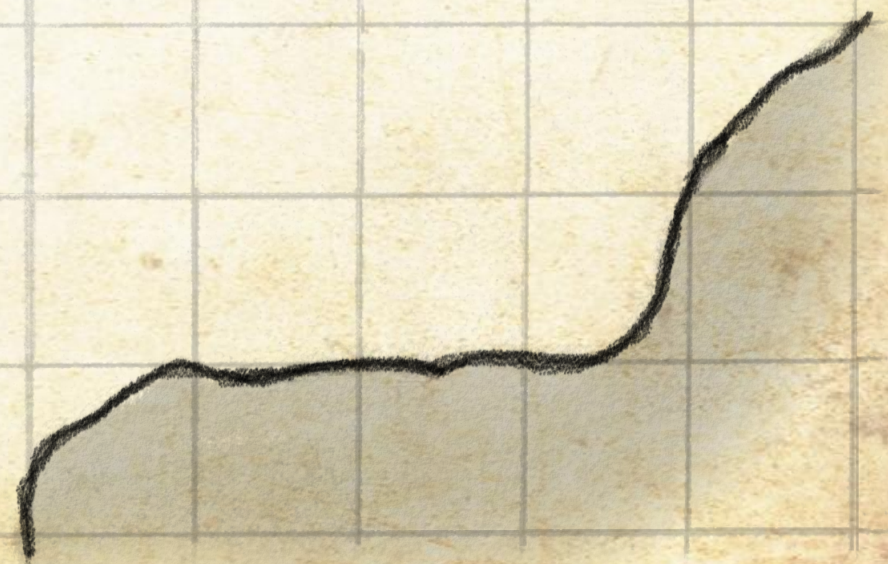
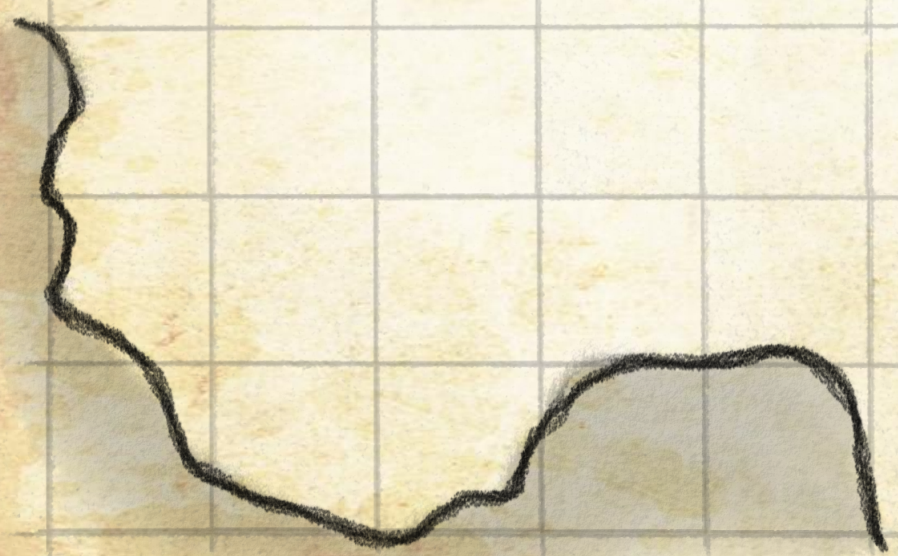
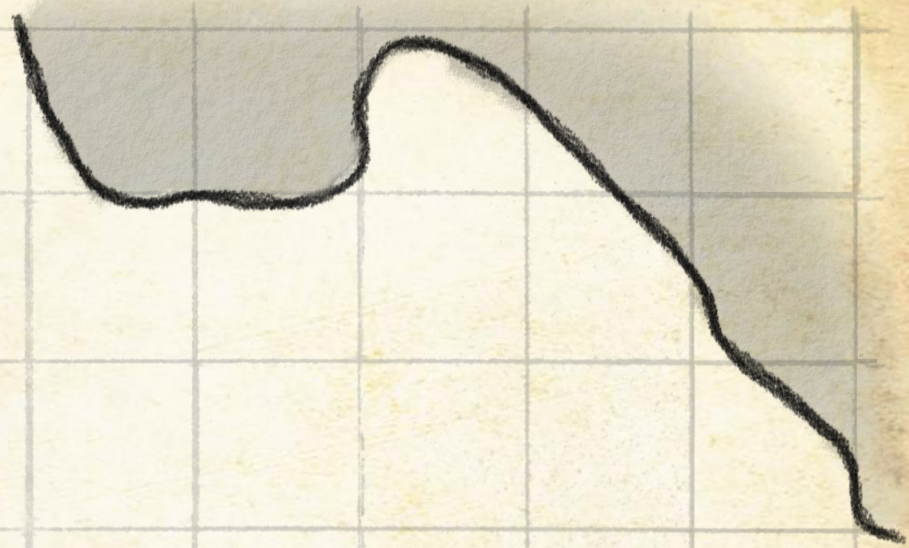
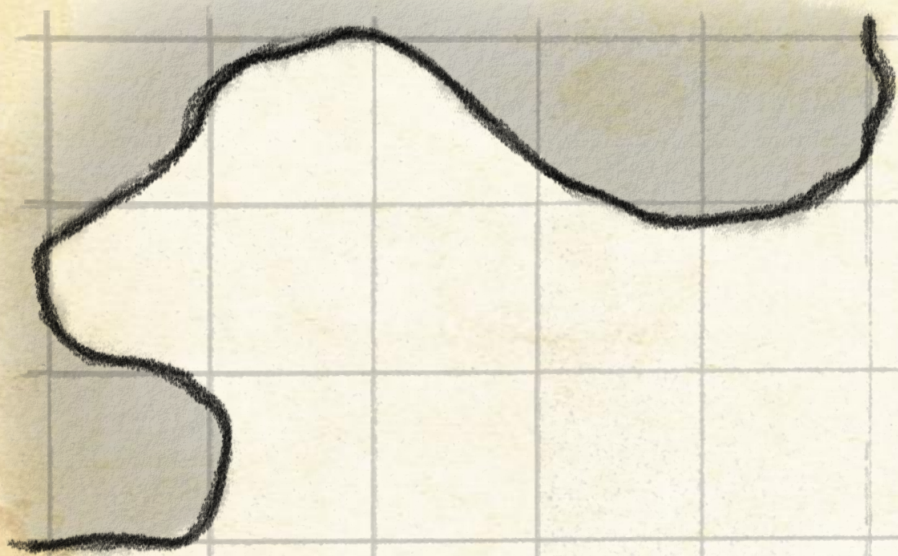


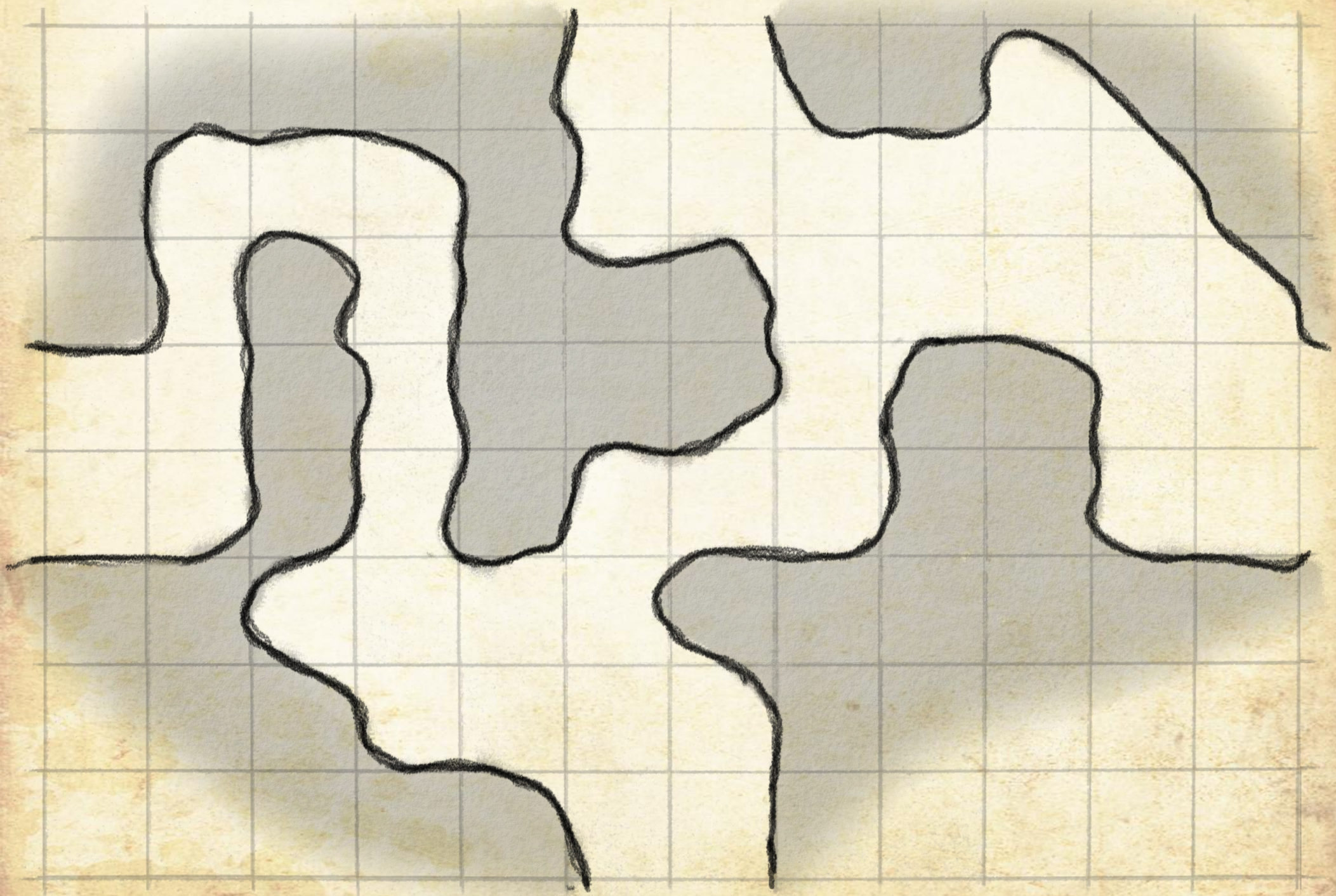


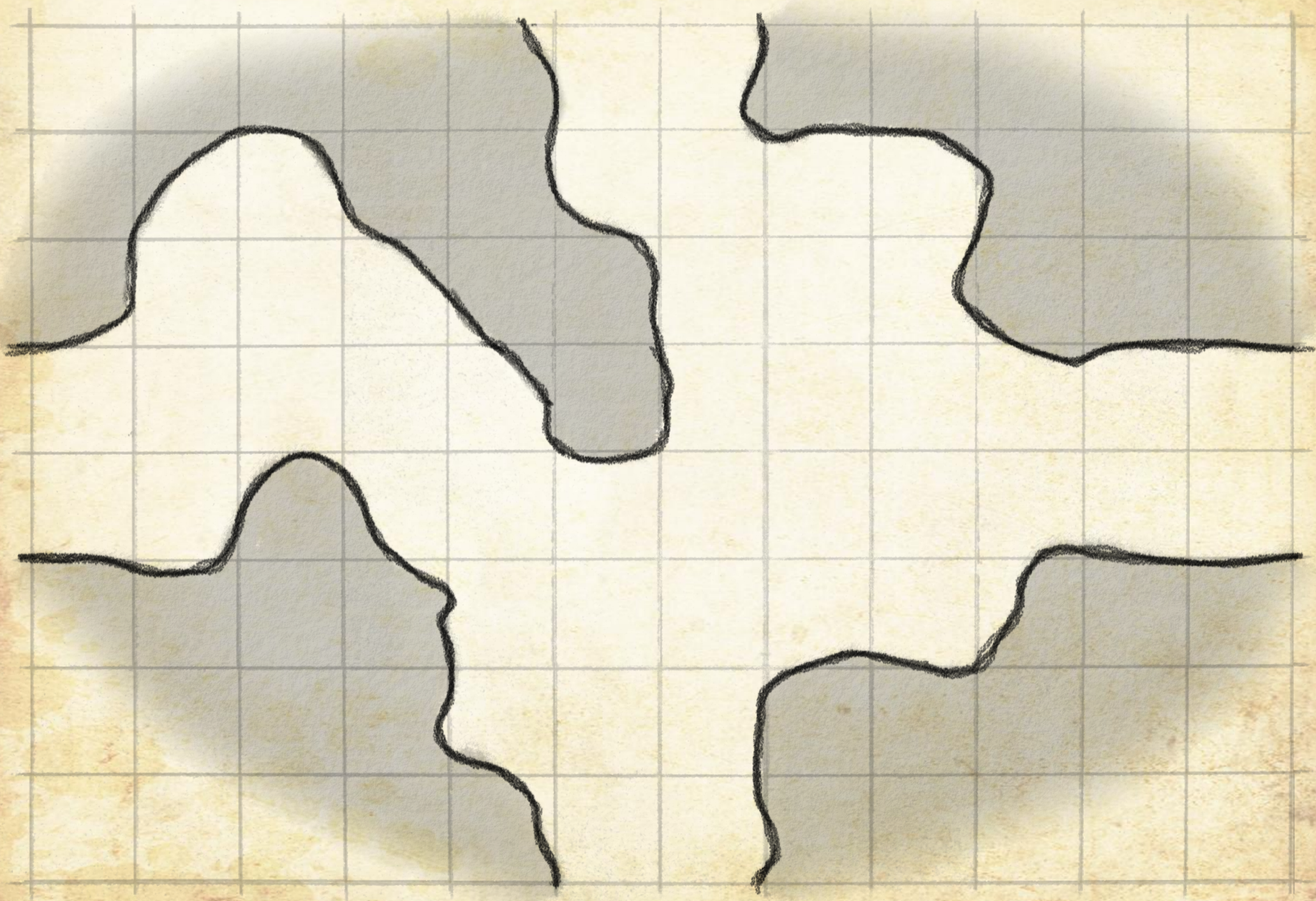


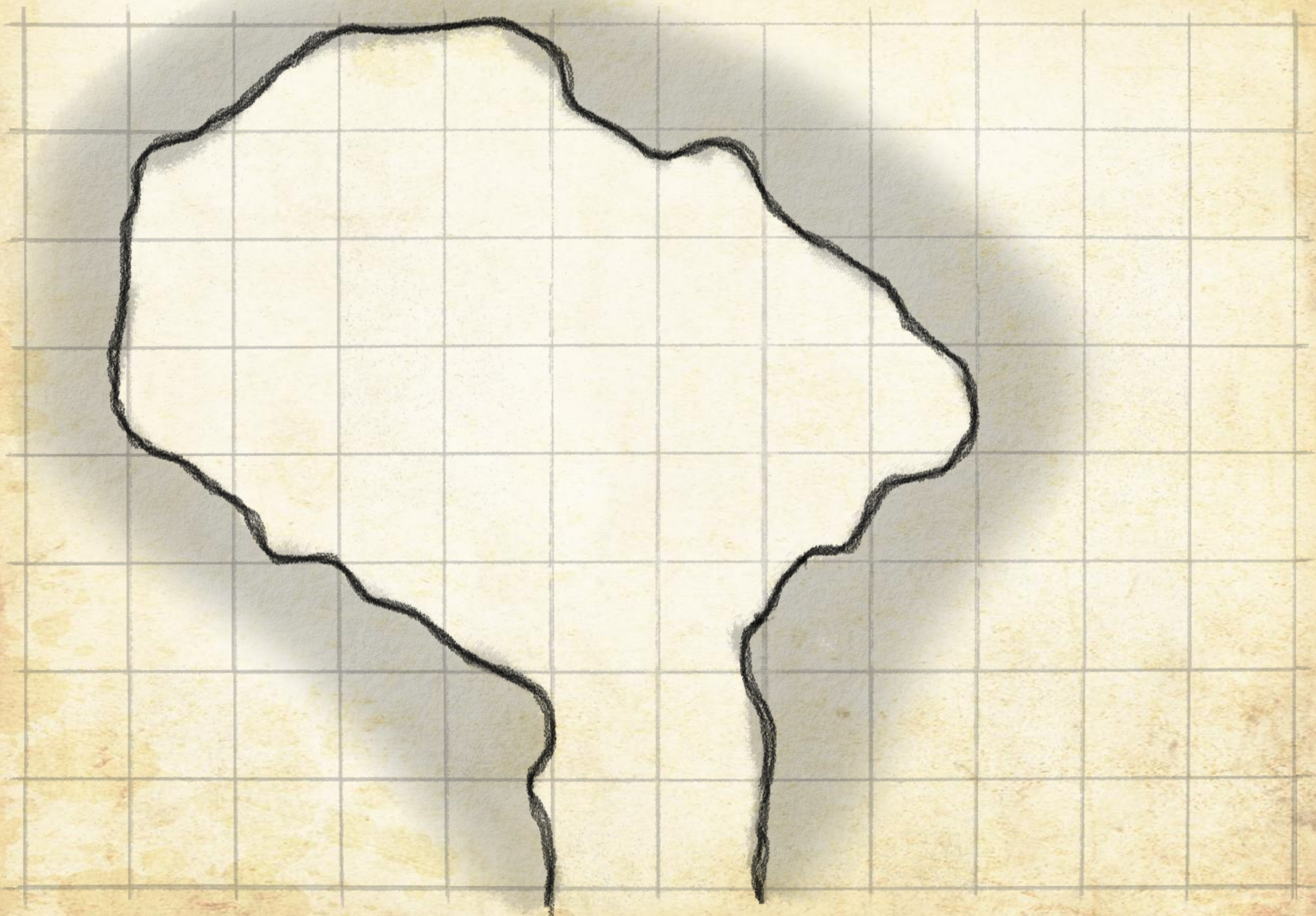




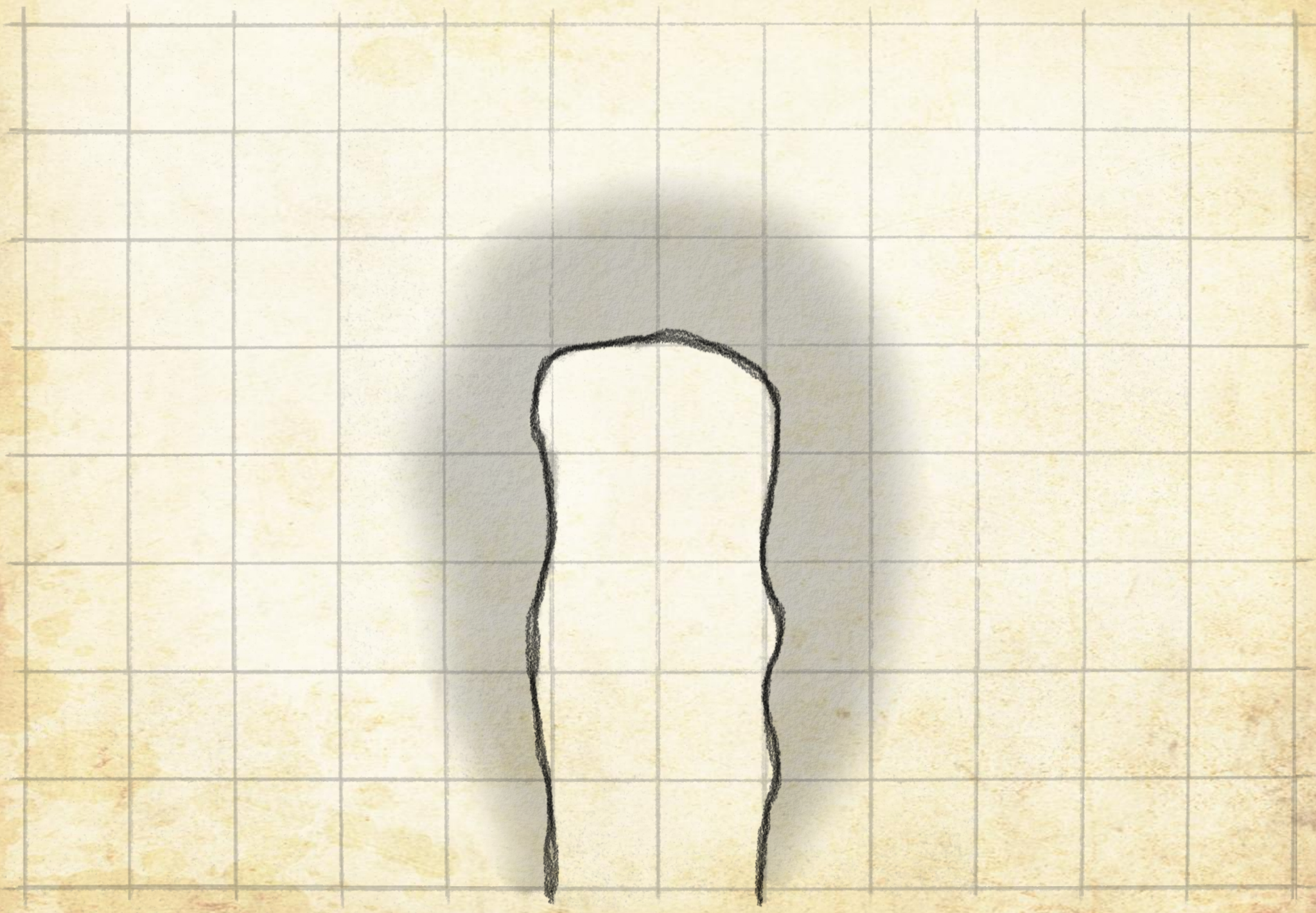


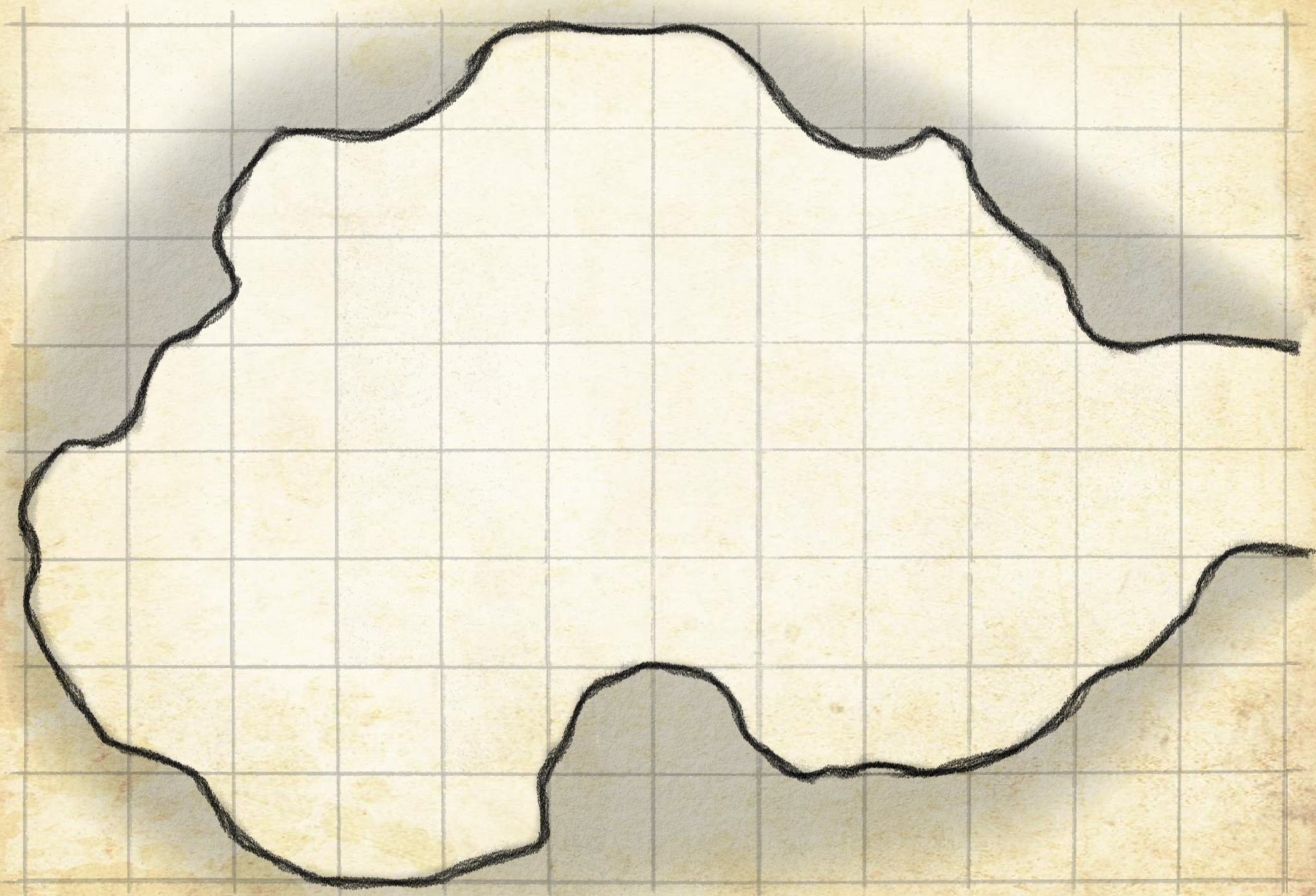


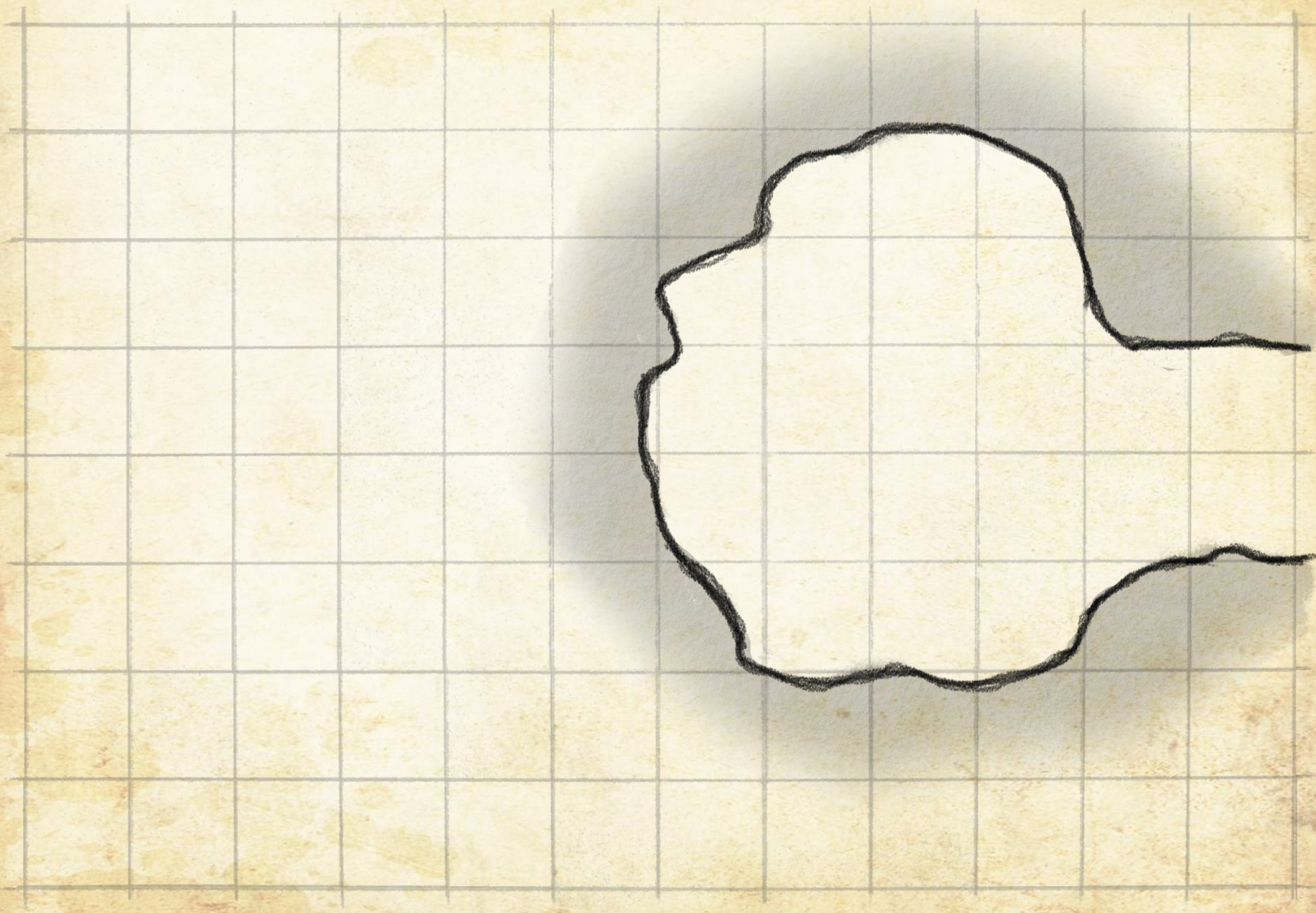




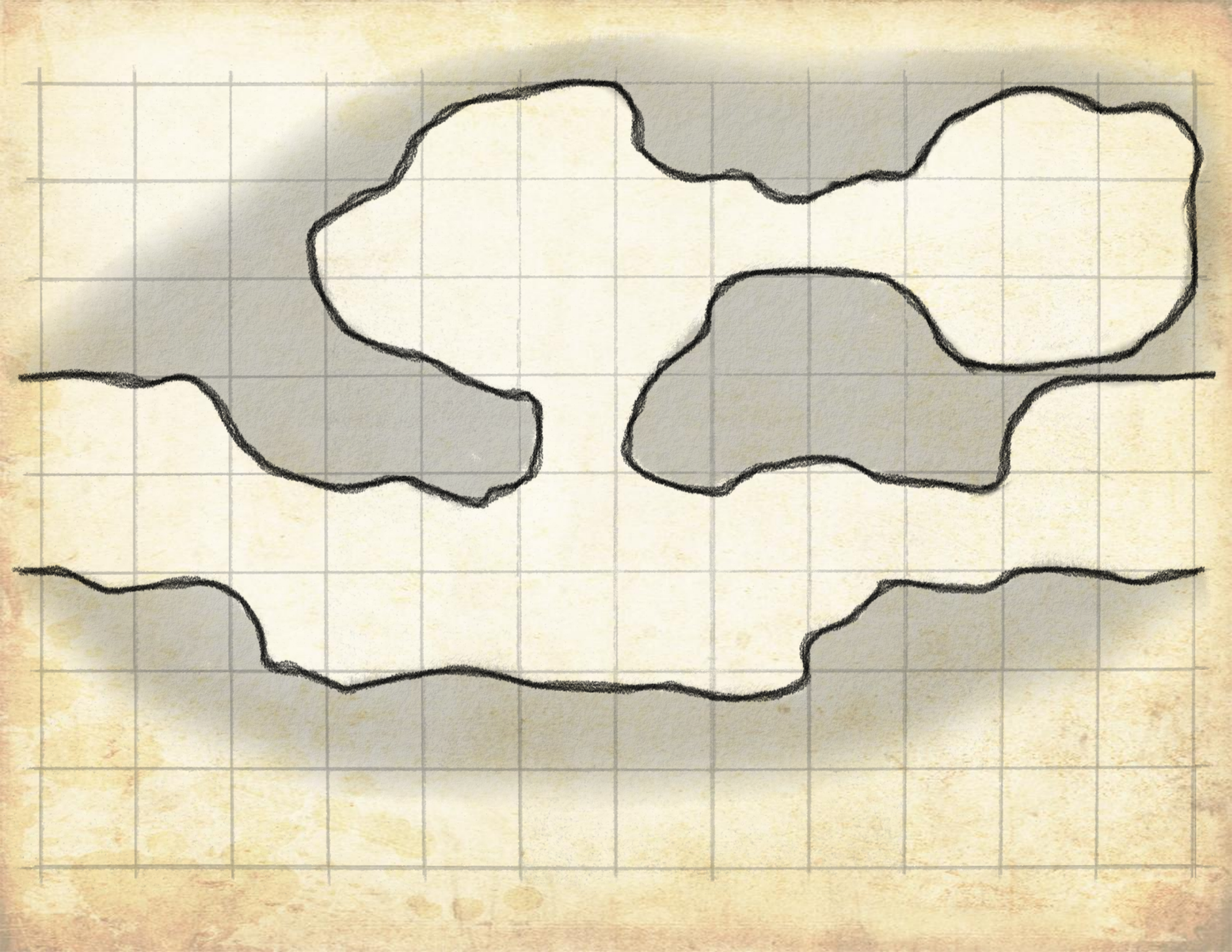


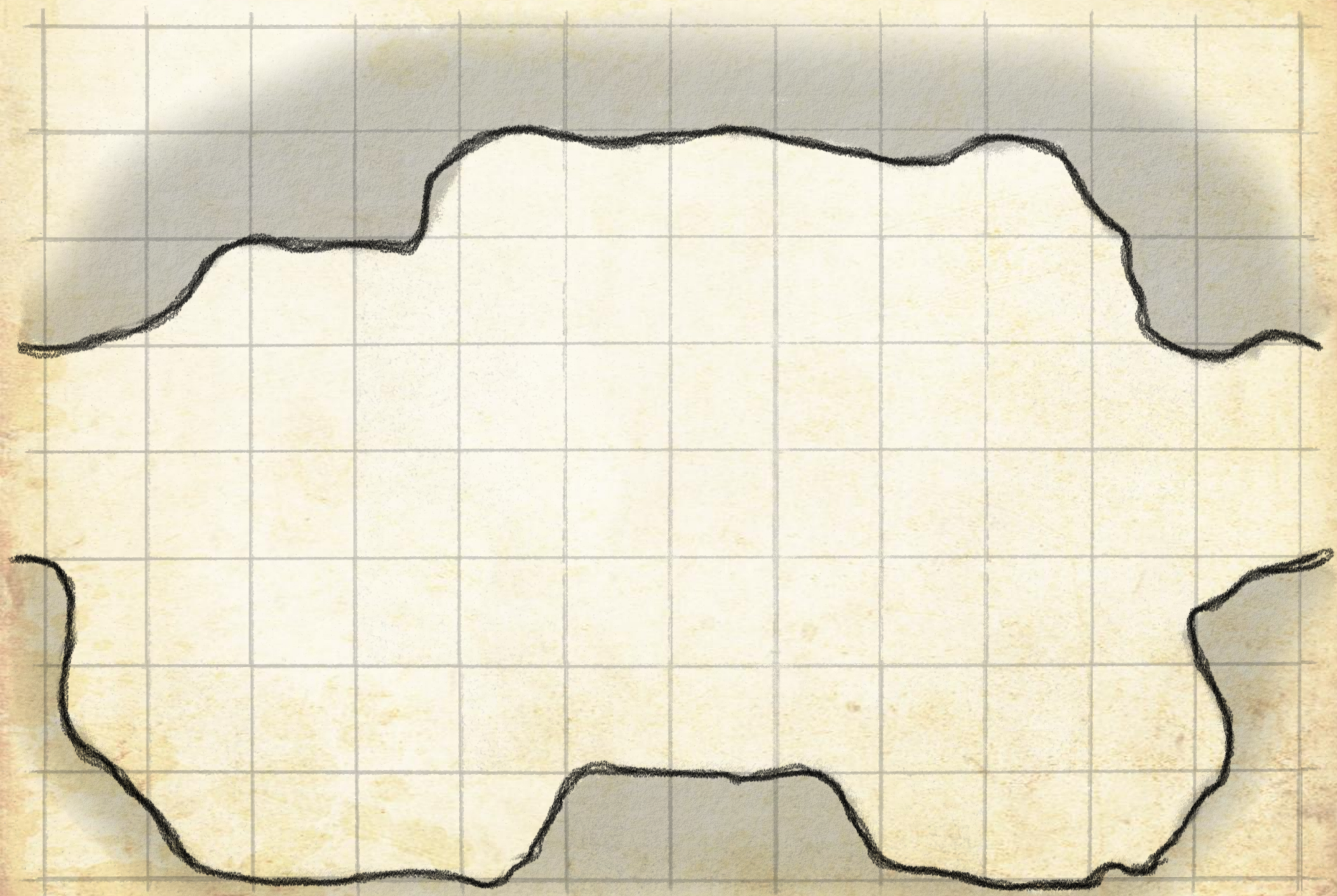


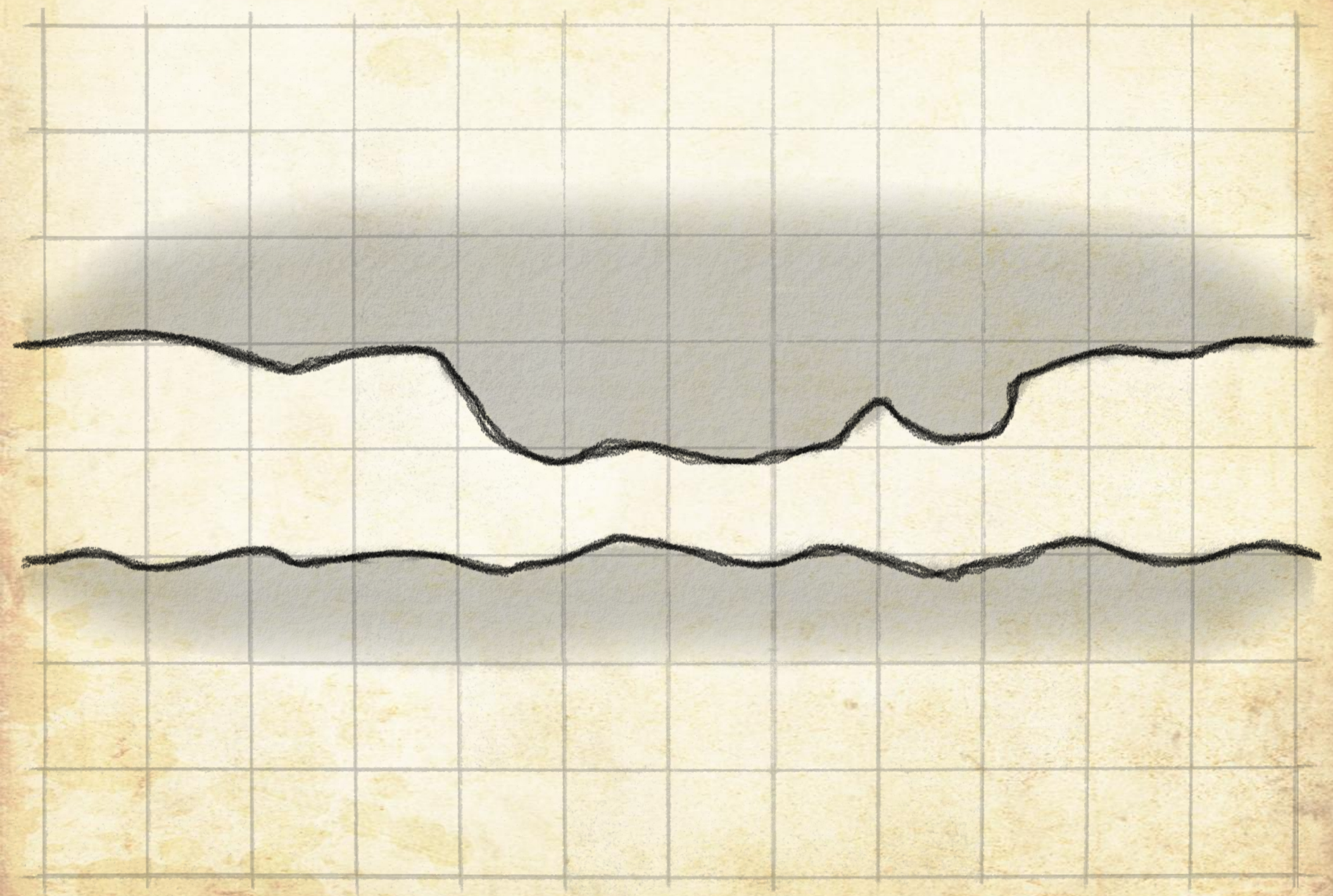


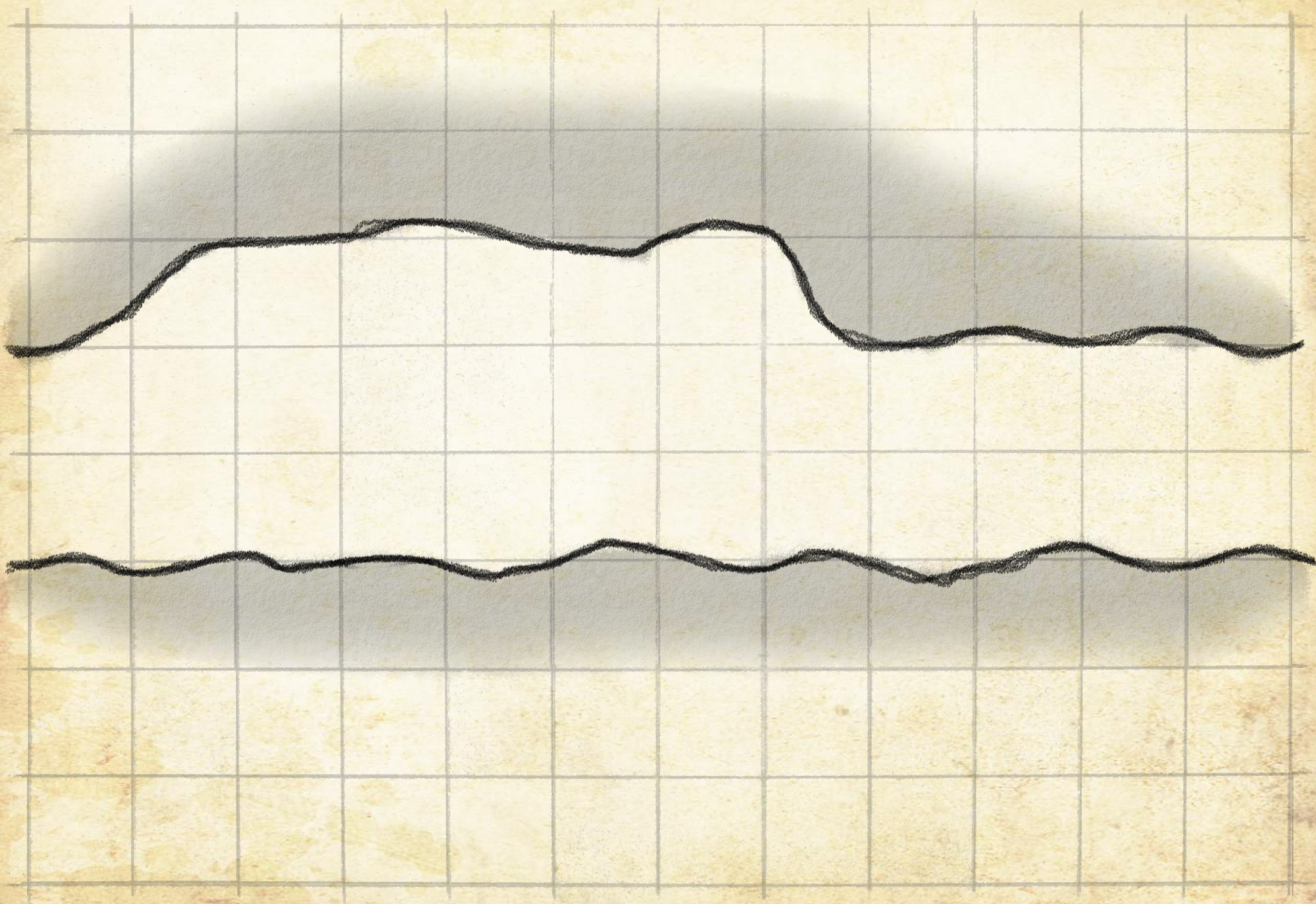




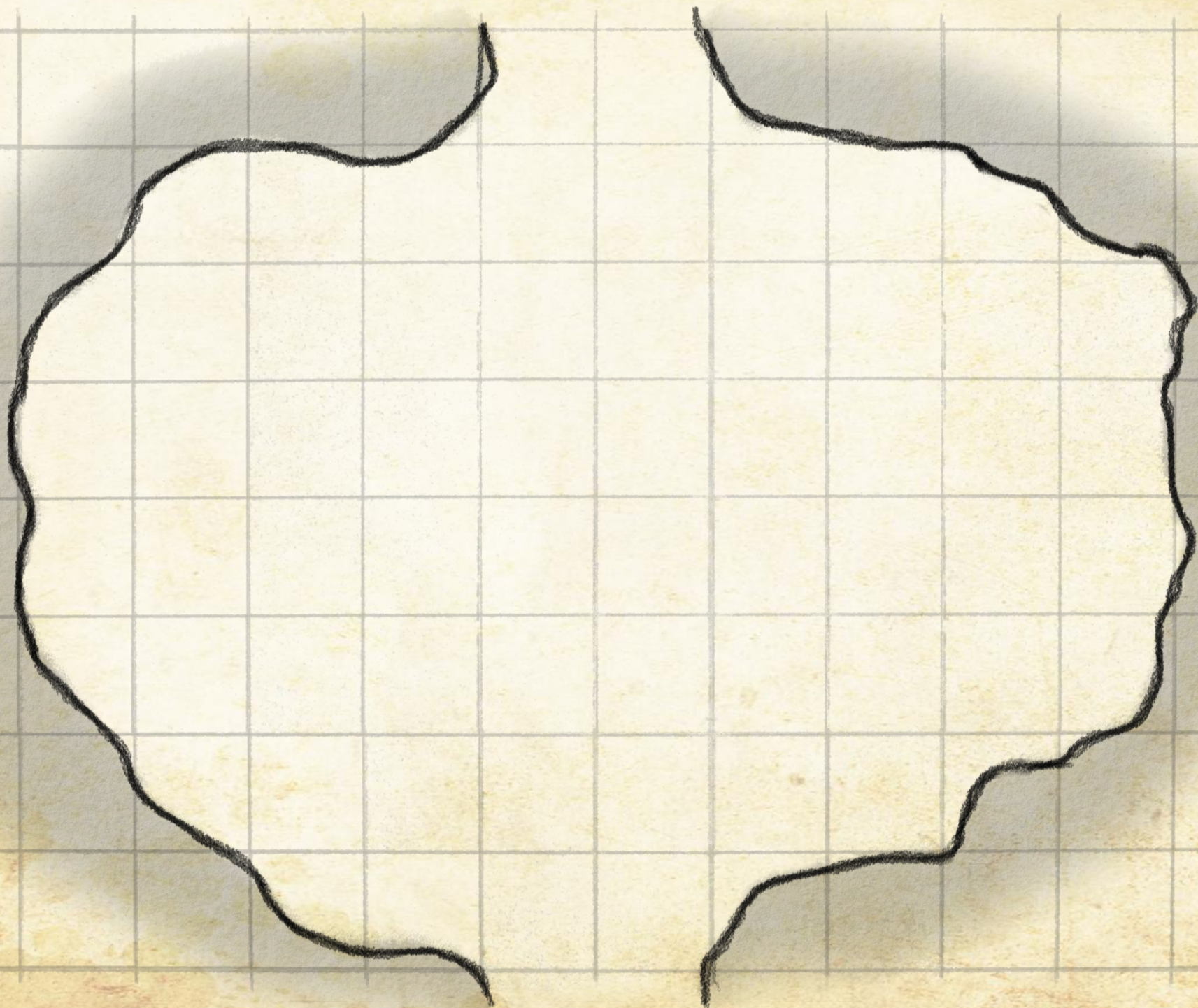


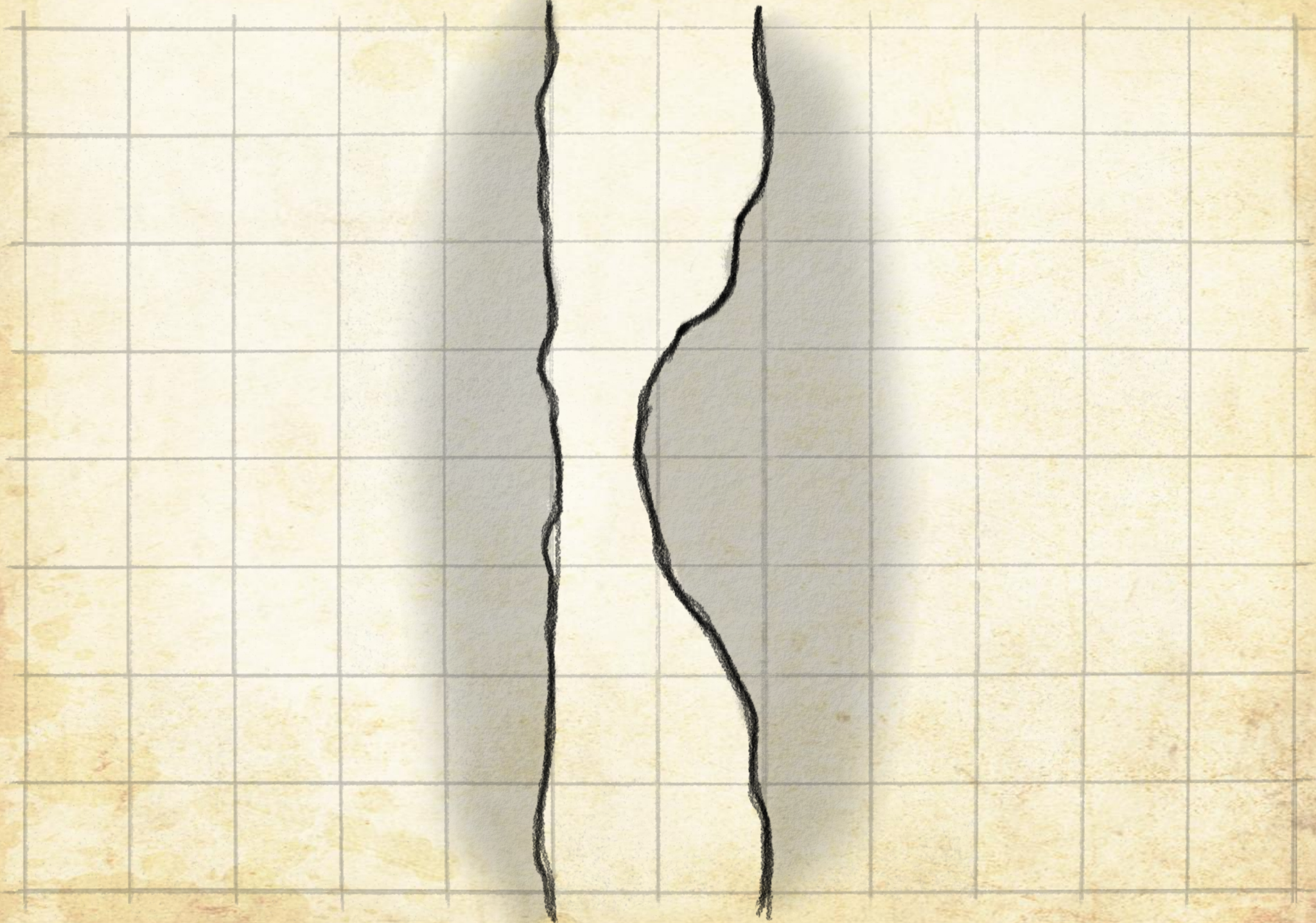


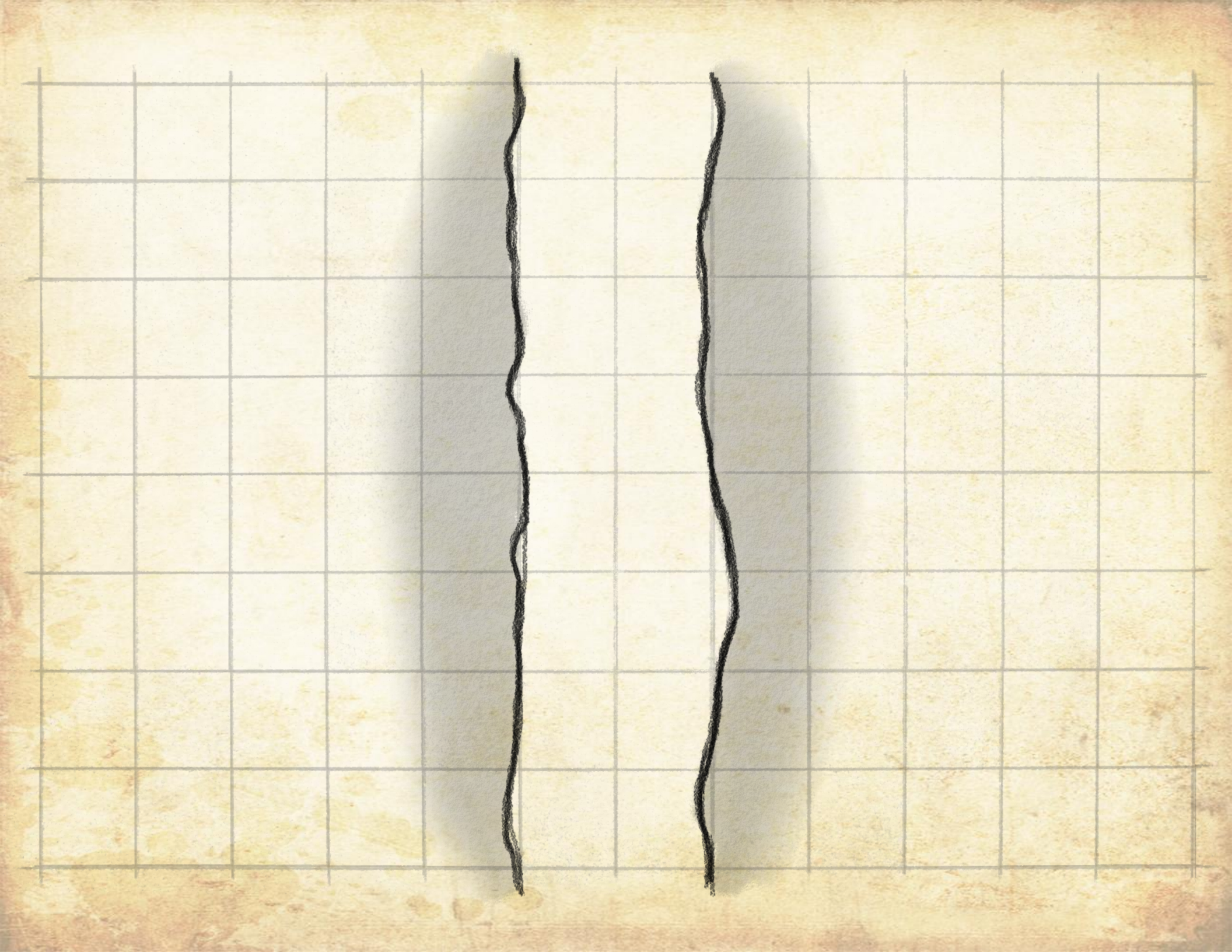


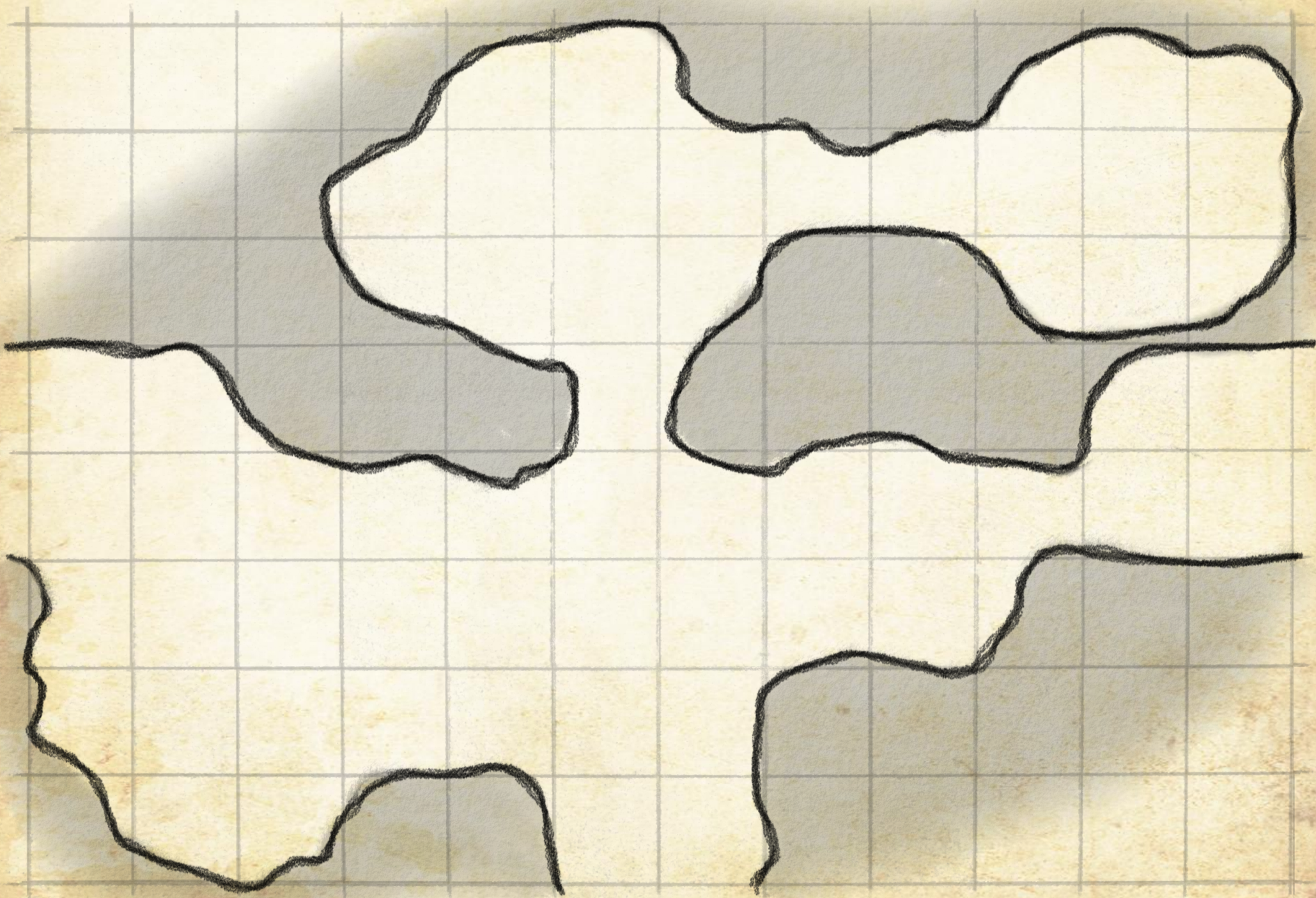


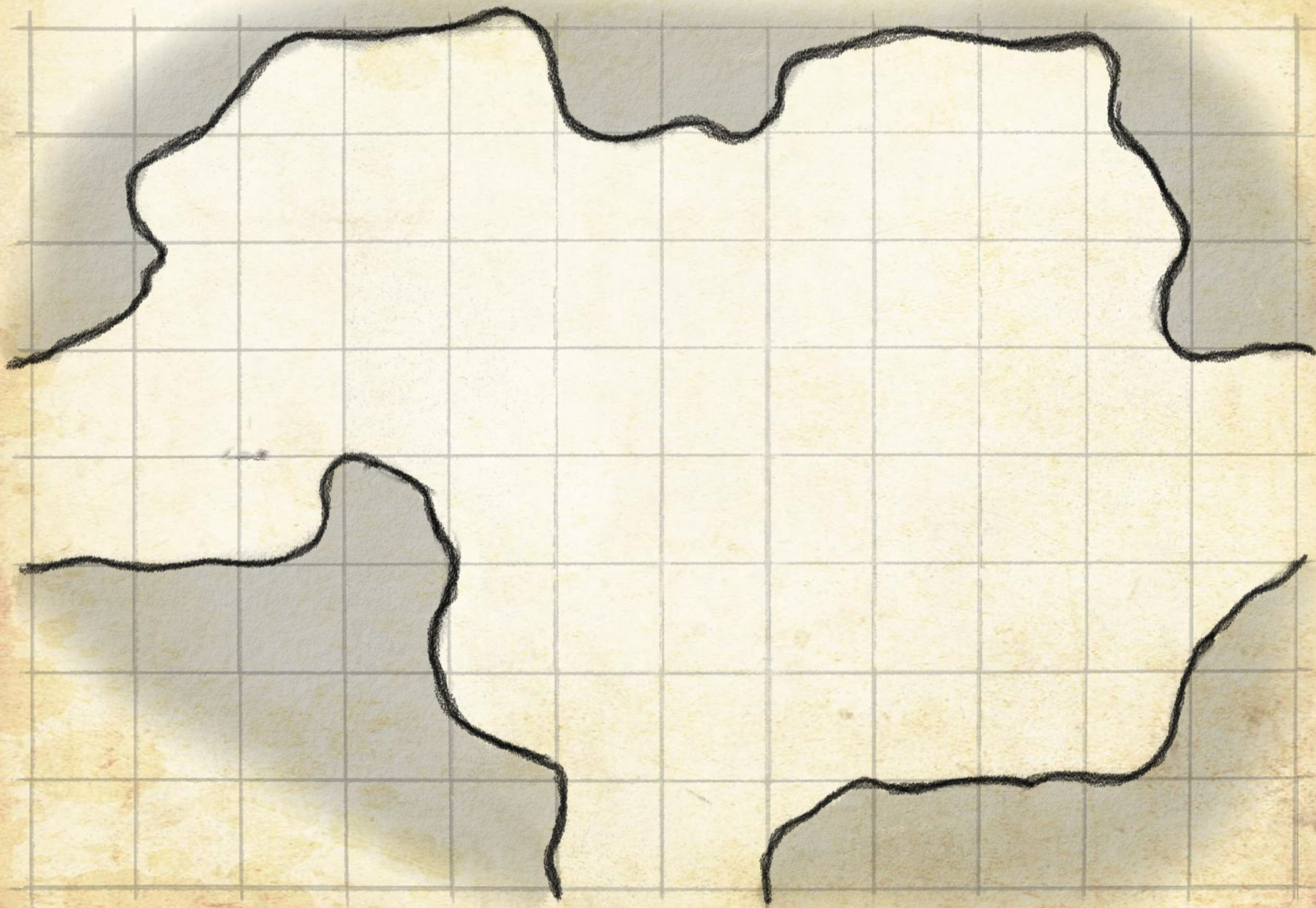


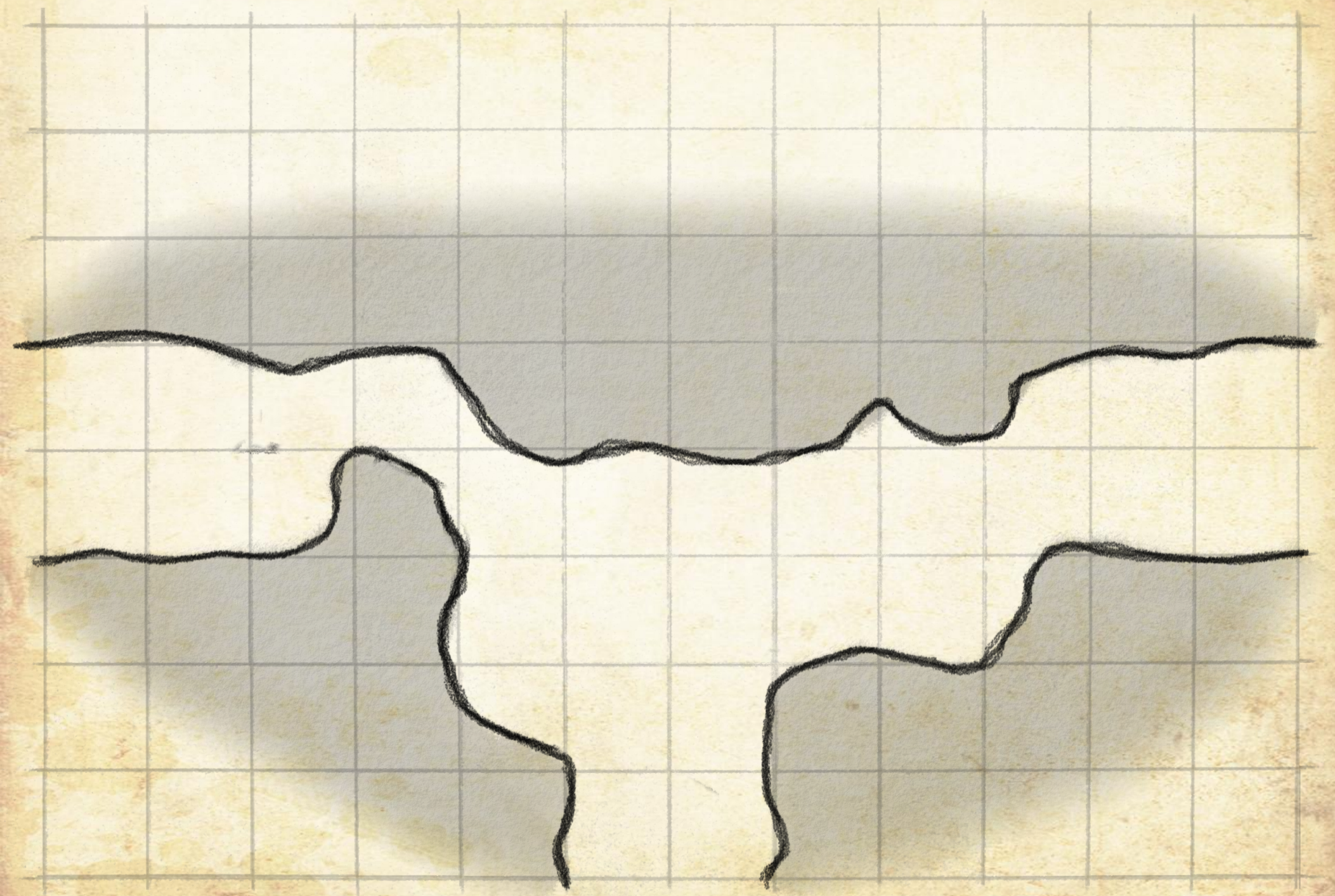


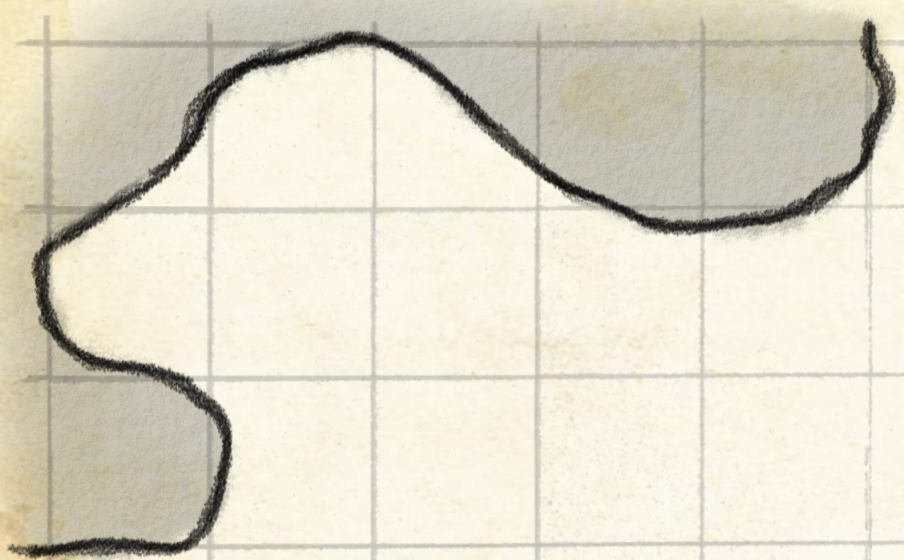


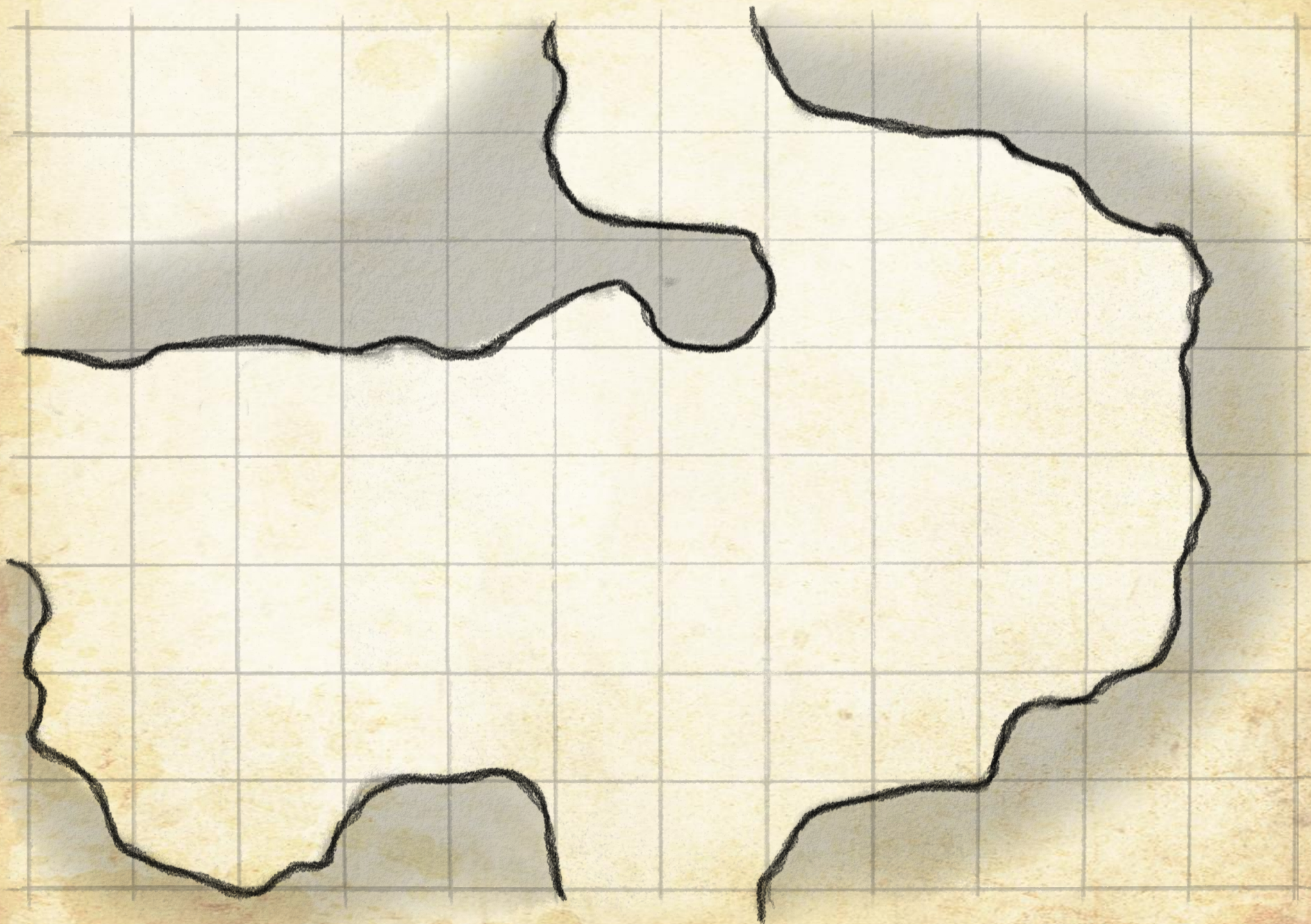


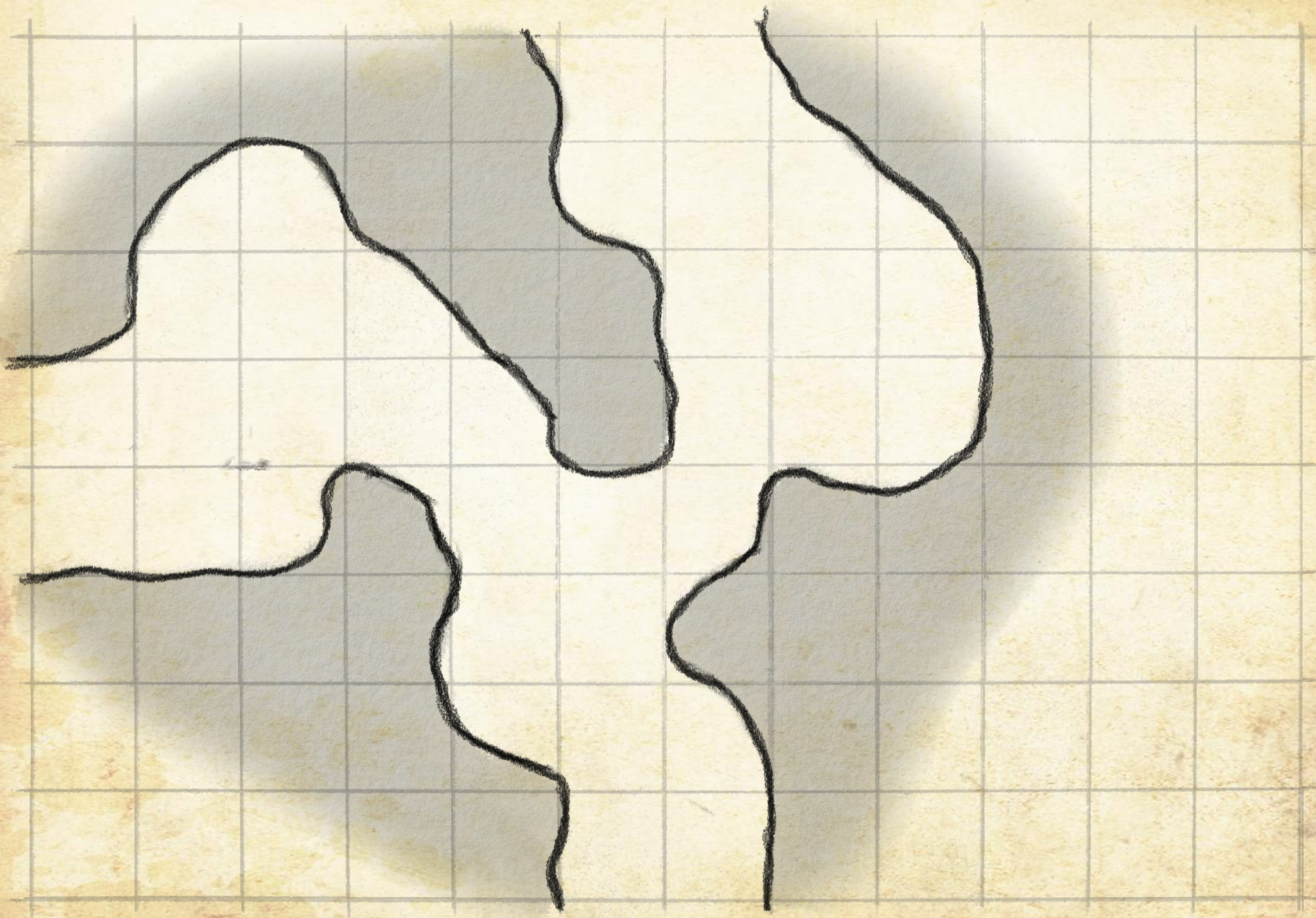


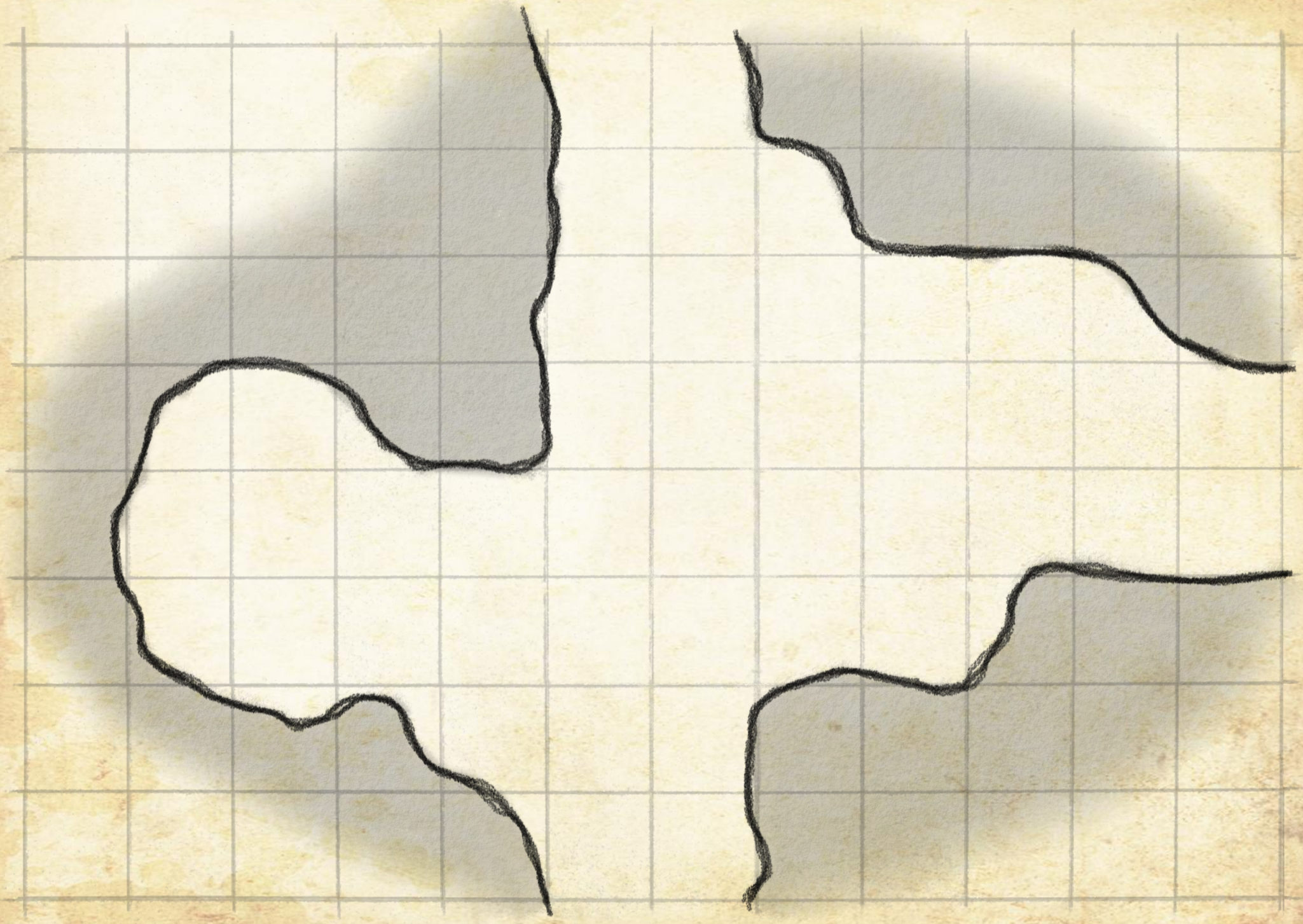


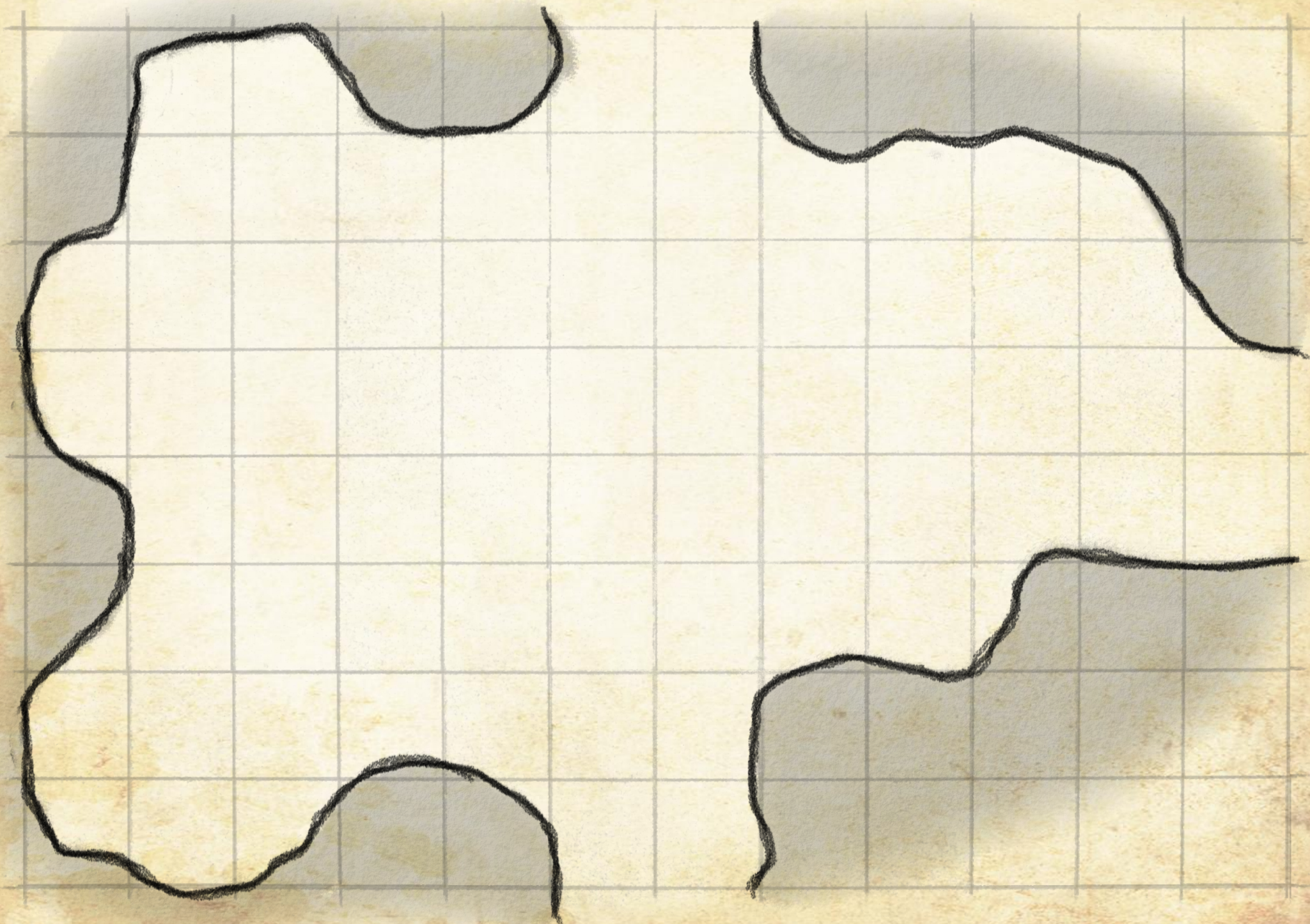




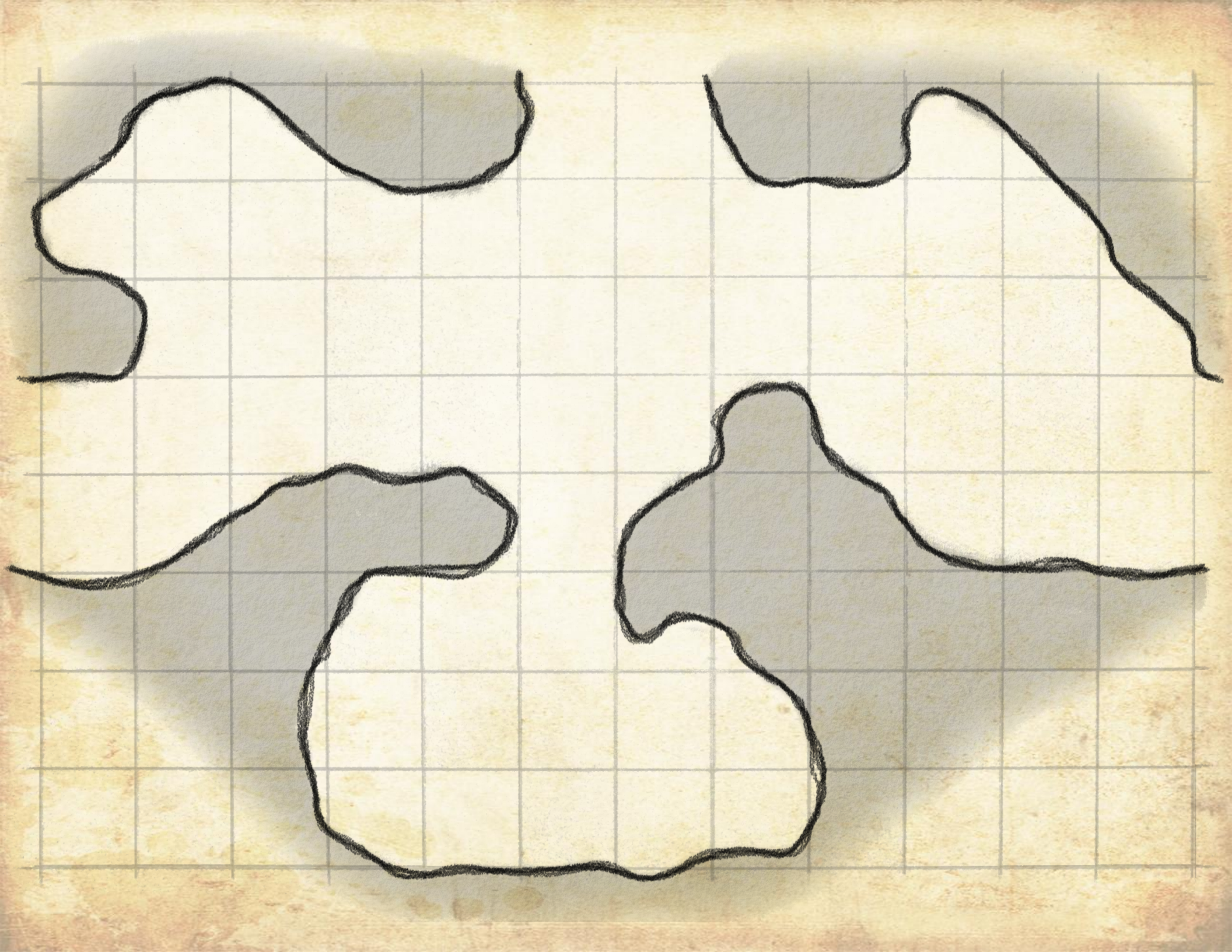


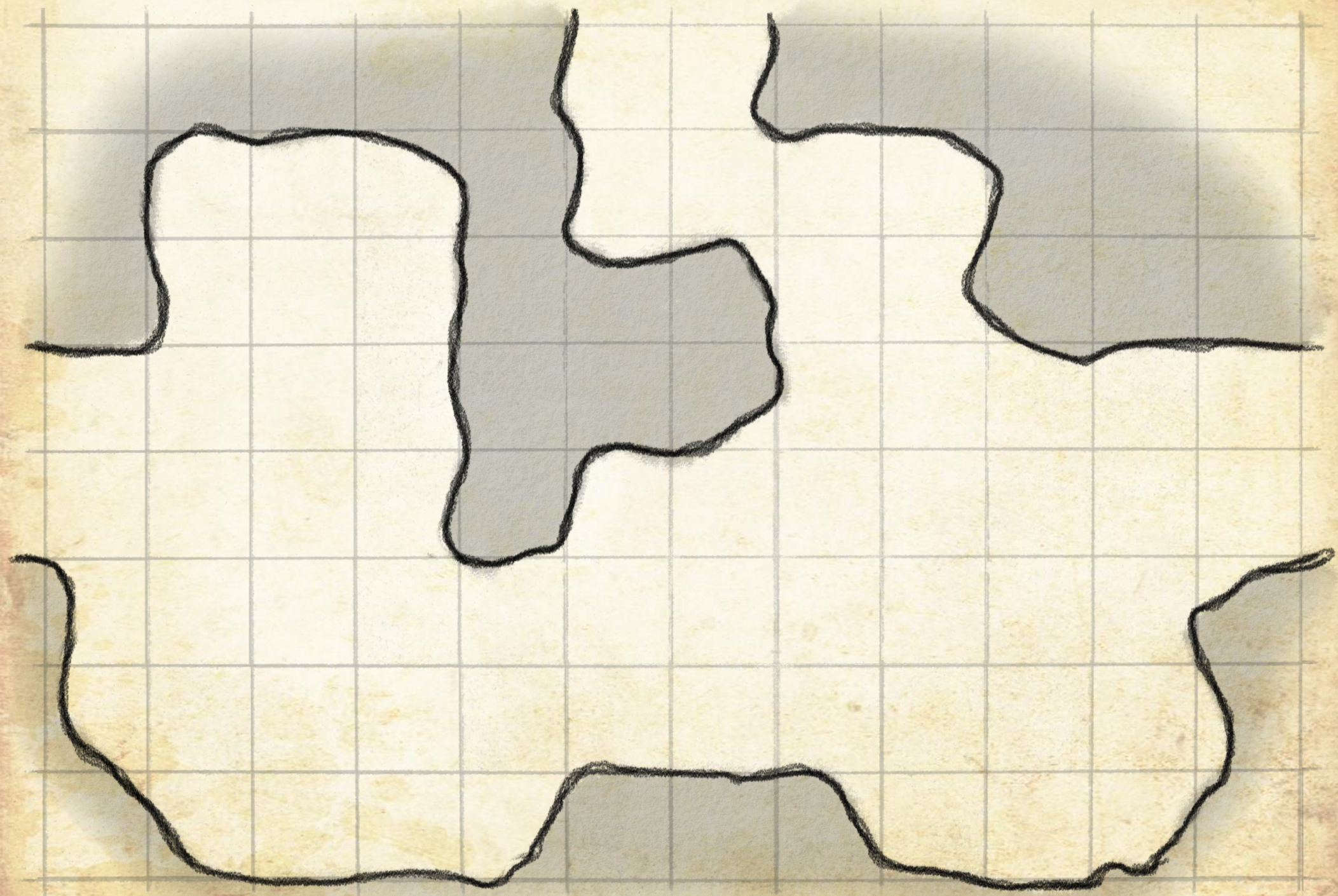


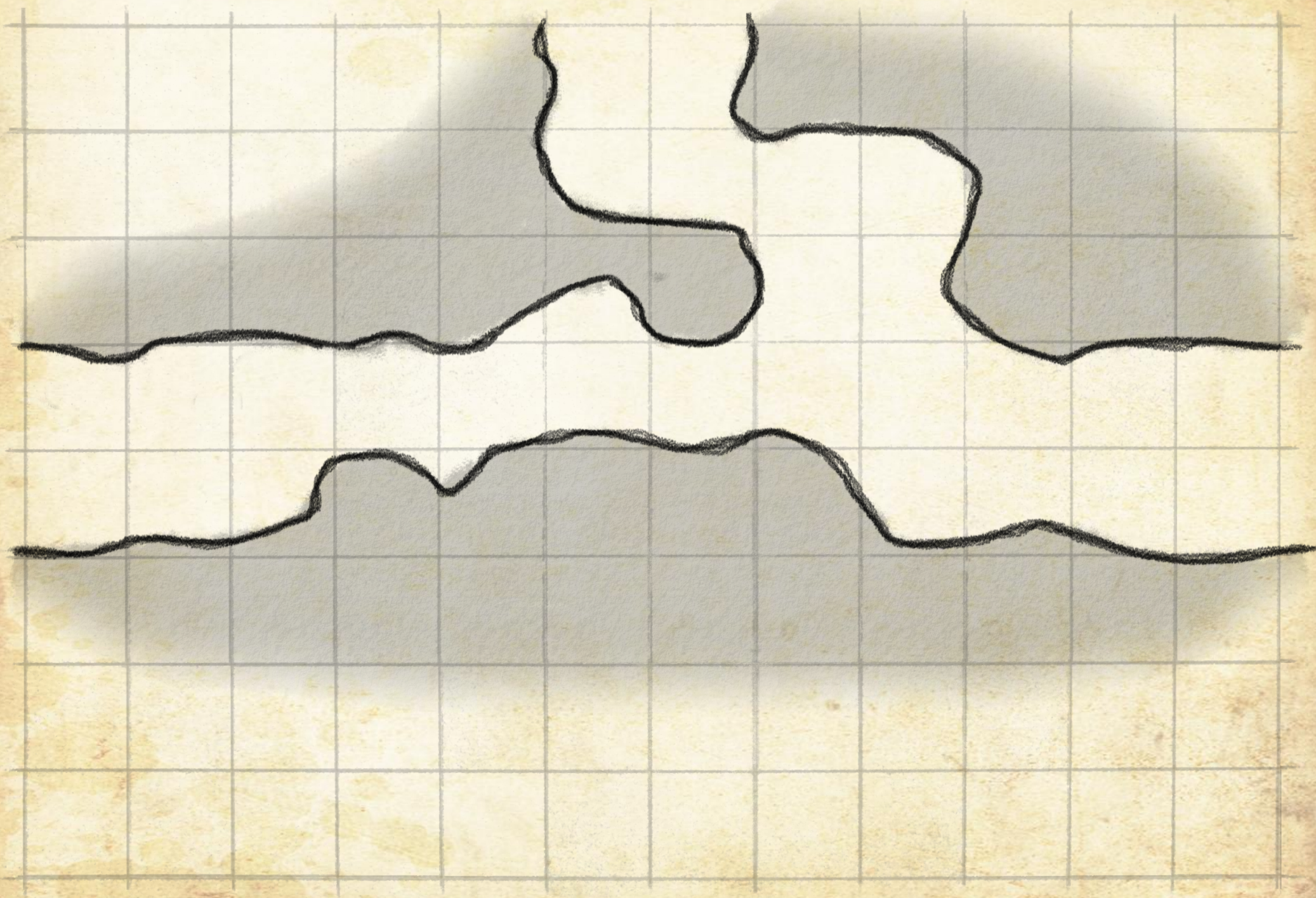














HERO KIDS



Minotaur



Melee Attack: Crushing Blow
Melee attack at an adjacent target.

Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Enraged
When you're Hurt, you can move 2 extra squares.

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