

BEBOP

FOOT CLAN



UNIQUE HERO
MUTATE
ENFORCER
CLUELESS
MEDIUM 5

6 1
6 5
310

"WE WILL DESTROY EVERYTHING!"

Before an ordered activation with Bebop, you may activate an Enforcer Hero within 4 clear spaces of Bebop. If you do, you may not activate additional figures this turn.

SHODDY GUN SPECIAL ATTACK

Range 5. Attack 4.

If you roll more shields than skulls, this ability is negated for the rest of the game.

TOO DUMB TO FALL

Once per round, if Bebop would be defeated by receiving wounds, he instead avoids all damage. Choose an opponent to temporarily take control of Bebop and maneuver him up to 4 spaces.

IDW

Mutagen

