

BETLE
ABNER JENKINS

SINISTER SIX



UNIQUE HERO
HUMAN
CRIMINAL
OPPORTUNISTIC
MEDIUM 5

A collection of six hexagonal icons representing various stats: a green shield with '5', a red heart with '4', a grey skull with '5', a blue shield with '5', a blue diamond with '175', and a red skull with '3'.

SINISTER SYNDICATE

Add 1 to your initiative for each Unique Hero you control that is a Criminal or in the Sinister Six faction and subtract 1 from your initiative for each Unique Hero you controlled at the start of the game that you do not currently control.

DIVERSIONARY FIRE SPECIAL ATTACK

Range 5. Attack 3.

Beetle may attack twice with this special attack action. After attacking an enemy, if Beetle had 1+ skulls, you may maneuver Beetle or an ally within 5 spaces of Beetle up to 2 spaces with Stealth.

FAULTY TARGETING

Beetle's normal attack has +1 hit against non-adjacent defenders. If Beetle has more shields than skulls in any attack against a non-adjacent enemy, the player controlling that enemy must choose a figure adjacent to that enemy. Roll 1 damage die against the chosen figure.

MARVEL • Power Armor

