

RHINO
ALEKSEI SYTSEVICH

SINISTER SIX



UNIQUE HERO
MUTATE
CRIMINAL
RELUCTANT
LARGE 6

5 6 1
5 5
220

RHINO CHARGE

After Rhino's move action, if he is not engaged, you may maneuver him up to 3 spaces in a straight line. Rhino has +1 Attack this activation for each space he maneuvers this way. If Rhino moves with Rhino Charge then attacks on the same activation but does not inflict 1+ wounds, roll 1 damage die against Rhino.

TOUGH

When defending against a normal attack, Rhino has +1 block.

WEAK-MINDED 2

If a player rolls a d20 to take control of Rhino, that player may add or subtract 2.

MARVEL • Gamma

