



**MARVEL**

**BEAST**  
HANK MCCOY

**ASTUTE AVENGER**

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. Before rolling for initiative, you may choose an opponent's card. That opponent may remove one unrevealed Order Marker from that card. If they do not, for each Order Marker on that card, you may add 1 to your initiative roll and any 20-sided die rolls made for Beast or friendly figures with Avenger Markers on their cards this round.



**MUTANT**

**UNIQUE HERO**

**VISIONARY**

**BRILLIANT**

**MEDIUM**

**5**

**MEDICAL ANALYSIS 14**

If a friendly figure starts its turn adjacent to Beast, you may roll the 20-sided die. If you roll 14 or higher, remove a Wound Marker from that figure's card.

**BEAST AGILITY 14**

Beast never takes leaving engagement attacks and rolls one additional die against figures leaving an engagement with him. After moving normally or defending with Beast, you may place him on any empty space within 3 spaces of his current placement that is no more than 14 levels up or down.



**5**  
**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 5**

**DEFENSE 6**

**200**

**POINTS**

