



BEAST BOY

GAR LOGAN

BEAST FORMS

You may draft this figure into the same army with any other Gar Logan figures that do not have the species of Metahuman. Start the game with this figure on the battlefield. Only one of your Gar Logan figures can be on the battlefield at a time. If another Gar Logan you control would be destroyed or would receive enough wounds to be destroyed, instead place two Wound Markers on this card and immediately replace the Gar Logan you control with another Gar Logan in your army, if possible. If this Gar Logan is destroyed, all Gar Logan figures in your army are destroyed.

BEAST TRANSFORMATION

Instead of taking a turn with a Gar Logan you control, you may switch it with another Gar Logan figure in your army and take a turn with the other Gar Logan. Switched figures will not take any leaving engagement attacks. After revealing a numbered Order Marker on this card, you may take a turn with whichever Gar Logan you control.

HEALING FACTOR

After taking a turn with this Beast Boy, remove 1 Wound Marker from this Army Card.



METAHUMAN

UNIQUE HERO

TITAN

MISCHIEVOUS

MEDIUM

5

5
LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 3

60

POINTS

