

DC

BEAST MAN

6

ETERNIAN

UNIQUE HERO

MINION

SAVAGE

MEDIUM 6

BEAST MASTERY

After revealing an Order Marker on this card and before taking a turn with Beast Man, you may choose one figure you control within 6 clear sight spaces of Beast Man that is a Common, Uncommon, or Squad figure, with the Ferocious, Savage, or Wild personality. Take a turn with the chosen figure or the chosen figure's squad, if it is a Squad figure. You may not take any additional turns with any figures you control other than Beast Man.

CLUMSY SMASH

After attacking an adjacent small or medium figure, if it was not destroyed, place that figure up to X clear sight spaces away from its original placement where X equals the number of wounds you inflicted with that attack. A figure moved by this special power will not take any leaving engagement attacks. Then, one at a time, roll an unblockable attack die against all figures adjacent to the defending figure, even if it was not moved.

TOUGH

When rolling defense dice against a normal attack, Beast Man always adds one automatic shield to whatever is rolled.



6 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 4

280 POINTS

