

IDW

BEBOP

"WE WILL DESTROY EVERYTHING!"

After revealing an Order Marker on this card and before taking a turn with Bebop, you may take a turn with another Brute Hero you control within 4 clear sight spaces of Bebop.



MUTATE

UNIQUE HERO

BRUTE

CLUELESS

MEDIUM

5

**SHODDY GUN
SPECIAL ATTACK**

Range 5. Attack 4.

When attacking with this special attack, if you roll more shields than skulls, this special attack can not be used for the rest of the game.

TOO DUMB TO FALL 3

Once per round, if Bebop would be destroyed by receiving wounds, he instead takes no damage. For the rest of the round, if any player rolls the 20-sided die to take temporary or permanent control of Bebop, that player may add 3 to the roll.



6

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 6

310

POINTS

