

**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**