MARVEL

BEETLE

ABNER JENKINS

SINISTER SYNDICATE
When rolling for initiative, add 1 to your roll for each Unique Hero you control that is an Assassin, Criminal or Thief and subtract 1 from your roll for each Unique Hero you controlled at the start of the game that you do not currently control.

DIVERSIONARY FIRE
SPECIAL ATTACK
Range 5. Attack 3.
Immediately after rolling attack dice for this special attack against an opponent's figure, if Beetle rolls at least one skull, you may move Beetle or another figure you control within 5 spaces of Beetle up to 2 spaces. Figures moved by this special attack never take leaving engagement attacks from the defending figure. After attacking with this special attack, Beetle may attack 1 additional time.

POWER ARMOR: FAULTY TARGETING
Add 1 automatic skull to whatever is rolled when Beetle attacks a non-adjacent figure with his normal attack. Any time Beetle attacks a non-adjacent figure, if you roll more shields than skulls, your opponent must choose another adjacent figure to the defending figure. Roll an unblockable attack die against that figure.

HUMAN
UNIQUE HERO
CRIMINAL
OPPORTUNISTIC
MEDIUM 5

4 LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	5

175 POINTS