

DC

BLUE BEETLE
JAIME REYES

ADAPTIVE SCARAB SUIT
Start the game with 4 gray, 4 red, and 4 blue Scarab Markers. Before taking a turn with Blue Beetle, you may remove any Scarab Markers on this card and place any combination of gray, red, and blue Scarab Markers on this card. A maximum of 4 Scarab Markers can be placed on this card. Blue Beetle adds 1 to his Range number for each gray Scarab Marker on this card, adds 1 to his Attack number for each red Scarab Marker on this card, and adds 1 to his Defense number for each blue Scarab Marker on this card.

SENTIENT SCARAB SUIT
After each normal attack with Blue Beetle, roll the 20-sided die, subtracting 2 from your roll for each red Scarab Marker on this card. If you roll 1 or lower, the nearest friendly figure to Blue Beetle receives a wound. If you roll 2 or higher, you may attack again with Blue Beetle's normal attack. Blue Beetle may not attack more than two times in a single turn.

5 LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 3

270 POINTS

HUMAN

UNIQUE HERO

TITAN

ENTHUSIASTIC

MEDIUM 5