

BUG DROP

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Blue Beetle does not start the game on the battlefield. If Blue Beetle has not been placed on the battlefield this game, after revealing a numbered Order Marker on an Army Card you control, instead of taking a turn with that card, you may place Blue Beetle on any unoccupied space within 6 spaces of any figure from that Army Card and take a turn with Blue Beetle.

STRATEGIC SHOT SPECIAL ATTACK
Range 5. Attack 4.
Choose a non-adjacent figure to attack. All
figures adjacent to the chosen figure are also
affected by this special attack. Roll attack dice
once for all affected figures. Affected figures roll
defense dice separately. One at a time, roll the
20-sided die for each figure that received one or
more wounds from this attack. If you roll 16 or
higher, remove one unrevealed Order Marker at
random from that floure's Army Card.

BEETLE GUN STROBE EFFECT

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If Blue Beetle is attacked by an opponent's figure
and at least one skull is rolled, roll the 20-sided
die. If you roll 1-12, roll defense dice normally. If
you roll 13 or higher and the attacking figure
was a squad figure, Blue Beetle takes no
damage and that figure's turn ends. If you roll
13 or higher and the attacking figure was
a Hero figure, Blue Beetle takes no
damage and the attacking
figure may not attack for the
remainder of the round. remainder of the round.





UNIQUE HERO SCIENTIST DISCIPLINED

MEDIUM 5

STRATEGIC SHOT SPECIAL ATTACK

random from that figure's Army Card.

