

MARVEL
BROTHERS GRIMM

TWINSIES
Start the game with 4 black Twin Markers on this card. If a Brother Grimm would be destroyed, instead remove one Twin Marker from this card. When the last Twin Marker is removed from this card, remove both Brothers Grimm from the battlefield.

BAG OF TRICKS
After a Brother Grimm moves normally, you may choose an opponent's figure within 4 clear sight spaces and roll the 20-sided die. If you roll:

- 4 or higher, the chosen figure subtracts 1 from its Move number until the start of your next player turn; and
- 8 or higher, the chosen figure subtracts 1 from its Defense number until the start of your next player turn; and
- 16 or higher, the chosen figure receives a wound.

HUMAN
UNIQUE SQUAD
CRIMINALS
MACABRE
MEDIUM 5

1 LIFE

MOVE	5
RANGE	4
ATTACK	3
DEFENSE	4

120
POINTS