

**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**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>4</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>4</b>

**120**  
POINTS