

MARVEL

BULLDOZER
HENRY CAMP

THE WRECKING CREW 14

After taking a turn with Bulldozer, you may roll the 20-sided die. Add 3 to your roll if Bulldozer destroyed a figure this turn. If you roll 14 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is **within clear sight of Bulldozer**. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

CHARGING HEADBUTT

If Bulldozer attacks a figure that was at least 2 spaces away before Bulldozer moved this turn, add 1 automatic skull to whatever is rolled. If Bulldozer attacks a figure that was at least 4 spaces away before Bulldozer moved this turn, add 2 automatic skulls to whatever is rolled. Charging Headbutt may only be used if Bulldozer used his normal move for all of his movement this turn.



MUTATE

UNIQUE HERO

CRIMINAL

UNDISCIPLINED

MEDIUM 5

6

LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 5

190
POINTS

