



HUGO STRANGE

MUTAGENIC EXPERIMENT

At the start of a round, before rolling for initiative, you may reveal an "X" Order Marker on any Army Card you control with the Insane personality. Until the end of that round, all special powers on the chosen Army Card are negated, its species is Mutate, its Move number is 6, its Range number is 1, and its Attack number is 6. You can only use this special power once per game.



HUMAN

UNIQUE HERO

PSYCHOPATH

INSANE

MEDIUM 5

INSANE PROVOCATION

After revealing an Order Marker on this card and instead of taking a turn with Hugo Strange, you may either:

- Move up to 6 other figures you control with the Insane personality up to 4 spaces each; or
- Take a turn with one other Army Card you control with the Insane Personality.

VIGILANTES UNMASKED

Vigilante figures that have a secret identity cannot engage and attack Hugo Strange on the same turn.



4

LIFE

MOVE 5

RANGE 5

ATTACK 2

DEFENSE 5

155

POINTS