

**M. BISON**



HUMAN

UNIQUE HERO

DICTATOR

EGOTISTICAL

MEDIUM 6

PSYCHO POWER
After revealing an Order Marker on this card and taking a turn with M. Bison, if he is engaged, you may either:

- move any two Enforcers you control, or;
- attack with one Enforcer you control, or;
- take temporary control of any Human engaged with M. Bison and immediately take a turn with that Hero.

PSYCHO CRUSHER
SPECIAL ATTACK
Range Special. Attack 5.
Instead of moving and attacking normally, you may move M. Bison up to four spaces in a straight line. During this movement, M. Bison may move through all figures and does not take leaving engagement attacks. After moving, roll attack dice against each figure M. Bison moved through. Roll for each attack separately. M. Bison must attack all figures he moved through, and may attack them even if he is engaged with a different figure.

PSYCHO WARP 13
If an opponent's figure attacks M. Bison and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, M. Bison takes no damage and you may choose an empty space within 3 spaces of M. Bison. Place M. Bison on the chosen space. M. Bison will not take any leaving engagement attacks when using Psycho Warp.



5
LIFE

MOVE 4

RANGE 3

ATTACK 5

DEFENSE 4

330

POINTS

