



## DUPIOIDS

DANTON BLACK

### CRIMINAL SWARM

Once per player turn, before moving normally with a Criminal Hero you control, you may take a turn with the Duploids. If you do, that Criminal cannot attack.

### SELF-DUPLICATION

When defending with a Duploid, if you roll at least one blank, it takes no damage and you may immediately place a previously destroyed Danton Black squad figure on an unoccupied space adjacent to any Danton Black figure you control.



METAHUMAN

UNIQUE SQUAD

CRIMINAL

VENGEFUL

MEDIUM

5



1  
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

100

POINTS