



PENGUIN

OSWALD COBBLEPOT

POLITICAL INVESTMENT

Start the game with 3 black Investment Markers on this card. When a Human Crime Lord or Human Mastermind you control is targeted for an attack, before any attack dice are rolled you may remove an Investment Marker from this card. If you do, the attacking figure's turn immediately ends.



HUMAN

UNIQUE HERO

CRIME LORD

GREEDY

MEDIUM

4

CRIME LORD COLLUSION

When rolling for initiative, if there is at least one Order Marker on this card, add 1 to your roll for each Order Marker on a Crime Lord or Mastermind card you control. If there are no Order Markers on this card, subtract 6 from your roll.

CRIMINAL SYNDICATE

After revealing an Order Marker on this card and instead of taking a turn with Penguin, you may immediately move up to 4 Criminal or Thief figures you control up to 4 spaces each. You may then choose one figure that is engaged with two or more Criminals or Thieves you control and roll 1 unblockable attack die against the chosen figure. Figures moved by Criminal Syndicate do not take any leaving engagement attacks.



4
LIFE

MOVE	4
RANGE	5
ATTACK	3
DEFENSE	4

140

POINTS

