



PENGUIN
OSWALD COBBLEPOT



HUMAN

UNIQUE HERO

CRIME LORD

GREEDY

MEDIUM

4

SELF IMPORTANCE 16
Whenever you reveal a numbered Order Marker on any other Army Card you control, before using any other special powers, you must immediately roll the 20-sided die. If you roll 16 or higher, you must take an immediate turn with Penguin, and you may not take any additional turns with other figures you control. When using Self Importance 16, add 2 spaces to Penguin's Umbrella-Copter movement for that turn. You may only roll for Self Importance once per Order Marker.

UMBRELLA GUN SPECIAL ATTACK
Range 3, Attack 3+.
After attacking with Umbrella Gun Special Attack, Penguin may attack one additional time. Anytime Penguin attacks a figure with his Umbrella Gun Special Attack after passing over them with his Umbrella-Copter 3 special power in the same turn, roll 2 additional attack dice.

UMBRELLA-COPTER 3
Instead of his normal move, Penguin may move up to 3 spaces with Umbrella-Copter. When moving with Umbrella-Copter, Penguin has the Flying special power.



4
LIFE

| | |
|----------------|----------|
| MOVE | 4 |
| RANGE | 5 |
| ATTACK | 3 |
| DEFENSE | 4 |

120
POINTS

