



S.T.R.I.P.E. PAT DUGAN

STARS AND S.T.R.I.P.E.
After attacking with S.T.R.I.P.E., if he inflicted one or more wounds on an enemy figure, you may choose a friendly Mystery Man or Protégé and place a previously removed or revealed Order Marker, unrevealed, back onto the chosen figure's Army Card.



HUMAN

UNIQUE HERO

MYSTERY MAN

PROTECTIVE

LARGE 7

POWER ARMOR: ROCKET FISTS

When attacking with S.T.R.I.P.E.'s normal attack, he is always considered adjacent to the defending figure. If S.T.R.I.P.E. inflicts one or more wounds with his normal attack, you may move the defending figure up to two spaces, during which it does not take leaving engagement attacks.



5

LIFE

MOVE 5

RANGE 3

ATTACK 5

DEFENSE 6

180

POINTS

