

VENTRILOQUIST
ARNOLD WESKER

HUMAN

UNIQUE HERO

CRIME LORD

CONFLICTED

MEDIUM 5

HEIST PLANNER
Criminals and Thieves you control that start their turn adjacent to Ventriloquist may either add 2 to their Move number if they end their movement on a glyph, or add 1 to their Move number if they end their movement on any other space.

SCARFACE'S TOMMY GUN SPECIAL ATTACK
Range 4. Attack 2.
After attacking with Scarface's Tommy Gun Special Attack, you may attack with Scarface's Tommy Gun Special Attack two additional times.

"YOU DUMMY!"
After taking a turn with Ventriloquist, if Ventriloquist attacked with Scarface's Tommy Gun Special Attack and did not inflict one or more wounds on any opponent's figure this turn, roll the 20-sided die. If you roll 1-13, choose either this figure or an adjacent figure you control to receive one wound.

4 LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 3

90 POINTS