



M

DR. BEEBE

- COST

5
DF5
SP5
WP2
SZ

Unique, Living • EVS

Crazy Idea: When this model activates, it may be dealt 1 damage to draw a card.

Resilient: Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

DR. BEEBE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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System Recalibration 8"

6

Df

-

2

This action may target allies. If the target is an ally, instead of being dealt damage, the target heals 2.

¶ **Another Man's Trash:** Once per activation.

Enemy only. Draw a card of value 1-5 from your discard pile.

■ **Bon Voyage:** Target gains a **Voyage** token.

❖ **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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I Can Rebuild It

1"

0

-

7

Target a type of enemy marker not on this model's stat card. Place this model in base contact with the target, then remove the target and put it onto this model's card. If this model has two markers on its card, remove them all and replace this model with Calypso MK II.