

**IDW**

**SOLID SNAKE**

DAVID

**TACTICAL ESPIONAGE ACTION**

Snake may attack with his normal attack at any point before, during, or after his normal move as long as he is on a space where he could end his movement. If Snake attacks an adjacent figure that he was not engaged with at the start of his turn with his normal attack, if he has not used his FAMAS Special Attack this round, subtract 2 dice from that figure's defense and, if a player rolls the 20-sided die for that figure, you may subtract 2 from the roll.

**FAMAS SPECIAL ATTACK**

Range 5. Attack 4 + Special.  
When Snake attacks with this special attack, he may attack two additional times, rolling 1 fewer attack die for each subsequent attack. After using this special attack, Snake cannot use his Sneaking Suit special power for the remainder of the round.

**SNEAKING SUIT**

When adjacent to any terrain, obstacle, or destructible object with a height higher than Snake's base, Snake cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight.



**CLONE**

**UNIQUE HERO**

**SOLDIER**

**GUARDED**

**MEDIUM 5**



**5 LIFE**

**MOVE 5**

**RANGE 6**

**ATTACK 4**

**DEFENSE 5**

**180**

POINTS