VENTRiloquist
ARNOlD WESKER

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
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.