

SANDMAN  
WILLIAM BAKER

SINISTER SIX



UNIQUE HERO  
MUTATE  
CRIMINAL  
REPENTANT  
MEDIUM 5



### SANDSTORM SPECIAL MOVE

Move 4.

Sandman cannot start his Sandstorm movement on water. Sandman gains Flying and Stealth, and this move is unstoppable. After Sandman moves, he may either heal 1 wound or roll 1 damage die against each figure he passed over. For the rest of this turn, he has -3 Attack.

### SAND CONSTRUCTION

Sandman has -2 Attack and Defense while on aquatic terrain and +1 Attack and Defense while on sand.

### DENSE SAND FORM

If Sandman has not used Sandstorm Special Move this round and he would be moved, you may stop his movement.

