

IDW

SCARLETT
SHANA M. O'HARA

INTELLIGENCE OFFICER

After placing Order Markers and before rolling for initiative, choose an opponent's Unique Hero within 6 clear sight spaces of Scarlett. Look at an unrevealed Order Marker on the chosen Hero's card. After the chosen Order Marker is revealed on that Hero's card, all of your Commander, Commando and Soldier figures add 2 to their Defense number for the remainder of the round.



HUMAN

UNIQUE HERO

COMMANDO

RESOURCEFUL

MEDIUM

4

CROSSBOW SPECIAL ATTACK

Range 5. Attack 3 + Special. When Scarlett attacks a figure that is exactly 2 spaces away with this special attack, roll 2 additional attack dice. After attacking with this special attack, Scarlett may attack with this special attack one additional time.

ACROBATIC DODGE

After rolling defense dice, you may move Scarlett one space for each shield rolled. Scarlett does not take leaving engagement attacks when moving with Acrobatic Dodge.



4

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

140

POINTS