



AGENT HUNTER

C-6

MUTATE

UNIQUE HERO

AGENT

DETERMINED

MEDIUM 5

AGENT INVINCIBLE 13

After taking a turn with Agent Hunter, or when he receives enough wounds to be destroyed, roll the 20-sided die. If you roll 13 or higher, remove all Wound Markers from this card and Agent Hunter is not removed from the battlefield.

SILVER WEAPONS

When Agent Hunter attacks with a normal attack, he may attack one additional time. Undead and Lycanthrope figures roll 2 fewer defense dice against Agent Hunter's normal attack.



3 LIFE

MOVE 6

RANGE 5

ATTACK 3

DEFENSE 3

130

POINTS

