

DARK HORSE COMICS

ANGEL
LIAM

DARK AVENGER
Immediately after a friendly figure within 3 spaces of Angel rolls defense dice against a normal attack, you may move Angel adjacent to the defending figure, if possible. If Angel ends this move also engaged with the attacking figure, you may roll 1 unblockable attack die against that figure. When Angel uses Dark Avenger, he will take any leaving engagement attacks.

THE DEMON WITHIN
After taking a turn with Angel, if he inflicted one or more wounds with his normal attack, you must roll the 20-sided die. If you roll 1-4, choose an opponent to take control of Angel. Remove all Order Markers from this card, then give this card to the chosen opponent. If Angel is controlled by a player that did not control Angel at the start of the game, Angel cannot use his Dark Avenger special power and rolls one additional attack die.

HEALING
At the end of the round, remove 1 Wound Marker from this card.

6 LIFE

MOVE	6
RANGE	1
ATTACK	5
DEFENSE	4

200
POINTS

UNDEAD

UNIQUE HERO

INVESTIGATOR

BROODING

MEDIUM 5