

ANGSTROM LEVY

ALTERNATE REALITIES

Start the game with a three-hex grass tile, called the Alternate Reality, near the battlefield. The Alternate Reality is considered part of the battlefield. Only a figure with this special power can affect the Alternate Reality or figures occupying the Alternate Reality while not occupying the Alternate Reality.

REALITY TRAP

After moving, you may choose Angstrom Levy or an adjacent opponent's figure. Place the chosen figure on any empty spaces on the Alternate Reality. Whenever any player reveals a numbered Order Marker, even if Angstrom Levy is destroyed, that player must roll the 20-sided die for each figure they control that occupies the Alternate Reality, one at a time, adding 6 to the roll if that figure has the Alternate Realities special power. If that player rolls 6 or lower, the figure receives a wound. If that player rolls 13 or higher, that player must place the figure on any empty spaces in that player's Start Zone. Figures moved with Reality Trap never take any leaving engagement attacks.

MEDICAL DIMENSION

Once per game, before placing Angstrom Levy in his Start Zone with the Reality Trap special power, you may remove up to 2 Wound Markers from this card.



MUTATE

UNIQUE HERO

ANTAGONIST

VENGEFUL

MEDIUM

5

5
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

225
POINTS