

ARSENAL
ROY HARPER

HUMAN

UNIQUE HERO

TITAN

VOLATILE

MEDIUM 5

BOLAS
Start the game with a Glyph of Bolas on this card. Arsenal cannot lose this glyph by receiving wounds unless he is destroyed.

ARSENAL
Before attacking with Arsenal's normal attack you may choose to:

- add 4 to his Range number this turn; or
- subtract 1 from the defending figure's Defense number; or
- count all blanks rolled as extra skulls.

TEAM COVER FIRE
After revealing an Order Marker on the Army Card of another Unique Hero you control that is an Interloper or Titan and moving that Unique Hero, before attacking with that Unique Hero, if Arsenal has not yet moved or attacked this turn, Arsenal may immediately attack an opponent's figure with his normal attack. Immediately after the opponent rolls defense dice, you may move Arsenal or one other Titan or Interloper figure you control up to 2 spaces. Figures moved this way will not take leaving engagement attacks.

4
LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 4

190

POINTS