

**BANE**

VENOM INJECTION

After moving and before attacking, you may roll the 20-sided die.

- If you roll 1-3, place one Wound Marker on this card;
- If you roll 4-8, add one die to Bane's attack;
- If you roll 9-18, add two dice to Bane's attack;
- If you roll 19 or higher, add four dice to Bane's attack.

TACTICIAN

All friendly figures adjacent to Bane add 1 die to their attack and 1 die to their defense.

BACK BREAKER

Once per game, after inflicting one or more wounds on a Unique Hero with Bane's normal attack, if that Unique Hero has only one Life remaining, you may destroy that Unique Hero.

**HUMAN**
UNIQUE HERO
OUTLAW
DRIVEN
MEDIUM 5



6 LIFE

| | |
|----------------|----------|
| MOVE | 5 |
| RANGE | 1 |
| ATTACK | 4 |
| DEFENSE | 5 |

190
POINTS