

MARVEL

BLADE
ERIC BROOKS

BLOOD TRACKING 3

Before taking a turn with Blade, you may choose any other figure on the battlefield that is not an Android or destructible object. Add 1 to Blade's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +3 for Blood Tracking. If you do, Blade may attack only the chosen figure this turn.

DAY WALKER

Blade can move through all figures and is never attacked when leaving an engagement. After moving and before attacking, you may choose a figure that Blade moved through this turn. If the figure is not an Undead or Lycanthrope figure, roll 1 unblockable attack die against the chosen figure. If the figure is an Undead or Lycanthrope figure, roll 2 unblockable attack dice against the chosen figure.

SILVER WEAPONS

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



DHAMPIR

UNIQUE HERO

SLAYER

DRIVEN

MEDIUM 5



**5
LIFE**

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 5

**230
POINTS**