



**BOOSTER GOLD**  
MICHAEL CARTER

**SKEETS' TEMPORAL MEMORY BANK**

Start the game with 1 Glyph of Temporal Displacement on this card. After your opponent reveals a numbered Order Marker, you may either place 1 Glyph of Temporal Displacement from this card on any empty space on the battlefield or remove 1 unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card.



HUMAN

UNIQUE HERO

CHAMPION

DETERMINED

MEDIUM 5

**GAUNTLET BLASTERS SPECIAL ATTACK**

Range 5. Attack 4.

After attacking with this special attack, Booster Gold may attack with this special attack one additional time.

**TEMPORAL DEFENSE**

Once per round, if Booster Gold or any friendly figure within 3 spaces of Booster Gold is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order

Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends, and the attacked figure receives no wounds.



4 LIFE

MOVE	6
RANGE	1
ATTACK	6
DEFENSE	7

290 POINTS