



BOSS SMILEY

EXPLOSIVE PLAN

At the start of the game, you may choose up to two empty spaces on the battlefield that are not in a start zone. Place a Glyph of Time Bomb on each space, power-side up. At the start of any round after the first, you may choose to activate one Glyph of Time Bomb placed by this special power. Remove the other Glyph of Time Bomb from the game.

POLITICAL CORRUPTION

At the start of the game, choose an opponent's Army Card to be Corrupted. Secretly write down the chosen Army Card. Once per game, before a turn is taken with the chosen Army Card, you may reveal your choice. If you do, no figures from that Army Card can attack during this player turn. Event Heroes and Patriotic figures cannot be Corrupted.



HUMAN

UNIQUE HERO

CRIME LORD

MANIPULATIVE

MEDIUM

5



4
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 2

50

POINTS

