



CALENDAR MAN

JULIAN GREGORY DAY

ANARCHY FROM ARKHAM

Calendar Man starts the game on this card instead of on the battlefield. While Calendar Man is on this card and not destroyed, after revealing a numbered Order Marker on this card, you may still use his Mind Games special power and you may take a turn with one other Unique Misfit Hero you control. At the end of each round, if Calendar Man is on this card, roll one combat die. If you roll a shield, place Calendar Man on any empty space in your Start Zone.

MIND GAMES

After revealing a numbered Order Marker on this card, before taking a turn, you may choose an unrevealed Order Marker on an opponent's Army Card. That opponent must place that Order Marker on another Army Card they control, if possible.

SEIZE THE DAY

If you have a Holiday Story Card in your army and Calendar Man has clear sight on at least one enemy figure, add three to your initiative roll for each Order Marker on this card.



HUMAN

UNIQUE HERO

MISFIT

INSANE

MEDIUM **5**



4
LIFE

MOVE **5**

RANGE **1**

ATTACK **3**

DEFENSE **3**

130
POINTS