



**CECIL STEDMAN**



**HUMAN**

**UNIQUE HERO**

**DIRECTOR**

**CUNNING**

**MEDIUM 5**

**GOVERNMENT-FUNDED HEROES**

At the start of the game, choose a Unique Hero you control. After revealing an Order Marker on this card and taking a turn with Cecil Stedman, you may either take a turn with the chosen Hero or any Agent Hero you control. If the chosen Hero is a Champion within 6 clear sight spaces of Cecil Stedman, you may roll 1 additional die when attacking with the chosen Hero this turn.

**TAXPAYER TELEPORTATION TECH**

Instead of moving normally, you may remove an unrevealed Order Marker from this card. If you do, you may place Cecil Stedman on any empty space within 10 spaces of his original placement. When starting to Teleport, Cecil Stedman will not take any leaving engagement attacks.

**GLOBAL DEFENSE AGENCY**

If Cecil Stedman is targeted for an attack by an opponent's figure, before any attack dice are rolled, you may remove an unrevealed Order Marker from this card and choose an unengaged Agent figure you control. Place the chosen figure on an empty space adjacent to Cecil Stedman or the attacking figure. After the chosen figure is placed, the attacking figure must target a figure again before any attack dice can be rolled.



**4**  
**LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>3</b>

**180**  
POINTS

