



CHRONOS

DAVID CLINTON

TEMPORAL MARKER 2

Start the game with 2 Glyphs of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Chronos' movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Chronos previously occupied this turn.



HUMAN

UNIQUE HERO

THIEF

TRICKY

MEDIUM

5

TIME BANDIT

Once per round after taking a turn with Chronos, you may immediately place him on this card and remove all Wound Markers from this card. Order Markers may still be placed and revealed on this card. Whenever you or an opponent reveals an Order Marker, if Chronos is on this card and not destroyed, you may immediately remove 1 unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, then place Chronos on the space that the Glyph of Temporal Displacement previously occupied. When Chronos uses Time Bandit he will only take leaving engagement attacks from figures with the Temporal Defense special power.



4

LIFE

MOVE

5

RANGE

1

ATTACK

3

DEFENSE

3

75

POINTS