



CLAYFACE
BASIL KARLO

DEBUT ACT

Start the game with Clayface on this card. If a friendly figure is attacked and Clayface has not yet been placed on the battlefield, you may place that friendly figure unengaged up to 6 spaces away from its current placement, ignoring any leaving engagement attacks. Place Clayface on the space previously occupied by that figure, then defend against that attack with Clayface.



METAHUMAN

UNIQUE HERO

ANTAGONIST

INSANE

MEDIUM

5

CLAYMATION

Instead of attacking, choose up to 3 small or medium figures within 3 clear sight spaces of Clayface. Players must roll the 20-sided die once for each chosen figure they control. If they roll 7 or lower, that figure receives 1 wound and you may place it on a space engaged with Clayface, ignoring any leaving engagement attacks. Opponents may not move small or medium figures engaged with Clayface, and must subtract 3 from 20-sided die rolls they make for them.

CLAY CONSTRUCTION

If Clayface would receive one or more wounds, ignore one of those wounds. If he defends against an opponent's attack without receiving any wounds, you may immediately use his Claymation special power.



6

LIFE

MOVE

6

RANGE

3

ATTACK

5

DEFENSE

4

265

POINTS