



DEADMAN

BOSTON BRAND

INTANGIBILITY

Deadman can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Deadman cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

SPECTRAL POSSESSION 15

After revealing an Order Marker on this card and before taking a turn with Deadman, you may choose a Unique Hero adjacent to Deadman. Roll the the 20-sided die, adding 3 to your roll if the chosen Hero is friendly. If you roll 14 or lower, Deadman cannot move this turn. If you roll 15 or higher, possess that Hero by placing Deadman on its Army Card. Take control of the possessed Hero and its Army Card and remove any Order Markers on that card. While that Hero is possessed, instead of taking a turn with Deadman, you may take a turn with the possessed Hero. At the end of the round or before the possessed Hero would be removed from the battlefield while Deadman is on its card, place Deadman on an empty space adjacent to the possessed Hero and return control of the Hero to the player who controlled it before it was possessed. Spectral Possession cannot be used to possess Androids, Constructs, Undead, or figures with the Mental Shield special power.



UNDEAD

UNIQUE HERO

VAGABOND

CURIOUS

MEDIUM 5



4
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 5

165

POINTS

