

FAITH HERBERT

COMPANION FIELD CARRY
Whenever Faith moves on your turn with the Flying special power, you may choose a small or medium friendly figure that Faith passed over or began her move adjacent to. Place the chosen figure adjacent to Faith. Figures moved by this special power will not take any leaving engagement attacks.

ZEPHYR THROW SPECIAL ATTACK
Range Special. Attack 3 + Special. If Faith moved with the Flying special power this turn, you may choose a figure that Faith passed over this turn to attack with this special attack. Place that figure on an empty space within 2 spaces of Faith. If the chosen figure was placed adjacent to an obstacle, add 1 automatic skull to whatever is rolled. Figures moved with this special attack will not take any leaving engagement attacks.

PSIOT

UNIQUE HERO

CRIME FIGHTER

EAGER

MEDIUM 5

4 LIFE

MOVE	5
RANGE	1
ATTACK	2
DEFENSE	4

170 POINTS