



GENTLEMAN GHOST
JIM CRADDOCK

INTANGIBILITY

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



UNDEAD

UNIQUE HERO

THIEF

DEGENERATE

MEDIUM

5

HIGHWAYMAN

When Gentleman Ghost attacks a figure equipped with an Equipment Glyph or a figure occupying a road space, add 1 die to his attack.

DANSE MACABRE

When Gentleman Ghost is destroyed, Order Markers can still be placed and revealed on this card. Once per round, if Gentleman Ghost is destroyed, after revealing a numbered Order Marker on this card, you may roll the 20-sided die.

- If you roll 1-4, nothing happens.
- If you roll 5-12, you may place Gentleman Ghost on any unoccupied space on the battlefield, remove all Wound Markers on this card, and take a turn with Gentleman Ghost. After taking this turn, destroy Gentleman Ghost.
- If you roll 13 or higher, you may place Gentleman Ghost on any unoccupied space on the battlefield, remove all Wound Markers on this card, and take a turn with Gentleman Ghost.



2 LIFE

MOVE	7
RANGE	5
ATTACK	3
DEFENSE	5

165 POINTS