





HOURLMAN

RICK TYLER

MIRACLO INJECTION
Once per game, at the start of a round before Order Markers are placed, you may place 3 yellow Miraclo Markers on this card. Before rolling for initiative each round, if there is at least one Miraclo Marker on this card, you must either reveal an "X" Order Marker on this card or remove a Miraclo Marker. If you remove a Miraclo Marker, for the duration of this round, Hourman gains the Super Strength special power and adds 2 to his Move, Attack, and Defense numbers.

TACHYON-ENHANCED HOURLGLASS 11
Immediately after rolling for initiative, if there is at least one unrevealed Order Marker on this card, you may roll the 20-sided die. If you roll 11 or higher, you may choose an opponent and view all unrevealed Order Markers on cards the chosen opponent controls.

BONDS OF MARRIAGE
After revealing an Order Marker on this card and taking a turn with Hourman, you may immediately take a turn with a Jesse Chambers figure you control that has this special power, and you may not take any additional turns with other figures you control. During this turn, that Jesse Chambers figure can attack only while adjacent to Hourman.



5 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	4

190 POINTS

C&G

METAHUMAN

UNIQUE HERO

PROTÉGÉ

DEVOTED

MEDIUM **5**