



INDIGO-1 IROQUE

INDIGO POWER STAVE 3

Start the game with 3 indigo Battery Markers on this card. Add 1 to Indigo-1's Range and Defense numbers for each indigo Battery Marker on this card.

INDIGO LIGHT OF COMPASSION

If Indigo-1 or a figure you control adjacent to Indigo-1 is attacked by an opponent's figure and would receive one or more wounds but not be destroyed, instead of placing those Wound Markers, you may remove one or more indigo Battery Markers from this card. Remove one unrevealed Order Marker at random from the attacking figure's Army Card for each indigo Battery Marker you remove.

TRIBAL TELEPORTATION

After revealing an Order Marker on this card and instead of taking a turn with Indigo-1, you may remove an indigo Battery Marker from this card and choose one friendly small or medium figure for each indigo Battery Marker remaining on this card. Chosen figures must be within 2 clear sight spaces of Indigo-1. Place Indigo-1 on any empty space on the battlefield and then place each chosen figure on any empty space adjacent to Indigo-1. Figures moved by this special power will not take any leaving engagement attacks.



UNKNOWN

UNIQUE HERO

TRIBESMAN

COMPASSIONATE

MEDIUM

5

4
LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 4

340
POINTS