

AVATAR PRESS

JOHN DUSK

AURA BARRIER 4
Start the game with 4 blue Aura Markers on this card. Before John Dusk or any friendly figure within 3 clear sight spaces of John Dusk rolls defense dice, you may remove one Aura Marker from this card. If you do, the defending figure rolls 1 additional die, or 3 additional dice if that figure is a Lawman.

AURA ASSAULT SPECIAL ATTACK
Range 3. Attack 3.
John Dusk may only use this special attack if there is at least one Aura Marker on this card. After attacking, you may move the defending figure one space. Figures moved by this special attack never take leaving engagement attacks. When John Dusk attacks with this special attack, he may attack 2 additional times. He cannot attack the same figure more than once.

CROSSING THE RUBICON
Once per game instead of attacking, you may choose an adjacent figure with 3 or less Life remaining and roll 3 unblockable attack dice against the chosen figure. If the chosen figure is destroyed, remove all Order Markers from cards in your army and for the rest of the game John Dusk's class is considered to be Vagabond instead of what is listed on this card.

ENHANCE
UNIQUE HERO
LAWMAN
TORMENTED
MEDIUM 5

5 LIFE

MOVE 5
RANGE 5
ATTACK 5
DEFENSE 5

220 POINTS