











**VALIANT**  
**KRIS HATHAWAY**


**HUMAN**  
**UNIQUE HERO**  
**STRATEGIST**  
**CONFIDENT**  
**MEDIUM 5**

**RENEGADE COORDINATOR**  
 At the start of the game, place a blue Renegade Marker on this card for each figure in your army with a different class, to a maximum of 5. If there is at least one Renegade Marker on this card, Psiots you control do not take leaving engagement attacks. If there are no Renegade Markers on this card or if Kris is destroyed, you must subtract 10 from your initiative for the rest of the game.

**UNDERDOG TACTICS**  
 When a Unique Psiot Hero you control attacks with a normal or special attack, you may remove a Renegade Marker from this card to reroll up to 2 dice.

**RENEGADE RAMPAGE**  
 Once per round, after revealing an Order Marker on the card of a Unique Psiot you control without the Rebellious personality and taking a turn with that figure, you may remove a Renegade Marker from this card. If you do, you may immediately attack with up to two other Unique Psiots you control that do not share a class. You may not take additional turns with other figures you control.




**3 LIFE**

**MOVE 5**  
**RANGE 1**  
**ATTACK 2**  
**DEFENSE 2**

**100 POINTS**