

IDW

LOW-LIGHT
COOPER G. MACBRIDE

OF THE NIGHT

When Low-Light attacks a figure on a Shadow Tile, the defending figure does not receive any additional defense dice for the Shadow Tile.

Low-Light cannot be targeted by non-adjacent figures for any special powers or attacks while on a Shadow Tile.

SNIPER TARGETING

If Low-Light does not move this turn, you may add 3 to his Range number and 1 automatic skull to whatever is rolled when he attacks a non-adjacent figure.

DEADLY SHOT

When attacking with Low-Light, each skull rolled counts as an additional hit.



HUMAN

UNIQUE HERO

COMMANDO

RESERVED

MEDIUM

5

4
LIFE

MOVE 5

RANGE 6

ATTACK 2

DEFENSE 3

160

POINTS

