










MAD HATTER

JERVIS TETCH

HAT TRICK

Start the game with 4 green Hat Markers on this card. Before attacking, you may choose an adjacent figure. If the chosen figure is a common or squad figure, remove one unrevealed Order Marker at random from its Army Card. If the chosen figure is a Unique Hero, place a Hat Marker on its Army Card. For the entire game, if a figure other than Mad Hatter has a Hat Marker on its card, Order Markers cannot be revealed on its card, and if that figure receives 1 or more wounds, remove a Hat Marker from its card.

TEA PARTY

Once per round, after revealing an Order Marker on this card and instead of taking a turn with Mad Hatter, you may roll the 20-sided die. If you roll 6 or higher, choose up to two figures other than Mad Hatter with a Hat Marker on their cards. Take temporary control of the chosen figures and immediately take a turn with each. At the end of each turn, control of the chosen figure returns to the player who controlled the figure before the Tea Party.

4 LIFE

MOVE	5
RANGE	1
ATTACK	2
DEFENSE	3

90 POINTS

C-6

HUMAN

UNIQUE HERO

MISFIT

INSANE

MEDIUM **4**