

MANTICORE
JUSTIN SINCLAIR

HUMAN

UNIQUE HERO

ARCHER

PASSIONATE

MEDIUM 5

FREEDOM PHALANX
After revealing an Order Marker on the card of another figure that has this special power and taking that figure's turn, you may take a turn with Manticore, during which he cannot move normally. You may not take any additional turns.

NON-LETHAL QUIVER
Start the game with 2 blue Glue Arrow Markers and 2 red Flash Arrow Markers on this card. Before attacking, choose a Unique Hero within 8 clear sight spaces and roll the 20-sided die. If you roll 11 or higher, place an Arrow Marker on the figure's Army Card. Figures with a:

- Glue Arrow Marker on their card subtract 2 from their move and may not use the Flying special power.
- Flash Arrow Marker on their Army Card reduce their range to 1.

At the end of each round, return all Arrow Markers placed by Manticore to this card.

EMERGENCY TELEPORTATION
Once per round, after Manticore or an adjacent figure you control defends against an opponent's attack, you may place Manticore on an empty space within 5 spaces of his current placement. When moving with this special power, Manticore will not take any leaving engagement attacks.

4 LIFE

MOVE	5
RANGE	8
ATTACK	3
DEFENSE	4

130
POINTS