

WS

MIDNIGHTER

LUCAS TRENT

PREDICTIVE COMBAT

When Midnighter targets a figure that is not Insane for an adjacent normal attack, you must roll the 20-sided die, adding 4 to the roll if the targeted figure has moved or attacked this round.

- If you roll 5 or lower, attack normally.
- If you roll 6 or higher, add one automatic skull to Midnighter's attack roll and
- If you also roll 16 or higher, subtract one shield from the targeted figure's defense roll and
- If you also roll 21 or higher, the targeted figure cannot use any special powers on its Army Card when defending against this attack.

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METAHUMAN

UNIQUE HERO

OPERATIVE

VIOLENT

MEDIUM 5

COMPUTED RESPONSE

When defending against an attack from a figure within clear sight of Midnighter that is not Insane, count all blanks rolled as additional shields. When defending against an adjacent attack that targeted Midnighter, all excess shields count as unblockable hits on the attacking figure.

BRUTALITY BOOST

While Midnighter is engaged, all other Operatives you control add 1 to their Move numbers and, if you control Andrew Pulaski, he adds 1 to his Attack number.



6 LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

280

POINTS

