

DC
NEMESIS
TOM TRESSER

DEEP COVER INFILTRATION
Nemesis does not start the game on the battlefield. After taking a turn with a figure you control, if Nemesis has not been placed on the battlefield, you may choose a medium Common figure that has not moved or attacked this player turn and destroy that figure. If you do, place Nemesis on the space previously occupied by that destroyed figure and, if there are at least 2 Scale Markers on this card, you may take an immediate turn with Nemesis.

SCALES OF JUSTICE
When a friendly figure is destroyed by a figure other than Nemesis, even if Nemesis is not on the battlefield, place one red Scale Marker on this card. When an enemy figure is destroyed, even if Nemesis is not on the battlefield, remove one red Scale Marker from this card. There can be a maximum of 6 Scale Markers on this card.

BALANCE THE SCALES
If there is at least:

- 1 Scale Marker on this card, add 1 to Nemesis's Attack number; and
- 3 Scale Markers on this card, after Nemesis attacks, he may attack one additional time.

6-6
HUMAN
UNIQUE HERO
AGENT
DRIVEN
MEDIUM 5

4 LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	3

125
POINTS