

DC

PROMETHEUS

PREPARED FOR ANYTHING
 Start the game with 6 silver Download Markers on this card. Once per round, after a player reveals a numbered Order Marker, if there is a revealed Order Marker on this card, you may choose a Common or Unique enemy figure within 8 spaces of Prometheus and a special power on that figure's Army Card. Place a Download Marker on that card. As long as that Download Marker is on that figure's card, the chosen power is negated. At the end of the round, remove any Download Markers from opponent's Army Cards.

ADAPTING TO ANY THREAT
 After rolling combat dice for Prometheus, you may remove a Download Marker from this card and change the result of any die rolled to a skull, shield, or blank.

REACTIONARY COMBAT
 After attacking an opponent's adjacent figure, if you rolled at least two blanks, the defending figure immediately receives a wound. After defending against an attack from an opponent's adjacent figure, if you rolled at least two blanks, the attacking figure immediately receives a wound.

5 LIFE

MOVE	6
RANGE	5
ATTACK	5
DEFENSE	6

470
POINTS

HUMAN

EVENT HERO

ANTAGONIST

CALCULATING

MEDIUM 5