

QUESTION

VIC SAGE

HUMAN

UNIQUE HERO

INVESTIGATOR

TRICKY

MEDIUM 5

**SMOKE SCREEN**  
Start the game with two Glyphs of Smoke Pellets on this card. Question cannot lose these glyphs by receiving wounds unless he is destroyed.

**URBAN COMMUNION**  
Question can move through all figures and is never attacked when leaving an engagement. Question may move two additional spaces if he begins his turn on an asphalt, concrete, or road space.

**MASTER DETECTIVE**  
Once per round, after revealing an Order Marker on this card and instead of moving, you may choose any Order Marker on an adjacent figure's Army Card and reveal it. If you choose a numbered Order Marker, you may remove it from that Army Card. If you choose an "X" Order Marker, that figure rolls 2 fewer defense dice when attacked by Question this turn, or 3 fewer defense dice if it is a Criminal or Crime Lord.

4

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

140

POINTS

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	4