



RAINBOW RAIDER

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RAINBOW RAY

Before attacking, you may choose a Unique Hero within 5 clear sight spaces and roll the 20-sided die. If you roll:

- 1-3, choose a figure adjacent to that figure to receive a wound;
- 4-6, choose a glyph that figure is equipped with. Rainbow Raider equips that glyph;
- 7-9, that figure rolls 2 fewer defense dice until the next time you reveal an Order Marker;
- 10-11, that figure cannot move or be moved by any special powers until the next time you reveal an Order Marker;
- 12-14, that figure rolls 2 fewer attack dice until the next time you reveal an Order Marker;
- 15-17, remove an Order Marker at random from that figure's card;
- 18-20, that figure receives a wound.

Rainbow Ray does not affect Androids or figures with the Driven or Insane personalities.



HUMAN

UNIQUE HERO

ROGUE

COLORFUL

MEDIUM

5



3 LIFE

MOVE 6

RANGE 5

ATTACK 3

DEFENSE 3

75

POINTS