

**RED MIST**  
CHRIS GENEVESE

**PAYOFF**  
After revealing an Order Marker on this card and taking a turn with Red Mist, you may choose a Unique Criminal Hero within 3 clear sight spaces of Red Mist and reveal an "X" Order Marker on this card.

- If you control the chosen Hero, you may take an immediate turn with the chosen Hero.
- If you do not control the chosen Hero, once per game, you may take temporary control of that Hero and immediately take a turn with that Hero. At the end of that turn, control of the Hero returns to the player who controlled the Hero before the Payoff. All Order Markers that were on the chosen Hero's card will stay on the card. You may not take any additional turns with other figures you control.

**COWARDLY TACTICS**  
Anytime Red Mist would receive one or more wounds, you may instead destroy any common or squad figure you control adjacent to Red Mist.

**3 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>2</b>
<b>DEFENSE</b>	<b>2</b>

**50 POINTS**

**HUMAN**  
**UNIQUE HERO**  
**CRIME LORD**  
**SPOILED**  
**MEDIUM 5**