



SAM WINCHESTER

HUNTING COMPANION

After revealing an Order Marker on this card and taking a turn with Sam Winchester, if you control a Hero named Dean Winchester, you may move Dean Winchester.

HUNTER'S TRAPS 13

Once per turn, when an enemy figure moves onto or over a space within 5 spaces of Sam Winchester where it could end its movement, you may immediately roll the 20-sided die. If you roll 13 or higher, that figure must end its movement and cannot move again for the remainder of the turn.

DEMONIC PRECOGNITION

After rolling defense dice for Sam Winchester or any Slayer figure you control within 5 clear sight spaces of Sam, add one automatic shield to the roll. If the attacking figure is a Demon or Undead figure, you may reveal an "X" Order Marker on this card to add two automatic shields instead.



HUMAN

UNIQUE HERO

SLAYER

ANALYTICAL

MEDIUM 5



4

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 3

160

POINTS