



SANDMAN

WESLEY DODDS

GAS MASK

Start the game with the Glyph of Gas Mask on this card. Sandman cannot lose this glyph by receiving wounds unless he is destroyed.

SLEEPING GAS GUN

Start the game with the Glyph of Sleeping Gas on this card. After moving and before attacking, you may remove the Glyph of Sleeping Gas from this card and place it power-side up on an empty space within 3 spaces that is no more than 6 levels above Sandman's base. At the end of the round, instead of removing this Glyph of Sleeping Gas from the game, place it on this card.

PROPHETIC DREAMS

After revealing Order Marker 1 on an Army Card you control and taking a turn, if Sandman was not moved and did not attack or use any other special powers during this turn, you may choose an opponent's Army Card and view all unrevealed Order Markers on the chosen card.



HUMAN

UNIQUE HERO

MYSTERY MAN

TRICKY

MEDIUM 5



4 LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

80

POINTS