

DC

SHADE THE CHANGING MAN
RAC SHADE

CHANGING MAN
At the start of the game, place a combat die on this card. At the start of each round, roll the combat die. While the result is:

- a skull, add 1 to Shade's attack.
- a shield, all enemy figures must consider Shade a friendly figure.
- a blank, the most wounds Shade can take from an attack is one.

MADNESS VEST 11
Instead of attacking, you may choose 2 Unique Heroes within 4 clear sight spaces and roll the 20-sided die. Shade may be one of the chosen figures. If you roll 11 or higher, move a Wound Marker from one chosen figure's Army Card to the other. After using Madness Vest, you may use it one additional time, choosing figures you haven't chosen yet this turn.

GOOD TRIP, BAD TRIP
When rolling the 20-sided die for Shade's Madness Vest special power, if Shade is not one of your chosen figures, you may add 2 to your roll. If you roll a 3 or lower for Shade's Madness Vest special power, Shade may not move, attack, or use his Madness Vest special power for the rest of the round.

METAN
UNIQUE HERO
POET
MERCURIAL
MEDIUM 5

5 LIFE

MOVE	5
RANGE	4
ATTACK	4
DEFENSE	6

185
POINTS