



SPECTRE JIM CORRIGAN

SPIRIT OF VENGEANCE

Once per round, when a Unique Hero you control in clear sight of Spectre is destroyed by an opponent's attack, you may move any unrevealed Order Markers from the destroyed figure's Army Card to this card. For the rest of the round, add X dice to Spectre's normal attack, where X equals the Life number of that destroyed figure, up to a maximum of +5.

WITHERING GAZE

If Spectre is attacked by an opponent's adjacent figure that does not have the Fearless personality and at least 1 skull is rolled, roll the 20-sided die. If you roll 14 or higher, Spectre takes no damage, the opponent's turn immediately ends, and you may remove one unrevealed Order Marker at random from the attacking figure's Army Card.

INTANGIBILITY

Spectre can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Spectre cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.



ENTITY

EVENT HERO

ADJUDICATOR

VENGEFUL

HUGE

8

12
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 6

650
POINTS

