



STARMAN
TED KNIGHT

INVENTION CACHE

At the start of the game, after Order Markers are placed and before initiative is rolled, you may choose either a Glyph of Cosmic Converter Belt, a Glyph of Replicator, or a Glyph of Shield Belt and place it on this card.

GRAVITY ROD

Before attacking with Starman, you may roll the 20-sided die. If you roll 12 or higher, you may either:

- Choose a small or medium figure within 4 clear sight spaces of Starman and place it on any empty space within 4 spaces of its original placement. Moved figures will not take any leaving engagement attacks; or
- Choose an empty single or double hex land terrain piece with one or more terrain pieces underneath it within 4 spaces of Starman. Remove the terrain piece from the battlefield, then place it on any empty space within 4 spaces of its original placement. After placing, you may choose a figure adjacent to the moved terrain piece and roll 1 unblockable attack die against that figure.



HUMAN

UNIQUE HERO

MYSTERY MAN

BRILLIANT

MEDIUM 5



4

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

190

POINTS

