STATESMAN

MARCUS COLE

INCARNATE

UNIQUE HERO

CHAMPION

UNYIELDING

MEDIUM 5

FREEDOM PHALANX
After revealing an Order Marker on the card of another figure that has this special power and taking that figure's turn, you may take a turn with Statesman, during which he cannot move normally. You may not take any additional turns.

TANKER
If a non-adjacent figure you control within 3 spaces of Statesman would receive one or more wounds from a normal attack, you may move Statesman adjacent to the defending figure. If you do, and the defending figure has the Freedom Phalanx special power, instead of placing Wound Markers on the defending figure's card, you may place one Wound Marker on this card.

HAMMER OF JUSTICE SPECIAL ATTACK
Range Special. Attack 5.
Before attacking, you may move Statesman up to 2 spaces. All figures adjacent to Statesman are affected by this special attack. Roll attack dice once for all affected figures. After attacking with this special attack, if you rolled 1 or more skulls, place each affected figure on any empty space within 2 spaces of its original placement, during which they do not take leaving engagement attacks. This special attack can only be used once per round.

6 LIFE

MOVE	6
RANGE	1
ATTACK	6
DEFENSE	7

350 POINTS