



STATIC VIRGIL HAWKINS

STATIC CHARGE

Start the game with a black Charge Marker on this card. While there is a Charge Marker on this card, whenever a special power on an Army Card or glyph refers to the Electrically Charged special power, it refers to this special power as well. Instead of taking a turn with Static, you may place a previously removed Charge Marker on this card.



BANG BABY

UNIQUE HERO

TITAN

INGENIOUS

MEDIUM 5

STATIC-CLING

Instead of attacking, you may remove a Charge Marker from this card and place it on the card of a figure within 4 clear sight spaces of Static. Move the chosen figure up to 3 spaces and as close as possible to the nearest figure, Fortress Wall, or obstacle. For the entire game, before a figure other than Static moves, if it has a Charge Marker on its card, you must roll the 20-sided die. If 5 or lower is rolled, remove the Charge Marker from that figure's card. If 6 or higher is rolled, that figure may not move this turn. A figure moved with Static-Cling will not take any leaving engagement attacks but will take any falling damage that may apply.

TASER STRIKE SPECIAL ATTACK

Range 1. Attack 5.
If an opponent's figure would receive one or more wounds from this special attack, you may choose not to inflict those wounds and remove an Order Marker at random from that figure's card. Figures with the Electrically Charged special power are not affected by this special attack.



4
LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 5

180

POINTS