

MARVEL
STICK

HARSH SENSEI

At the start of the game you may choose another Unique Hero in your army that is an Assassin, Fighter, or that has the Blind Warrior special power. When rolling dice for the chosen Hero's normal, special, or leaving engagement attack, you may choose to re-roll any or all combat dice once. If you do, and that roll does not inflict any wounds, roll one unblockable attack die against the chosen Hero.

BLIND WARRIOR

Stick cannot be prevented from choosing a figure to attack by any special power on any Army Card or Glyph. When Stick attacks a figure on a Shadow Tile, that figure does not receive any additional defense dice for the Shadow Tile.

RUTHLESS COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, if Stick is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.



HUMAN

UNIQUE HERO

FIGHTER

UNCOMPROMISING

MEDIUM **5**



4
LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

160
POINTS