



THE WEIRD

THEY CALL ME THE WANDERER

Whenever you reveal a numbered Order Marker on any other Army Card you control, instead of moving that figure, you may move The Weird.



ZARCOLATT

UNIQUE HERO

WANDERER

ABSURD

MEDIUM 5

DENSITY CONTROL

The Weird can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. The Weird cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight. The Weird may not be moved by any special power on an opponent's Army Card.

ENERGY TRANSMUTATION

When The Weird defends against an attack, you may remove a Wound Marker from this card if he has any excess shields.



5

LIFE

MOVE 4

RANGE 1

ATTACK 5

DEFENSE 5

230

POINTS

