



TRICKSTER

AXEL WALKER

MALFUNCTIONING EQUIPMENT
Before Trickster uses any other special power on this card or on an Equipment Glyph, you must roll a combat die. If you roll a blank, Trickster cannot use that special power until the next time an Order Marker is revealed.

SHARPENED JACKS
Whenever a figure moves into engagement with Trickster, you may roll one unblockable attack die against that figure.

TOY BOMB SPECIAL ATTACK
Range 3. Lob 5. Attack 3.
Choose a space to bomb. Any figure on the chosen space and all figures within 1 space of the chosen space are affected. No clear line of sight is needed. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately.



HUMAN

UNIQUE HERO

ROGUE

STUBBORN

MEDIUM 5



4 LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	3

70

POINTS

