WEREWOLF

LYCANTHROPE

UNCOMMON HERO

CREATURE

WILD

MEDIUM 5

LYCANTHROPY INFECTION
Start the game with 3 brown Lycanthropy Markers on this Army Card. If there is at least 1 Lycanthropy Marker on this card and a Unique Hero receives at least 1 wound from this Werewolf's normal attack, place a Lycanthropy Marker from this card on the defending figure's Army Card. While a figure has a Lycanthropy Marker on its card, its Species is Lycanthrope instead of what is listed on the card. Androids, Cyborgs, and Undead are not affected by Lycanthropy Infection.

STEALTH POUNCE
Before taking a turn with this Werewolf, if he is unengaged, you may choose a figure on the battlefield. If the chosen figure does not have clear line of sight to this Werewolf, or if this Werewolf currently occupies a Shadow space, add 1 automatic skull to his normal attack against the chosen figure this turn.

HEALING FACTOR
After taking a turn with this Werewolf, remove 1 Wound Marker from this Army Card.

5 LIFE

MOVE	6
RANGE	1
ATTACK	4
DEFENSE	3

130 POINTS