



WHITE WEREWOLF

CRY OF THE WEREWOLF

After moving normally or after White Werewolf receives one or more wounds on an opponent's turn, you must move all other Lycanthrope figures. Figures moved by this special power cannot end their movement farther away from White Werewolf than they started and do not take leaving engagement attacks.

CALL FOR BLOOD

While there is a revealed Order Marker on this card or if this figure is destroyed, all other Lycanthropes add 2 to their Attack number when attacking an adjacent figure.

HEALING FACTOR

After taking a turn with White Werewolf, remove 1 Wound Marker from this card.



C-6
LYCANTHROPE
UNIQUE HERO
CREATURE
WILD
MEDIUM 5

5 LIFE

MOVE	6
RANGE	1
ATTACK	5
DEFENSE	5

190 POINTS