



MICROCORP AGENTS VYDAR

STEALTH ARMOR 15

When a Microcorp Agent receives one or more wounds, before removing that agent, roll the 20-sided die. If you roll a 15 or higher, ignore any wounds.

WATER SUITS

Microcorp Agents do not have to stop their movement when entering a water space. Add 2 to a Microcorp Agent's defense while he is on a water space.

SIGHTING

When a Microcorp Agent is attacking with a height advantage, he rolls an additional attack die.



1

LIFE

MOVE

5
SPACES

RANGE

7
SPACES

ATTACK

2
DICE

DEFENSE

3
DICE

100
POINTS

HUMAN

COMMON SQUAD

AGENTS

TRICKY

MEDIUM 5





**MICROCORP
AGENTS**



Earth
Jandar's Oath
11,12,13/24

MOVE 5
SPACES

RANGE 7
SPACES

ATTACK 3
DICE

DEFENSE 3
DICE

©2005 Hasbro ®