



AGENT CARR

VYDAR

GHOST WALK

Agent Carr can move through all figures.

SWORD OF RECKONING 4

If Agent Carr is attacking an adjacent figure, add 4 dice to Agent Carr's attack.

DISENGAGE

Agent Carr is never attacked when leaving an engagement.

HUMAN

UNIQUE HERO

AGENT

TRICKY

MEDIUM 5



4
LIFE

MOVE

5
SPACES

RANGE

6
SPACES

ATTACK

2
DICE

DEFENSE

4
DICE

100
POINTS



AGENT CARR



Earth

Rise of the Valkyrie™
8/30

MOVE 7
SPACES

RANGE 4
SPACES

ATTACK 4
DICE

DEFENSE 6
DICE

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