



## SGT. DRAKE ALEXANDER

JANDAR

### THORIAN SPEED

Opponents' figures must be adjacent to Sgt. Drake Alexander to attack him with a normal attack.

### GRAPPLE ARM

Instead of his normal move, Sgt. Drake Alexander may use his Grapple Arm. Grapple Arm has a move of 4. When counting spaces for Grapple Arm, ignore elevations. Drake may grapple over water without stopping, over figures without becoming engaged, and over obstacles such as ruins. Drake may not grapple more than 45 levels up or down in a single Grapple Arm move. If Drake is engaged when he starts his Grapple Arm move, he will take any leaving-engagement attacks.

### PISTOL FIRE SPECIAL ATTACK

Range 5. Attack 3.

Drake may not use Pistol Fire Special Attack to attack a figure who follows Jandar.



6

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

6

DICE

DEFENSE

4

DICE

170

POINTS



**SGT. DRAKE  
ALEXANDER**



**Earth**  
Swarm of the Marro  
1/16

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 6  
DICE

**DEFENSE** 8  
DICE