VYDAR

AGENT CARR

UNIQUE HERO

5 Medium

| HUMAN | AGENT |
| TRICKY | EARTH |

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.

4 LIFE

MOVE	5 SPACES
RANGE	6 SPACE
ATTACK	2 DICE
DEFENSE	4 DICE

100 POINTS

AGENT CARR

VYDAR

MOVE	7 SPACES
RANGE	4 SPACE
ATTACK	4 DICE
DEFENSE	6 DICE

HeroScape

Rise of the Valkyrie
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