



AGENT CARR



HUMAN

UNIQUE HERO

AGENT

TRICKY

EARTH

MEDIUM 5

4

LIFE



5



6



2



4

POINTS

100

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.



AGENT CARR

heroScape

Rise of the Valkyrie
8 of 30

