

MARVEL

SANDMAN
WILLIAM BAKER

SANDSTORM

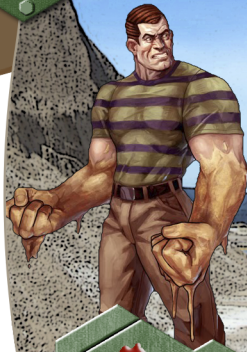
Instead of his normal move, if Sandman did not start his turn on a water space, he may move up to 4 spaces with Sandstorm. When moving with Sandstorm, Sandman has the Flying special power and will not take any leaving engagement attacks. Sandman rolls 3 fewer attack dice on any turn that he uses Sandstorm. After moving with Sandstorm, roll one unblockable attack die against each figure Sandman passed over this turn, and Sandman cannot use his Immovable special power for the remainder of the round.

SAND CONSTRUCTION

Sandman rolls 2 fewer attack and defense dice while on a water space and 1 additional attack and defense die while on a sand space. After taking a turn with Sandman, if he is not on a water space, remove a Wound Marker from this card.

IMMOVABLE

Sandman may not be moved by any special power on an opponent's Army Card.



MUTATE

UNIQUE HERO

CRIMINAL

VENGEFUL

MEDIUM

5

5
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 5

210

POINTS

