



### AZRAEL

JEAN-PAUL VALLEY

#### THE SYSTEM SUPPRESSION

Start the game with a red System Marker. Before Order Markers are placed each round, you may place or remove the System Marker. While the System Marker is on this card, Azrael has the class of Assassin instead of Vigilante, and he adds 1 to his Move, Attack, and Defense numbers. Before taking a turn with Azrael, if the System Marker is on this card, you must roll the 20-sided die. If you roll 1-6, Azrael cannot move and must attack each adjacent figure exactly 1 time this turn.



METAHUMAN

UNIQUE HERO

VIGILANTE

CONFLICTED

MEDIUM 5

#### FLAMING BLADES

If Azrael inflicts one or more wounds with his normal attack on a figure that does not have the Lava Resistant special power, roll one unblockable attack die for Burn Damage. After attacking with Azrael's normal attack, you may attack one additional time.



4 LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 5

170

POINTS