



DOCTOR MID-NITE

CHARLES MCNIDER

BLACKOUT BOMBS

Start the game with 3 Glyphs of Blackout Bomb on this card. At any point during his movement, Doctor Mid-Nite may place a Glyph of Blackout Bomb from this card power-side up onto an empty space within 5 clear sight spaces of Doctor Mid-Nite.



METAHUMAN

UNIQUE HERO

MYSTERY MAN

PRECISE

MEDIUM **5**

PHYSICIAN 16

After taking a turn with Doctor Mid-Nite, if he did not attack this turn, you may choose an adjacent Human or Metahuman Unique Hero, remove 1 Wound Marker from the chosen figure's Army Card and roll the 20-sided die. If you roll 16 or higher, remove an additional Wound Marker.

OF THE NIGHT

When Doctor Mid-Nite attacks a figure on a Shadow Tile, the defending figure does not receive any additional defense dice for the Shadow Tile. Doctor Mid-Nite cannot be targeted by non-adjacent figures for any special powers or attacks while on a Shadow Tile.



4
LIFE

MOVE **5**

RANGE **1**

ATTACK **3**

DEFENSE **4**

150
POINTS

