



INVISIBLE MAN

HAWLEY GRIFFIN

INVISIBLE STEALTH

At the start of the round, before rolling for initiative, if Invisible Man is on this card and not destroyed, you may place him on a space adjacent to a figure you control. Invisible Man can move through all figures, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight.



MUTATE

UNIQUE HERO

TORMENTOR

INSANE

MEDIUM 5

INFILTRATION

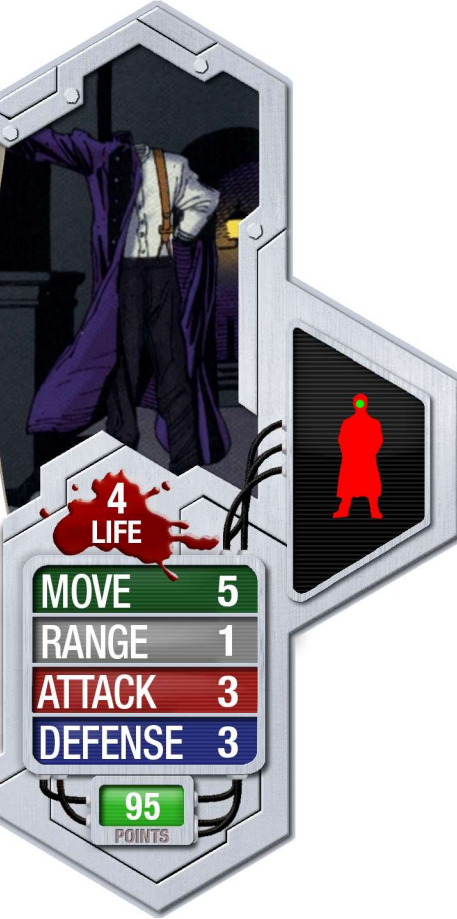
If you win initiative and Invisible Man is unengaged, you may place him adjacent to any enemy figure on the battlefield within 5 spaces of Invisible Man that does not have the Blind Warrior special power and may view one unrevealed Order Marker on that figure's card. If you view a numbered Order Marker, roll X unblockable attack dice against that figure where X equals the number you viewed.

SELF-SERVING BETRAYAL

If you lose initiative, choose an opponent.

That opponent may choose to either:

- place Invisible Man on this card; or
- view the Order Markers on the cards of any figures adjacent to Invisible Man.



4
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

95

POINTS