



IDW

LEATHERHEAD

ESCALATING RAGE

Whenever Leatherhead or a friendly figure within 3 clear sight spaces receives a wound, you must place a red Rage Marker on this card, to a maximum of two Rage Markers. Leatherhead cannot move if he is engaged and there are two Rage Markers on this card. After attacking, if the number of Rage Markers on this card is exactly:

- One and Leatherhead has only attacked once this turn, he may attack again.
- Two and Leatherhead is adjacent to at least one figure he has not attacked this turn, he must attack again, targeting a figure he has not yet attacked this turn.

At the end of each round and after taking a turn with Leatherhead, remove a Rage Marker from this card.

LOCKDOWN

If Leatherhead is engaged with only one enemy figure and that figure is small or medium, that figure cannot move or be moved by any special power on an Army Card or Glyph.

SWAMP CREATURE

Leatherhead does not have to stop his movement when entering a water space. If Leatherhead ends his normal movement on a water space, you may place him on any same-level water space within 5 spaces. Leatherhead never takes leaving engagement attacks while on a water space.



ALLIGATOR

UNIQUE HERO

CREATURE

BRILLIANT

LARGE

6



7
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 5

220

POINTS

