



MICHAEL MYERS

THE SHAPE

At the start of the game, choose one enemy Unique Hero or Event Hero to be Michael's Victim. After an opponent reveals a numbered Order Marker on the card of a figure they control, if Michael's Victim is within clear sight of Michael, immediately either:

- place 1 black Stalker Marker on this card, to a maximum of 3, or
- move Michael up to 2 spaces. Michael will not take any leaving engagement attacks when moved with this special power. If Michael ends this move engaged with his Victim, roll one unblockable attack die against his Victim for each Stalker Marker on this card, then remove all of your Stalker Markers from this card.

For the remainder of the game, anytime Michael's Victim is destroyed, immediately remove all Stalker Markers from this card and choose a different enemy Unique Hero or Event Hero to be Michael's Victim.

ONE GOOD SCARE

At the start of the following round after Michael is destroyed, remove all Wound Markers from this card and place Michael on any empty space within 3 spaces of his Victim. One Good Scare can only be used once per game.



HUMAN

UNIQUE HERO

SLASHER

MENACING

MEDIUM 5

5

LIFE

MOVE 4

RANGE 1

ATTACK 4

DEFENSE 2

135

POINTS