



SCARECROW
JONATHAN CRANE

FEAR TOXIN INJECTION 3

Start the game with 3 orange Fear Markers on this card. Instead of attacking, you may place a Fear Marker from this card onto the card of an adjacent Unique Hero that is not an Android or Construct and does not have the Fearless or Insane personality.



HUMAN

UNIQUE HERO

CRIMINAL

INSANE

MEDIUM **5**

FEAR HALLUCINATIONS

For the entire game, any Hero other than Scarecrow with one or more Fear Markers on its card cannot roll for leaving engagement attacks, and subtracts 1 from its Defense number and 20-sided die rolls for each Fear Marker on its card. Before taking a turn with a Hero that has a Fear Marker on its card, its controller must roll the 20-sided die. If that player rolls:

- 1 or lower, that Hero's turn immediately ends, and that player must roll X unblockable attack dice against it, where X is its remaining Life number.
- 2-5, that Hero cannot move, attack, or use any special powers this turn.
- 6-9, that Hero subtracts 2 from its Move and Attack numbers this turn, to a minimum of 1.
- 10 or higher, remove a Fear Marker from that Hero's card from the game.



4

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

170

POINTS