

MARVEL

ARTHRIAN INVADERS

ANNIHILATION WAVE

At the start of the game, choose one Unique Conqueror Hero for all Arthrian Invaders you control. As long as you control the chosen Hero, Arthrian Invaders roll 2 additional dice when attacking or defending.

C³6

ARTHRIAN
COMMON SQUAD
INVADERS
RELENTLESS
MEDIUM 5

INVASION TACTICS

After revealing an Order Marker on your chosen Hero's Army Card, before taking a turn with that Hero or using any other special powers on an Army Card or Glyph, you may do one of the following:

- Take a turn with the Arthrian Invaders; or
- Move up to 6 Arthrian Invaders you control; or
- Place one of your previously destroyed Arthrian Invaders on an empty space in your Start Zone.

If you use this special power, you may not take any additional turns with other figures you control other than your chosen Hero.



1
LIFE

MOVE 6

RANGE 1

ATTACK 2

DEFENSE 4

180

POINTS

