

MARTIAN MANHUNTER
JOHN J'ONZZ

JUSTICE LEAGUE



UNIQUE HERO
MARTIAN
INVESTIGATOR
CURIOUS
MEDIUM 5

6 6 4
6 5
370

LEAGUE LINK

Allied Investigators are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. After an activation with Martian Manhunter, you may roll 4 combat dice + 1 for each Justice Marker on this card. For each shield, maneuver an ally up to 4 spaces, during which they gain Stealth.

SHIFTING SHAPES

Martian Manhunter may change his Size at any time. After rolling combat dice for Martian Manhunter, you may remove a Justice Marker from this card to swap skulls and shields.

PHASING 14

Martian Manhunter can move through anything. If an enemy targets Martian Manhunter during its activation, roll a d20. On a 14+, until the next activation, Martian Manhunter cannot be targeted and is not considered engaged to that enemy.

DC • Telepath

