

**MARVEL**

**DRAX**  
ARTHUR DOUGLAS

**BATTLE READY**

During an enemy figure's turn, if that figure ends its movement within 3 spaces of Drax, you may immediately move Drax up to 2 spaces if he ends this movement engaged with that figure. While Drax is engaged with only one figure, add 1 die to his attack and defense.

**WARRIOR ENGAGEMENT**

If Drax rolls a skull against a figure leaving an engagement with him, that figure may not leave the engagement with Drax this turn.

**"THE DESTROYER"**

Drax may attack the same figure up to 3 times if he did not move this turn.



GOLEM

UNIQUE HERO

WARRIOR

RELENTLESS

MEDIUM

5



6

LIFE

MOVE

6

RANGE

1

ATTACK

5

DEFENSE

6

350

POINTS

