



MARTIAN MANHUNTER
J'ONN J'ONZZ

INTANGIBILITY

Martian Manhunter can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Martian Manhunter cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

TELEPATHIC DIRECTIVE

After revealing an Order Marker on this card and taking a turn with Martian Manhunter, you may roll 12 combat dice. Move up to X Hero figures you control up to 4 spaces each, or 5 spaces if the chosen figure is a Telepath. X equals the number of blanks rolled. Any Hero figures moved with Telepathic Directive do not take any leaving engagement attacks and must be within 10 spaces of Martian Manhunter prior to moving.

FIRE WEAKNESS

If Martian Manhunter is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.



MARTIAN

UNIQUE HERO

TELEPATH

CONTEMPLATIVE

MEDIUM

5

6

LIFE

MOVE 6

RANGE 3

ATTACK 6

DEFENSE 6

300

POINTS

