

MARVEL

MIEK

WARBOUND

While Miek is adjacent to at least one friendly Gladiator, add 1 to his Attack and Defense numbers. After Miek defends against an attack from an opponent's figure, you may move one Gladiator figure you control.



SAKAARAN

UNIQUE HERO

GLADIATOR

VENGEFUL

MEDIUM

6

CHEMMING

When rolling for initiative, you may add 1 to your roll for each Unique Gladiator Hero you control engaged with an enemy figure.

NEVER STOPPING

At the end of your player turn, Miek must move adjacent to an enemy figure within 3 clear sight spaces that was attacked by a friendly figure this player turn, if possible. If Miek ends this movement adjacent to the attacked figure, roll an unblockable attack die against each figure adjacent to Miek. Roll each attack separately.



5
LIFE



MOVE 5

RANGE 1

ATTACK 5

DEFENSE 6

215
POINTS

