

DC

RAIDEN

THUNDER GOD

Raiden does not start the game on the battlefield. Once per game, when a Common or Unique figure you control would be destroyed, you may instead place Raiden from this card onto an empty space adjacent to that figure. That figure is not destroyed and, if it would have been destroyed by receiving wounds, ignore those wounds. After placing Raiden with this special power, move all unrevealed Order Markers on Army Cards in your army onto this card and, one at a time, roll X unblockable attack dice against each enemy figure within 3 spaces of Raiden, where X equals the number of destroyed Heroes in your army, to a maximum of 2.

C6

KAMI

UNIQUE HERO

PROTECTOR

DETERMINED

MEDIUM 5

DISPLACER TELEPORT

Once per turn, after moving, attacking, or defending with Raiden, you may place him on any empty space within 3 spaces of his original placement. When moving with this special power, Raiden will not take any leaving engagement attacks.

PROTECTOR OF EARTHREALM

After revealing an Order Marker on this card and taking a turn with Raiden, you may roll the 20-sided die, adding 1 to the roll for each destroyed Unique Hero in your army and each Wound Marker on this card, to a maximum of +7. If you roll 20 or higher, you may take one additional turn with Raiden.

7

LIFE

MOVE 5

RANGE 3

ATTACK 6

DEFENSE 6

390

POINTS