MARVEL

SENTRY
ROBERT REYNOLDS

MUTATE
UNIQUE HERO
CHAMPION
UNSTABLE
MEDIUM 5

AGORAPHOBIA
Before taking a turn with Sentry, roll the 20-sided die. Add 2 to the roll if there are no revealed Order Markers on this card and subtract 2 from the roll for each Instability Marker on this card. If you roll 1-7, place a purple Instability Marker on this card and Sentry may not take a turn. After placing a fourth Instability Marker on this card, immediately place Sentry on this card without taking leaving engagement attacks. After revealing an Order Marker on this card, if Sentry is on this card, you may remove one Instability Marker from this card. At the end of your turn, if you removed the last Instability Marker from this card this turn, place Sentry on any empty space on the battlefield.

POWER OF A MILLION EXPLODING SUNS
After attacking with Sentry, one at a time, roll an unblockable attack die against all enemy figures other than the defending figure within X spaces of the space the defending figure occupied, and then, if the defending figure did not receive any wounds, roll X unblockable attack dice against that figure. X is equal to the number of Instability Markers on this card.

MIRACULOUS REALITY WARP
After taking a turn with Sentry, you may reveal an "X" Order Marker on this card and choose Sentry or an adjacent Hero. Place one Instability Marker on this card and either place or remove up to 2 Wound Markers from the chosen Hero's card.

8 LIFE

MOVE	8
RANGE	1
ATTACK	8
DEFENSE	8

500 POINTS