



## WHITE MARTIAN

### MASS PSYCHIC ASSAULT 14

After revealing an Order Marker on this card and instead of attacking with this White Martian, for each White Martian you control you may choose a figure within 3 spaces of that White Martian. You may choose the same or different figures for each White Martian you control. Roll the 20-sided die separately for each chosen figure, subtracting 4 from the roll if the chosen figure is a Telepath. If you roll 14 or higher, the chosen figure receives one wound. Figures with the Mental Shield special power and destructible objects are not affected by Mass Psychic Assault.

### INTANGIBILITY

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

### FIRE WEAKNESS

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



MARTIAN

UNCOMMON HERO

TELEPATH

PREDATORY

MEDIUM 5

4 LIFE

MOVE 7

RANGE 3

ATTACK 5

DEFENSE 5

150 POINTS

