

MARVEL

YONDU
YONDU UDONTA

PIRATE CODE

At the start of the game, you may choose a Unique Hero you control without the Super Strength special power. For the remainder of the game, that figure has the class of Pirate instead of what is listed on its card. If Yondu attacks and fails to inflict a wound during his turn, you must move an unrevealed Order Marker from this card to the chosen figure's Army Card, as long as it is under your control. After revealing an Order Marker on this card and taking a turn with Yondu, if he inflicted one or more wounds this turn, you may take an immediate turn with a Unique Pirate Hero or Common Pirate Squad you control, and you may not take any additional turns.

YAKA ARROW CONTROL
Yondu may attack non-adjacent figures while engaged and never takes falling damage.

YAKA ARROW FRENZY
Once per round, instead of attacking with Yondu, you may choose a figure within 4 spaces and roll the 20-sided die. If you roll 10 or higher, inflict a wound on the chosen figure. You may then choose a figure within 4 spaces of the space occupied by that figure that has not been chosen this round and roll again. You may continue to roll for Yaka Arrow Frenzy until you do not inflict a wound.



CENTAURIAN

UNIQUE HERO

PIRATE

GRUFF

MEDIUM **5**

5
LIFE

MOVE 5

RANGE 6

ATTACK 4

DEFENSE 4

190

POINTS