

HYDRA AGENTS

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COMMON SQUAD (3)
HUMAN
TERRORIST
FANATICAL
MEDIUM 5

5 1 6
2 2
80

FANATICAL FOLLOWERS

After an ordered activation with a Unique Hero who is a Terrorist or in the Hydra faction, you may activate the Hydra Agents and then end your turn.

IN NEED OF LEADERSHIP

A Hydra Agent has +1 Attack if it is within 4 clear spaces of an allied Unique Hero who is a Terrorist or is in the Hydra faction.

IMMORTAL HYDRA

Figures in the Hydra faction have +1 Defense for each Hydra Agent that has been defeated this turn, even if all Hydra Agents are defeated.

