


INVINCIBLE
MARK GRAYSON

GUARDIANS OF THE GLOBE



UNIQUE HERO
VILTRUMITE
CHAMPION
DETERMINED
MEDIUM 5

7 6 1
4 6
360

DESPERATE ATTACK

After Invincible's attack action, if he or an ally within 4 clear spaces has 2+ wounds, you may roll 2 damage dice against an adjacent figure.

BRUTAL INSPIRATION

If an enemy takes 1+ wounds from Invincible on your turn, allies within clear sight of Invincible have +1 Defense until the start of your next turn.

SUPERHUMAN ENDURANCE

When defending, add 1 block. At the start of each round, heal 1 wound.

IMAGE

