

THE WATCHER
UATU



EVENT HERO
WATCHER
OBSERVER
VIGILANT
HUGE 11



OATH OF THE WATCHER

The Watcher can only attack or make swipes if an enemy has inflicted 1+ wounds on him this game. If you do not control any Unique Heroes, remove the Watcher from the game. This ability cannot be negated.

APOCALYPTIC ASSISTANCE

At the start of your turn, roll 1 combat die for each Unique Hero on your team that has 1+ wounds or has been defeated by an enemy, to a max of 4. On:

- 1+ skulls, you may choose a figure you control to maneuver up to 4 spaces;
- 1+ shields, choose a figure and whenever the d20 is rolled for it this turn, you may add or subtract 1;
- 1+ blanks, you may choose an enemy and remove an unrevealed Order Marker from its card.

Figures must be within 4 clear spaces of the Watcher when you choose them.

MARVEL • Telepath

