



ANTI-MONITOR

MASTER OF TIME

If you win initiative and at least one Order Marker is on this card, you may immediately remove one unrevealed Order Marker from one Army Card of each opponent at random.

ERASE FROM EXISTENCE

Once per round, after moving and instead of attacking, you may roll the 20-sided die once for each enemy figure within 3 clear sight spaces of Anti-Monitor. If the figure is a Squad figure and you roll 8 or higher, destroy it. If the figure is a Hero figure and you roll 20 or higher, destroy the Hero.

MASTER OF SPACE

After you complete a turn with any figure you control, if an unrevealed X Order Marker is on Anti-Monitor's card, you may reveal it and immediately take a turn with Anti-Monitor. During this turn, instead of moving normally, you may place Anti-Monitor on any unoccupied spaces within 10 spaces of Anti-Monitor. When Anti-Monitor moves with Master of Space, he will not take any leaving engagement attacks.



ENTITY

EVENT HERO

DESTROYER

MALEVOLENT

HUGE 20

30 LIFE

MOVE 4

RANGE 6

ATTACK 6

DEFENSE 6

1600 POINTS

