

# APOCALYPSE

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## HORSEMEN OF THE APOCALYPSE

At the start of the game, you may choose up to 4 Unique Mutant Heroes you control and place a red Horseman Marker on each of their cards. While a figure has a Horseman Marker on its card, its class is Horseman instead of what is listed on the card. After revealing an Order Marker on this card, instead of taking a turn with Apocalypse, you may take a turn with a Horseman you control within clear sight of Apocalypse. Any Horseman figure you control has the Super Strength special power and adds 1 to its Attack number for the remainder of the game.

## APOCALYPTIC TECHNOLOGY

After Order Markers are placed and before initiative is rolled for the first round, you may place up to two different Equipment Glyphs on this card. Apocalypse can equip glyphs as if he were a Unique Hero and can equip a glyph even if there is an Equipment Glyph on this card, up to a maximum of 2. If Apocalypse would lose an Equipment Glyph, you may choose which Equipment Glyph he loses. Apocalypse never loses more than one Equipment Glyph at a time unless he is destroyed.

## SURVIVAL OF THE FITTEST

If Apocalypse would receive one or more wounds from a non-adjacent attack, you may choose a figure without the Super Strength special power adjacent to Apocalypse to receive those wounds instead.

MUTANT

EVENT HERO

CONQUEROR

METHODICAL

MEDIUM 6

9 LIFE

MOVE	5
RANGE	4
ATTACK	6
DEFENSE	6

620 POINTS