

MARVEL

ARNIM ZOLA

CLONING 16

Before placing Order Markers for any round, you may choose any previously destroyed Unique Human or Clone Hero and roll the 20-sided die. If you roll 16 or higher, remove all Wound Markers from the chosen Hero's Army Card and place the chosen Hero on any empty space adjacent to Arnim Zola. You now control the chosen Hero and its species is now Clone instead of what is listed on its card. Cloning 16 may only be used to place one Unique Hero per game.



ANDROID

UNIQUE HERO

TERRORIST

BRILLIANT

MEDIUM 5

REVERSE ENGINEERING 16

After moving and before attacking, you may choose a glyph within 3 spaces of Arnim Zola and roll the 20-sided die. If you roll 16 or higher, any figure on the chosen glyph or equipped with the chosen glyph receives one wound and the chosen glyph is destroyed.

CONSCIOUSNESS TRANSMISSION 16

After attacking with Arnim Zola, you may choose an Android or Cyborg figure within 6 clear sight spaces of Arnim Zola. Roll the 20-sided die, adding 6 to the roll if you control the chosen figure. If you roll 16 or higher, destroy the chosen figure and Arnim Zola. Immediately place Arnim Zola on the space previously occupied by the chosen figure and remove all Wound Markers from Arnim Zola's card.



6 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

200 POINTS