

MARVEL

DRAX
ARTHUR DOUGLAS

DRAX'S NEMESIS

At the beginning of the game, choose an opponent's Unique or Event Hero to be Drax's Nemesis. If an opponent controls Thanos, then Thanos must be the chosen Nemesis. If Drax attacks his Nemesis with a normal attack, add 2 additional dice to his attack.

RELENTLESS ADVANCE

After his Nemesis takes a turn, you must move Drax as close to his Nemesis as possible, moving up to a maximum of 3 spaces. When Drax moves with this special power, he may move through all opponent's figures except his Nemesis and if a figure rolls a leaving engagement attack against Drax and does not roll a skull, the figure receives 1 wound.

DWI THEET

Opponent's figures adjacent to Drax cannot receive any automatic shields or skulls from special powers on their Army Cards when attacked by or attacking Drax.



GOLEM

UNIQUE HERO

HUNTER

RELENTLESS

MEDIUM 5



5 LIFE

MOVE	6
RANGE	1
ATTACK	6
DEFENSE	8

350 POINTS

