

MARVEL

GAMORA

FLANKING STRIKE

After revealing an Order Marker on the card of another Unique Hero you control, instead of attacking with that Hero, you may move Gamora. After moving Gamora, you may choose one figure engaged with both Gamora and that Hero and roll two unblockable attack dice against the chosen figure. You may only use this special power once per turn.



ZEN-WHOBERI

UNIQUE HERO

DESTROYER

REPENTANT

MEDIUM 5

TRAINED TO PERFECTION

Before attacking with Gamora, you may choose to either:

- attack any or all figures adjacent to Gamora, rolling each attack separately; or
- add one automatic skull when attacking an adjacent figure.

HONED REFLEXES

After defending with Gamora, you may choose to either:

- inflict a wound on the attacking figure, if Gamora had excess shields and is within 5 clear sight spaces of the attacking figure; or
- move Gamora up to 2 spaces. Gamora will not take any leaving engagement attacks when moved with this special power.



6

LIFE

MOVE 6

RANGE 5

ATTACK 5

DEFENSE 6

300

POINTS