

MARVEL
GAMORA

MASTER MARTIAL ARTIST

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled, and all excess shields count as unblockable hits on the attacking figure.



ZEN-WHOBERI

UNIQUE HERO

ASSASSIN

RUTHLESS

MEDIUM

5

GODSLAYER

After Gamora inflicts one or more wounds on a figure with her normal attack, you may roll the 20-sided die. If you roll 14 or higher, that figure receives X additional wounds, where X is equal to the number of wounds inflicted this turn, and you may not roll for this power again for the remainder of the game.

HEALING

At the end of the round, remove 1 Wound Marker from this card.



5
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 5

310
POINTS