



HE-MAN

ADAM

POWER SWORD OF GRAYSKULL
Start the game with the Glyph of Power Sword of Grayskull on this card. While He-Man has the Glyph of Power Sword of Grayskull equipped and is attacked by a non-adjacent figure, add 1 automatic shield to his defense.

POWER PUNCH SPECIAL ATTACK
Range 1. Attack 6 + Special.
Before rolling dice for this special attack, you may remove any number of unrevealed Order Markers from this card and add that number of dice to your roll. After an opponent rolls defense dice against this attack, if the defending figure is adjacent to He-Man, you may Knockback the defending figure by placing it on an empty space up to X spaces from its current position. X is equal to the number of skulls rolled in the attack. A figure moved by this special power never takes any leaving engagement attacks. A figure moved by this special power can receive any falling damage that may apply.

HEROIC DUTY
If a friendly figure without this special power that is within 3 spaces of He-Man would roll defense dice against a normal, non-adjacent attack, instead you must choose a figure you control with this special power to move adjacent to that friendly figure if it is able to. The chosen figure must roll defense and take any resulting wounds from the attack instead of the friendly figure. When He-Man uses Heroic Duty, he will take all leaving engagement attacks.



ETERNIAN

UNIQUE HERO

CHAMPION

HONORABLE

MEDIUM 5

7 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 6

360 POINTS

