



INVINCIBLE

MARKUS GRAYSON







VILTRUMITE

UNIQUE HERO

CHAMPION

DETERMINED

MEDIUM 5

VILTRUMITE ENDURANCE

When defending against a normal attack from a figure who is not a Viltrumite, if at least one shield is rolled, the most wounds Invincible can take from this attack is one. At the start of any round, if there are 4 or more wounds on this card, you may remove 1 Wound Marker from this card.

SUPER PUNCH SPECIAL ATTACK

Range 1. Attack 2 + Special.

Instead of moving and attacking normally with Invincible, you may move Invincible up to 8 spaces in a straight line. After moving, choose a figure to attack, adding 1 die to this attack for each space Invincible moved this turn. Any figures adjacent to the chosen figure are also affected by this special attack. Invincible is not affected by his own special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

6 LIFE

MOVE	7
RANGE	1
ATTACK	6
DEFENSE	6

360 POINTS

