



**MARVEL**

## JUGGERNAUT

CAIN MARKO

### UNSTOPPABLE FORCE

Juggernaut's movement cannot be stopped by any special power on an Army Card. Juggernaut may move through all figures and will not take any leaving engagement attacks.

### RUNNING CHARGE SPECIAL ATTACK

Range Special. Attack 5 + Special. Move Juggernaut up to 4 spaces in a straight line. Roll 5 + X attack dice for each figure Juggernaut moved through during this special attack. X is the number of spaces between each figure and Juggernaut's placement before this special attack.

### MENTAL SHIELD

An opponent may never take temporary or permanent control of Juggernaut.



HUMAN

UNIQUE HERO

OUTCAST

UNYIELDING

LARGE

6

7

LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 7

340

POINTS