MARVEL

KANG

NATHANIEL RICHARDS

HUMAN

UNCOMMON HERO

CONQUEROR

CALCULATING

MEDIUM 5

TEMPORAL MARKER 1
Start the game with one Glyph of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during this Kang's movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Kang previously occupied this turn.

TIME WARP
After taking a turn with this Kang, you may remove one unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, place this Kang on the space the Glyph of Temporal Displacement previously occupied, and take one additional turn with this Kang. During this additional turn, Kang may not use his Temporal Marker 1 special power. When Kang uses Time Warp he will only take leaving engagement attacks from figures with the Temporal Defense special power.

TEMPORAL DEFENSE
Once per round, if this Kang or any friendly figure within 3 spaces of this Kang is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.

4 LIFE

MOVE	4
RANGE	5
ATTACK	5
DEFENSE	6

270 POINTS