MARVEL
KARNAK
KARNAK MANDER-AZUR
INHUMAN TACTICIAN
Inhuman figures you control adjacent to Karnak add 1 die to their normal attack and 1 die to their defense.
ASSESS WEAKNESS 8
Before moving with Karnak, you may choose a figure within 2 clear sight spaces and roll the 20-sided die. If you roll 8 or higher and Karnak attacks the chosen figure with his normal attack this turn, it subtracts 3 from its Defense number, or 6 from its Defense number if it is a destructible object.
CALCULATED COUNTER STRIKE
When rolling defense dice against an adjacent normal attack, if the number of shields you roll is equal to or greater than the number of skulls the attacker rolled, the attacking figure receives one wound and its turn immediately ends.
INHUMAN
UNIQUE HERO
STRATEGIST
PRECISE
MEDIUM 5
5 LIFE
MOVE 5
RANGE 1
ATTACK 4
DEFENSE 5
190 POINTS