

MARVEL

KORG

WARBOUND

While Korg is adjacent to at least one friendly Gladiator, add 1 to his Attack and Defense numbers. After Korg defends against an attack from an opponent's figure, you may move one Gladiator figure you control.



KRONAN

UNIQUE HERO

GLADIATOR

LOYAL

MEDIUM

6

ROCK WALL DEFENSE 3

If an adjacent figure attacks Korg with a normal attack, and Korg rolls at least 3 shields, Korg takes no damage, and the attacking figure receives one wound.

STONE FORCE SPECIAL ATTACK

Range 1. Attack 4 + Special.

Korg may only use this special attack if he did not move normally this turn.

Choose an enemy figure that is at least 2 spaces away from Korg and count the minimum number of spaces between Korg and the chosen figure. Move Korg up to 4 spaces then attack the chosen figure, adding 1 die to the attack for each space counted.



6

LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 6

235

POINTS

