



# MANHUNTER

## MANHUNTING

At the start of the game, choose one opponent's Unique Hero for all Manhunters you control. When a numbered Order Marker is revealed on the chosen hero's card, you may immediately move this Manhunter up to 4 spaces.

## YELLOW POWER CHARGE

Instead of taking a turn with this Manhunter, you may replace one previously removed yellow Battery Marker on the Army Card of a figure adjacent to a Manhunter you control if possible.

## GREEN POWER DRAIN

After moving and instead of attacking with this Manhunter, you may remove up to two green Battery Markers from an adjacent figure's Army Card.



ANDROID

UNCOMMON HERO

HUNTER

RELENTLESS

MEDIUM 5

2

LIFE

MOVE 5

RANGE 3

ATTACK 5

DEFENSE 6

140

POINTS

