



## MARTIAN MANHUNTER

J'ONN J'ONZZ

### DENSITY CONTROL

Martian Manhunter can move through all figures, Fortress Walls, and obstacles, and is never attacked when leaving an engagement. Martian Manhunter cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight. Martian Manhunter may not be moved by any special power on an opponent's Army Card.



MARTIAN

UNIQUE HERO

CHAMPION

BENEVOLENT

MEDIUM

5

### MALLEABLE MAYHEM

Before attacking, you may:

- remove 2 Wound Markers from this card;
- roll 2 additional attack dice;
- attack normally up to 2 times this turn; or
- choose up to 2 figures within 4 clear sight spaces of Martian Manhunter. Place the chosen figures on any empty spaces within 2 spaces of Martian Manhunter, ignoring any leaving engagement attacks. Each option may be chosen once per round.

### MARTIAN VISION

Once per round, instead of an attack, you may choose a figure within 4 clear sight spaces of Martian Manhunter. Roll the 20-sided die. If you roll 5-6, 12-13, or 19-20, the chosen figure receives 2 wounds.



6

LIFE

MOVE

6

RANGE

1

ATTACK

5

DEFENSE

6

340

POINTS

