

**DC**

**MARTIAN MANHUNTER**  
J'ONN J'ONZZ

**JUSTICE LEAGUE OF AMERICA**  
At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Champion, Officer, Vigilante, or Warrior, to a maximum of 7.

**TELEPATHIC LEAGUE LINK**  
All figures you control are considered within clear sight of each other. An opponent may never take control of Martian Manhunter or any figure you control within 4 spaces of Martian Manhunter. Once per round, after revealing a numbered Order Marker on this card and instead of taking a turn normally with Martian Manhunter, you may remove a Justice League Marker from this card and immediately choose up to two Unique Heroes you control within 8 spaces of Martian Manhunter to take a turn. Martian Manhunter may be one of the chosen heroes.

**DENSITY CONTROL**  
Martian Manhunter can move through all figures and obstacles such as ruins, 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**

**7 LIFE**

|                |          |
|----------------|----------|
| <b>MOVE</b>    | <b>7</b> |
| <b>RANGE</b>   | <b>4</b> |
| <b>ATTACK</b>  | <b>6</b> |
| <b>DEFENSE</b> | <b>7</b> |

**420 POINTS**