

MARVEL

MOLOID

LOYAL TO ONE RULER

At the start of the game, choose one Unique Ruler Hero you control to be the One Ruler for all Moloïds you control. After revealing an Order Marker on this card and before taking a turn with a Moloid, you may first take a turn with its chosen One Ruler. Any Moloid rolls 1 additional attack die when its chosen One Ruler is within 2 clear sight spaces.



MOLOID

COMMON HERO

SUBTERRANEAN

SUBSERVIENT

SMALL

4

SUBTERRANEAN SWARM

After revealing an Order Marker on this card and before moving a Moloid, roll the 20-sided die.

- If you roll 1-10, you may move and attack with up to 5 Moloïds you control.
- If you roll 11-18, you may move and attack with up to 7 Moloïds you control.
- If you roll 19 or higher, you may move and attack with up to 10 Moloïds you control.

CAVE DWELLERS

While occupying a rock, dungeon, or shadow space, a Moloid adds 1 die to its defense.



1 LIFE

MOVE	5
RANGE	1
ATTACK	2
DEFENSE	1

10 POINTS