

**MARVEL**

**MOONDRAGON**  
HEATHER DOUGLAS

**MENTAL MANIPULATION**

At the start of the game, you may choose a Unique Hero in each army. While a chosen Hero is within 9 spaces of Moondragon or destroyed, it has the class of Guardian, or Pawn if it is an enemy, instead of what is listed on its card, and you may add or subtract 1 from its Attack or Defense number.



**HUMAN**

**UNIQUE HERO**

**TELEPATH**

**DAUNTLESS**

**MEDIUM 5**

**CEREBRAL CHESS**

After rolling initiative, if there is an Order Marker on this card, you may roll 9 combat dice, then choose one of the following:

- For each skull rolled, move a friendly figure up to 2 spaces.
- For each shield rolled, move an enemy figure without the Mental Shield special power up to 2 spaces.

If a figure is a Guardian or Pawn, you may move that figure up to 2 additional spaces. Figures moved by this special power ignore all leaving engagement attacks.

**TITIANIAN TECHNIQUE**

When defending against an attack, if you roll more skulls than the attacking figure, the most wounds Moondragon can take from this attack is one and, if the attacking figure is adjacent to Moondragon, it receives a wound.



**4**

**LIFE**

**MOVE 5**

**RANGE 5**

**ATTACK 5**

**DEFENSE 5**

**230**

**POINTS**