



MARVEL

NAMOR
NAMOR MCKENZIE

ARROGANT AVENGER

At the start of the game, place a white Avenger Marker on the Army Card of a friendly Unique Hero. If you lose initiative, you must immediately remove an Order Marker on the Army Card of a figure you control. If that figure has an Avenger Marker on its Army Card, you may immediately take a turn with Namor. You may not take any additional turns.



ATLANTEAN

UNIQUE HERO

KING

ARROGANT

MEDIUM

5

ATLANTEAN MUTANT

Namor has the species of Mutant in addition to what is listed on this card. Namor does not stop his movement when entering water spaces and adds 1 to his Attack and Defense numbers while occupying a water space.

"IMPERIUS REX!" 14

Instead of moving normally with Namor, you may choose up to 1 figure engaged with him and roll the 20-sided die. If you roll 14 or higher, move Namor up to 2 spaces. Then place any chosen figure adjacent to Namor and inflict a wound on it. Figures moved with "Imperius Rex!" will not take leaving engagement attacks. After using "Imperius Rex!", you may use it X additional times, where X is the number of Unique Heroes in your army that are either destroyed or have at least 1 wound.



6

LIFE

MOVE

6

RANGE

1

ATTACK

6

DEFENSE

5

280

POINTS

