

**DC**  
**NEKRON**

**POWER OVER DEATH 6**  
Start the game with 6 black Battery Markers on this card. Nekron may never have more than 6 black Battery Markers on this card. If a figure with a black Battery Marker on its card that is not an Android, Construct, or Undead would be destroyed, you may instead remove a black Battery Marker on its card from the game, remove all but three Wound Markers from that card, and if that figure is another player's Unique Hero without any white Battery Markers on its card, remove all Order Markers from that card and take control of the figure and its Army Card.

**DEATH INCARNATE**  
Instead of attacking, you may place a black Battery Marker from this card on an adjacent enemy figure's Army Card. If you do, you must roll one unblockable attack die against that figure for each black Battery Marker still on this card.

**BLACK LIGHTNING SPECIAL ATTACK**  
Range Special. Attack 5, 4, and 3. All figures that are within 3 clear sight spaces of Nekron are affected by this special attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Nekron must attack 2 additional times, rolling 1 fewer attack die for each subsequent attack.

**ENTITY**  
**EVENT HERO**  
**RULER**  
**MALEVOLENT**  
**MEDIUM 5**

**6 LIFE**

<b>MOVE</b>	<b>4</b>
<b>RANGE</b>	<b>9</b>
<b>ATTACK</b>	<b>6</b>
<b>DEFENSE</b>	<b>6</b>

**1300**  
POINTS