

MARVEL

NOH-VARR

WHITE RUNNING

After revealing an Order Marker on this card, you may also reveal an 'X' Order Marker on this card to activate White Running. For this turn, Noh-Varr adds 4 to his Move number, may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After moving with White Running and instead of attacking, you may choose up to 4 figures Noh-Varr moved through this turn and roll an unblockable attack die against each chosen figure, one at a time.

RUN AND GUN SPECIAL ATTACK
Range 5. Attack 3.

Instead of moving and attacking normally with Noh-Varr, you may move Noh-Varr up to 6 spaces. Noh-Varr may attack with this special attack up to 2 times at any point before, during, or after this move as long as he is on a space where he could end his movement.

ENHANCED DURABILITY

When Noh-Varr is attacked with a normal attack, the most wounds he can receive from that attack is one.



KREE

UNIQUE HERO

ROOKIE

OVERCONFIDENT

MEDIUM 5



6

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

260

POINTS

