

**MARVEL**

**ODIN**  
ODIN BORSON



**ODIN FORCE**

All Unique Asgardian Heroes you control add 1 to their Life numbers while you control Odin on the battlefield.



ASGARDIAN

EVENT HERO

KING

VALIANT

MEDIUM

5

**ASGARDIAN ALL-FATHER**

After revealing an Order Marker on this card and instead of taking a turn with Odin, you may roll 12 combat dice. Take a turn with up to X other Asgardian Heroes you control, where X equals the number of blanks rolled.

**ODINSLEEP**

If there are 5 or more Wound Markers on this card at the end of any round, place the white Raven Marker on this card. While the Raven Marker is on this card, Order Markers may not be revealed on this card, and Odin cannot move, attack, or use any special power on any other Army Card or Glyph. At the end of the next round, if Odin has not been destroyed, remove the Raven Marker from the game and up to 2 Wound Markers from this card.



8  
LIFE

MOVE 6

RANGE 4

ATTACK 7

DEFENSE 7

620

POINTS