

MARVEL

ROVER

SENTINEL COMPANION

At the start of the game, you may choose a Unique Human Hero or Unique Mutant Hero you control to be Rover's Companion. After revealing an Order Marker on the chosen Companion's card and instead of taking a turn with that figure, you may take an immediate turn with Rover, and you may not take any additional turns with other figures you control. During this turn, Rover rolls 1 additional die when attacking a figure adjacent to his Companion.

DESTROY!

When Rover is adjacent to his Companion or a Mutant figure who would receive one or more wounds from an attack, Rover must receive those wounds instead. If he does, and the attacking figure is within 4 clear sight spaces of Rover, the attacking figure receives one wound, even if Rover would be destroyed by those wounds.

CARRY

Before moving Rover, you may choose an unengaged friendly small or medium figure adjacent to Rover. After you move Rover, place the chosen figure adjacent to Rover.



ANDROID

UNIQUE HERO

PROTECTOR

LOYAL

HUGE 20



3

LIFE

MOVE

4

RANGE

4

ATTACK

4

DEFENSE

6

160

POINTS

