



MARVEL
SENTINEL

SENTINEL LEARNING PROGRAM

Start the game with one gray Database Marker. Once per game, instead of moving this Sentinel during your turn, you may choose a figure within 4 clear sight spaces that does not have a Database Marker on its card and place this Sentinel's Database Marker on its card. For the entire game, an enemy figure with this Sentinel's Database Marker on its card rolls 2 fewer defense dice when defending against a normal attack from an Android named Sentinel you control.



ANDROID

UNCOMMON HERO

HUNTER

RELENTLESS

HUGE 16

DEEP FREEZE SPECIAL ATTACK

Range 4. Attack 5.

If an opponent's Unique Hero receives at least one wound from Deep Freeze Special Attack, roll the 20-sided die. If you roll 16 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card.

When this Sentinel uses its Deep Freeze Special Attack to attack a figure with the Ice Resistance special power, roll one fewer attack die.



4 LIFE

MOVE 4

RANGE 4

ATTACK 4

DEFENSE 6

150 POINTS

