



DC
STARRO

STARRO POSSESSION

Start the game with 6 purple Spore Markers on this card. Instead of attacking, you may choose an enemy figure that is within 5 clear sight spaces of Starro. If the chosen figure is not a Unique Hero, remove a Spore Marker from this card and the chosen figure receives three automatic wounds. If the chosen figure is a Unique Hero, place a Spore Marker from this card on the chosen figure's card, take control of the chosen figure and its card, and remove any Order Markers from that card. Instead of taking a turn with Starro, you may take a turn with any other figure you control with a Spore Marker on its card. If another figure with your Spore Marker on its card is attacked and two or more skulls are rolled, after rolling defense dice remove the marker from the game and control of the figure and its card returns to the player that controlled it before Starro Possession. Remove any Order Markers from the card.

ABSORBED ENERGY SPECIAL ATTACK

Range Special. Attack 4.
Choose 8 spaces in a straight line from Starro. All figures on those spaces who are in line of sight are affected by this special attack. Roll 4 attack dice once for all affected figures. Affected figures roll defense dice separately. After using this special attack, the normal Attack and Defense numbers of all other figures you control with Spore Markers on their cards are reduced to 1 until your next turn.

STARRO

EVENT HERO

CONQUEROR

MALEVOLENT

HUGE 24

25
LIFE

MOVE 4

RANGE 1

ATTACK 6

DEFENSE 6

1700
POINTS