MARVEL

SUB-MARINER

NAMOR MCKENZIE

ATLANTEAN

UNIQUE HERO

KING

ARROGANT

MEDIUM 5

WATER DWELLER
Sub-Mariner does not stop his movement when entering water spaces. While on a water space, Sub-Mariner may not be targeted by a non-adjacent attack, and you may add 2 dice to his defense.

FROM OUT OF THE DEEP
If Sub-Mariner begins his turn on a water space, you may add 2 to his move and 2 dice to his normal attack.

WATER AVENGER
While Sub-Mariner is on a water space, and after a friendly figure within 8 clear sight spaces of Sub-Mariner rolls defense dice against an opponent's attack, you may immediately place Sub-Mariner on an unoccupied space adjacent to that friendly figure. After moving with Water Avenger, if Sub-Mariner is adjacent to the attacking figure, the attacking figure receives one wound. When Sub-Mariner moves with Water Avenger, he will not take any leaving engagement attacks.

6 LIFE

MOVE	6
RANGE	1
ATTACK	6
DEFENSE	6

250 POINTS