

MARVEL

TECHNO

PAUL NORBERT EBERSOL

TECH-PAC

After revealing an Order Marker on this card, you may choose two of the following effects for the rest of your turn:

- add 2 to Techno's Move number and Techno will not take any leaving engagement attacks.
- add 3 to Techno's Range number and Techno can attack non-adjacent figures even if he is engaged.
- after Techno attacks a non-adjacent figure, he may attack one additional time.
- all figures that were engaged with Techno at the start of your turn subtract 1 from their Defense numbers.

RECKLESS ENGAGEMENT

If Techno is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 die to his normal attack and subtract 1 die from his defense.



HUMAN

UNIQUE HERO

CHARLATAN

ARROGANT

MEDIUM

5



4

LIFE

MOVE

5

RANGE

3

ATTACK

3

DEFENSE

4

150

POINTS

