



MARVEL

THOR
THOR ODINSON

AVENGING ASGARDIAN

At the start of the game, place a white Avenger Marker on the card of another Unique Hero you control. Once per player turn, after a friendly Unique Hero within clear sight of Thor with an Avenger Marker on its card receives 1 or more wounds or is destroyed by an enemy figure's attack or special power, you may immediately move Thor up to 6 spaces, as long as he ends his move adjacent to that enemy figure. If he does, roll 2 unblockable attack dice against that enemy figure.



ASGARDIAN

UNIQUE HERO

WARRIOR

VALJANT

MEDIUM **5**

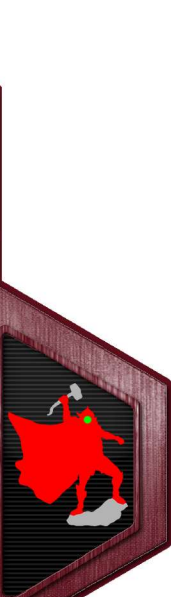
THUNDERSTORM SPECIAL ATTACK

Range Special. Attack 4.

Thor may attack normally before using this special attack. You may only use this special attack if there are 4 or more Wound Markers on this card. Choose up to 4 figures within 4 clear sight spaces of Thor to be affected by this special attack, even if Thor is engaged. Figures occupying water spaces subtract 1 shield from whatever is rolled when rolling defense dice against this special attack.

HAMMER OF THOR

When attacking an adjacent figure with Thor's normal attack, add 4 to his Attack number. When Thor is destroyed, place a Glyph of Mjolnir on an empty space within 4 spaces of the space he previously occupied.



8

LIFE

MOVE **6**

RANGE **4**

ATTACK **4**

DEFENSE **8**

440

POINTS