



VANDAL SAVAGE
VANDAR ADG

PLANNED FOR CENTURIES

Once per game, when placing Order Markers for the round, you may place an additional set of Order Markers on your cards. You may reveal two matching Order Markers on your turn on different Army Cards, taking a turn with each card. You may choose which card to activate first. If you reveal more than one Order Marker in this way, you may not take any additional turns.



METAHUMAN

UNIQUE HERO

ANTAGONIST

CONNIVING

MEDIUM 5

CHESSMASTER

After a figure ends its normal movement, you may reveal an "X" Order Marker on a card you control. If you do, move one figure from that card, during which it does not take leaving engagement attacks.

ENHANCED DURABILITY

When Vandal Savage is attacked with a normal attack, the most wounds he can receive from that attack is one.



7
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 5

335

POINTS