



MARVEL

VOID
ROBERT REYNOLDS

**COUNTERBALANCE TO
ALL THAT IS GOOD**

You may draft one other Robert Reynolds figure that is named Sentry and has the Unstable personality. If you do, Void starts the game on that figure's card. When removing Sentry from or placing him on the battlefield, switch him with Void. Void will not take leaving engagement attacks when moved this way. Immediately after revealing an Order Marker on Sentry's Army Card, if that figure is not on the battlefield, you may immediately take a turn with Void.

INFINI-TENDRILS

Wounds inflicted by Void cannot be ignored by any special power. After attacking with Void, he may attack one additional time, targeting a different figure. At the end of each player's turn, if Void is on the battlefield, they may choose a figure that is not Robert Reynolds and roll an unblockable attack die against that figure.

"KILL ME..."

When Void is removed from the battlefield and switched with Sentry, if you only control Robert Reynolds figures, place an Instability Marker on Sentry's card. If Void is destroyed, subtract 4 from Sentry's Attack and Defense numbers for the rest of the game.

**10
LIFE**

MOVE 4

RANGE 3

ATTACK 7

DEFENSE 5

**500
POINTS**