WONDER TWIN

ZAN

WONDER TWIN POWERS, ACTIVATE!
After revealing an Order Marker on this card and taking a turn with Zan, you may take a turn with a Jayna figure you control. If Zan was not adjacent to a Jayna figure you control at any point this round, he may not use any other special power on this army card.

FORMS OF WATER
Start the game with one water tile, one single-hex Glacier Mountain obstacle and one four-hex Glacier Mountain obstacle on this card. After moving and instead of attacking with Zan, you may switch his figure with a terrain piece on this card. After revealing an Order Marker on this card or the card of a Jayna figure you control or at the end of the round, you may place that terrain piece on this card and place Zan on an empty space adjacent to Jayna. If Zan is on this card and a placed terrain piece is removed from the battlefield, immediately switch it with the Zan figure on this card.

ICE MISSILE SPECIAL ATTACK
Range Special. Attack 4.
Instead of moving and attacking normally, choose an empty space within 7 spaces of Zan. Place Zan on this card and the single-hex Glacier Mountain from this card on that space and then roll 4 attack dice against all adjacent figures. Each figure rolls defense dice separately. Figures without the Ice Resistance special power that are wounded by this special attack cannot move until your next turn. This special attack may only be used once per round.

EXXORIAN
UNIQUE HERO
CHAMPION
ENTHUSIASTIC
MEDIUM 5

5 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	4

75 POINTS