MARVEL

ABOMINATION

EMIL BLONSKY

GAMMA MUTATE

UNIQUE HERO

CREATURE

FEROCIOUS

MEDIUM 6

SLITHER
Abomination does not have to stop his movement when entering water spaces.

SUPER THROW 8
After attacking, you may choose an adjacent figure that is not huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 8 or higher, throw the figure by placing it on any empty space within 4 spaces of Abomination. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of Abomination or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

SUPER LEAP 50
Instead of his normal move, Abomination may move up to 10 spaces with Super Leap. When moving with Super Leap, Abomination has the Flying special power, but may not move up or down more than 50 levels in a single leap. Abomination rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

7 LIFE

MOVE	5
RANGE	1
ATTACK	7
DEFENSE	6

360 POINTS