

MARVEL

BIG MAN

FREDERICK FOSWELL

C-6

HUMAN

UNIQUE HERO

CRIME LORD

CONFIDENT

MEDIUM 5

BIG MOVES

After revealing an Order Marker on the Army Card of a figure you control with The Enforcers special power and before taking a turn with any figures you control, if at least one figure with The Enforcers special power is engaged, you may immediately move Big Man and all figures you control with The Enforcers special power up to 3 spaces each. Figures will not take any leaving engagement attacks when moving with this special power.

MOBSTER CONTINGENCY PLAN

When a Criminal or Enforcer you control is destroyed, you may immediately rearrange all unrevealed Order Markers on Army Cards in your army.

4 LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	4

125 POINTS