



MARVEL

CARNAGE
CLETUS KASADY

CLIMB X3

When moving up or down levels of terrain Carnage may triple his height.

CARNAGE RULES!

SPECIAL ATTACK

Range 3. Attack 1, 2 or 3.

Start the attack with 6 attack dice. You may attack with 1, 2, or 3 attack dice until all 6 attack dice have been rolled. When defending against this attack, the target figure subtracts X from its Defense number. X equals the number of attacks Carnage has previously made against the target figure this turn that did not inflict any wounds.

CONDUCTOR OF THE CRAZY TRAIN

After revealing an Order Marker on this card and taking a turn with Carnage, you may choose up to X non-Human Unique Heroes that are Insane or Savage you control within clear sight of Carnage. X equals the number of attacks made by Carnage during his turn that inflicted at least 1 wound. You may take a turn with each chosen figure. Any figure that moves during its turn cannot attack during that turn and you cannot take any other additional turns with figures you control.

SYMBIOTE

UNIQUE HERO

PSYCHOPATH

INSANE

MEDIUM

5

9
LIFE

MOVE **8**

RANGE **1**

ATTACK **7**

DEFENSE **5**

350
POINTS