



MARVEL

CARNAGE
CLETUS KASADY

SYMBIOTE SENSES 13

If Carnage is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, Carnage takes no damage and may immediately use his Tendril Swing 3 special power.



SYMBIOTE

UNIQUE HERO

PSYCHOPATH

INSANE

MEDIUM

5

TENDRIL SWING 3

Instead of his normal move, Carnage may move up to 3 spaces with Tendril Swing. When moving with Tendril Swing, Carnage has the Flying special power, but may not move up or down more than 40 levels in a single swing, and will not take any leaving engagement attacks. After using Tendril Swing 3, you may use it one additional time.

KILL CRAZY

When Carnage destroys an opponent's figure with his normal attack, he may attack again. Roll 1 additional attack die for each figure he destroyed this turn. Carnage may continue attacking with his normal attack until he does not destroy a figure.



6

LIFE

MOVE 6

RANGE 2

ATTACK 6

DEFENSE 4

280

POINTS