

MARVEL

DEATH MASK
WADE WILSON

TAKE DOWN THE BIG BOYS

At the start of each round, if Death Mask does not have a Target on the battlefield, you must choose an enemy figure on the battlefield with the highest Life number listed on its card to be his Target. When Death Mask's Target is destroyed, place it on this card. Add 1 to Death Mask's Life number for each Target on this card.



MUTATE

UNIQUE HERO

MASTERMIND

AMBITIOUS

MEDIUM 5

CRIMINAL MASTERMIND GUY

After revealing an Order Marker on this card and before taking a turn with Death Mask, you may take a turn with a Unique Hero you control that is an Assassin or Criminal. You may not take additional turns with figures other than Death Mask. After each figure's turn, if Death Mask's Target received at least one wound during that turn, roll an unblockable attack die against the Target.

BY ANY MEANS NECESSARY

Instead of moving and attacking with Death Mask, roll one combat die for each Wound Marker on this card. For each skull rolled, remove a Wound Marker from this card. For each shield rolled, you must choose Death Mask or a figure adjacent to Death Mask to receive a wound.



6

LIFE

MOVE 6

RANGE 6

ATTACK 6

DEFENSE 6

500

POINTS