

MARVEL

DEMOGOBLIN

MARAUDING MINION

At the start of the game, choose a Unique Minion Hero you control. After revealing an Order Marker on his chosen Minion's card and taking a turn with his Minion, you may take a turn with Demogoblin, during which he cannot attack. You may not take any additional turns.

HELLFIRE VINDICATION 13

After Demogoblin moves with his Flying special power, you may choose a figure he passed over and roll the 20-sided die, adding 3 to your roll if the chosen figure has attacked Demogoblin this turn. If you roll 13 or higher, you may either inflict a wound on that figure, or inflict a wound on Demogoblin to inflict two wounds on that figure.

HELLFIRE GLIDER

When Demogoblin starts to fly, he will not take any leaving engagement attacks. After rolling defense dice for Demogoblin, you may move him one space for each skull you rolled.



DEMON

UNIQUE HERO

VINDICATOR

SAVAGE

MEDIUM

5



6 LIFE

MOVE	5
RANGE	4
ATTACK	4
DEFENSE	5

200 POINTS