

**MARVEL**

**DIABLO**  
ESTEBAN DE ABLO

**SLEEP POTION 14**

When an opponent reveals an Order Marker on a card that has at least one figure within 3 clear sight spaces of Diablo, roll the 20-sided die. If you roll 14 or higher, all opponents' figures within 3 clear sight spaces of Diablo cannot move, attack or use any special powers this turn. All opponents' squads activate one fewer member for each of their figures within 3 clear sight spaces of Diablo this turn.

**PROTOPLASM FORM**

If Diablo would receive only one wound from an attack, ignore that wound.

**TELEPORTATION POTION**

Instead of moving and attacking with Diablo, or if at least one blank was rolled while defending against an opponent's attack in which Diablo received more than one wound, you may place him on any unoccupied space on the battlefield.

When moving with this special power, Diablo will not take any leaving engagement attacks and cannot be placed adjacent to an opponent's figure.



HUMAN

UNIQUE HERO

GENIUS

DIABOLICAL

MEDIUM

5



6  
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

140

POINTS