





MARVEL

EEL EDWARD LAVELL

MAGGIA INFLUENCE

Start the game with 2 black Investment Markers on this card. Before another Crime Lord or Criminal figure you control attacks with a normal attack or rolls defense, you may remove an Investment Marker from this card to add one automatic skull or shield to that roll

ELECTRIC ARCING BOLTS SPECIAL ATTACK

Range 5 + Special. Attack 4.
When attacking with this special attack, you may choose up to 2 figures within 3 spaces of each other. If you chose 2 figures and they both received a wound, they receive one additional wound each. When defending against this special attack, figures occupying water spaces subtract 1 shield from whatever is rolled.

ELECTRIC SKIN 12

If any figure without the Electrically Charged special power moves adjacent to Eel, you must roll the 20-sided die. If you roll 12 or higher, that figure receives one wound, and you may roll again for Electric Skin. Figures may be initially targeted only as they move adjacent to Eel.

