

MARVEL

ELECTRO
MAXWELL DILLON

**ELECTROSTATIC BOLT
SPECIAL ATTACK**

Range 5 + Special. Attack 5 + Special. Choose a figure to attack. You may also choose any figures within 2 clear sight spaces of the chosen figure to be affected by the attack. For each additional figure chosen, roll 1 fewer attack die. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Any affected figure that occupies a water space rolls 1 fewer defense die. Figures with the Electrically Charged special power are not affected by Electrostatic Bolt Special Attack.

ELECTRIC SKIN 12

If any figure without the Electrically Charged special power moves adjacent to Electro, 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 Electro.

ELECTRICALLY CHARGED

Electro rolls 1 fewer defense die when he is on a water space.



MUTATE

UNIQUE HERO

CRIMINAL

INSECURE

MEDIUM

5



4
LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 4

135
POINTS

