



**MARVEL**

**EXECUTIONER**  
SKURGE

**AXE SLASH TELEPORTATION**

After moving and instead of attacking, you may roll 12 combat dice. Place Executioner on any empty space within X spaces of his current location, where X equals the number of skulls rolled. You may choose one figure that was adjacent to Executioner before using this special power and place it on an empty space adjacent to Executioner. Moved figures will not take any leaving engagement attacks. If a figure other than Executioner is moved at least one space with this power, you may roll 1 unblockable attack die against that figure. This special power can only be used once per round.

**GIANT KILLER**

When Executioner attacks Huge figures, add 2 attack dice.



ETIN

UNIQUE HERO

WARRIOR

SAVAGE

MEDIUM

5

7  
LIFE

MOVE 5

RANGE 1

ATTACK 8

DEFENSE 6

370

POINTS

