

MARVEL

GOLIATH
BILL FOSTER

GIANT GRAB 12

Instead of attacking, if Goliath does not already have a Grabbed figure, you may choose a small or medium figure engaged with Goliath and roll the 20-sided die. If you roll 12 or higher, place the chosen figure on this card. It is considered Grabbed until it is removed from this card. While he has a figure Grabbed, Goliath subtracts 1 from his Move, Attack and Defense numbers. When Goliath is destroyed, negated, or removed from the battlefield, you must first place his Grabbed figure on an unoccupied space as close as possible to Goliath. Players cannot lose the game if one of their figures is Grabbed.



MUTATE

UNIQUE HERO

SCIENTIST

BRILLIANT

HUGE **10**

SUPER SQUEEZE

When an Order Marker is revealed on the card of Goliath's Grabbed figure, you must roll an unblockable attack die against that figure. Instead of attacking with Goliath, you may roll an unblockable attack die against his Grabbed figure. If you roll a shield for Super Squeeze, place the Grabbed figure on an unoccupied space as close as possible to Goliath.

GIANT DEFENSE

When rolling defense dice against a normal attack from a figure that is not huge, if you roll at least one shield, the most wounds Goliath can take from this attack is one.



4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

180

POINTS