

MARVEL

GRIM REAPER

ERIC WILLIAMS

LETHAL RECRUITMENT

At the start of the game, you may choose up to four Unique Heroes you control that are Savage or have the Ionic Imbalance special power. For the entire game, the chosen figures have the class of Criminal instead of what is listed on their card.

LETHAL LEGION

After revealing an Order Marker on this card, before taking a turn with Grim Reaper, you may take an immediate turn with a Unique Criminal Hero you control within 6 clear sight spaces of Grim Reaper, and you may not take additional turns with other figures you control. Figures taking a turn with Lethal Legion add 1 to their Attack number for that turn.

FEAR THE REAPER

Adjacent figures without the Fearless personality subtract 1 from their Defense number when defending against a normal attack from Grim Reaper. When Grim Reaper inflicts one or more wounds on an adjacent figure with a normal attack that is not an Android, Construct, Undead, or destructible object, you may remove 1 Wound Marker from this card. Once per round instead of removing a Wound Marker, you may remove one unrevealed Order Marker from that figure's Army Card.



UNDEAD

UNIQUE HERO

MASTERMIND

MANIPULATIVE

MEDIUM 5

5
LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 5

260
POINTS