

**MARVEL**

**HELA**

**TOUCH OF DEATH**

When attacking an adjacent figure with Hela's normal attack, each skull rolled counts as an additional hit. If the defending figure receives one or more wounds, you may roll the 20-sided die, subtracting the defending figure's remaining Life number from the roll. If you roll 15 or higher, the defending figure is destroyed.



**ASGARDIAN**

**EVENT HERO**

**HELL LORD**

**CONNIVING**

**MEDIUM**

**5**

**QUEEN OF HEL**

Immediately after an opponent's Unique Hero is destroyed by Hela or a Thrall you control, or any Unique Asgardian Hero is destroyed, you may place the destroyed figure on this Army Card. Before attack dice, defense dice, or the 20-sided die is rolled for Hela or for a Thrall you control, you may remove any number of figures from this Army Card and add a skull, shield, blank, or 1 to that roll for each figure removed.

**GODDESS OF DEATH**

Once per game, after taking a turn with Hela you may choose a destroyed Unique Hero on this card. For the rest of the game, the chosen figure has the class of Thrall instead of what is listed on its card. Take control of the chosen Hero and its card. Place the chosen figure adjacent to Hela and place or remove Wound Markers on its card until it has up to 3 Life remaining.



**7**  
**LIFE**

**MOVE 6**

**RANGE 5**

**ATTACK 4**

**DEFENSE 7**

**525**

**POINTS**

