

MARVEL
IMPERIUM
SYMBIOTES

CLIMB X3
When moving up or down levels of terrain, an Imperium Symbiote may triple its height.

HOST-JUMPING 14
When an Imperium Symbiote would be destroyed, you may roll the 20-sided die. If you roll 14 or higher, you may choose an enemy figure within 3 clear sight spaces that is not an Android, Construct, Symbiote, or destructible object. If the chosen figure is a Common or Squad figure, destroy that figure instead and replace it with the Imperium Symbiote. Otherwise, destroy the Imperium Symbiote and place it on the chosen Hero's card. A Hero with an Imperium Symbiote on its card has the species of Symbiote and the Super Strength special power in addition to what is listed on its card.

SYMBIOTE HIVEMIND
After taking a turn with the Imperium Symbiotes, you may either take another turn with the Imperium Symbiotes or take temporary control of an enemy Hero with an Imperium Symbiote on its card and take a turn with that Hero. You may not activate an Imperium Symbiote that has already been activated this turn and you may not take any additional turns.



SYMBIOTE

COMMON SQUAD

INVADERS

WILD

MEDIUM **5**



1
LIFE

MOVE **8**

RANGE **1**

ATTACK **5**

DEFENSE **4**

120
POINTS

