

**MARVEL**

**KINGPIN**  
WILSON FISK

**CRIMINAL FRAME-UP**

At the start of the game, you may choose one Unique Hero that is a Crime Fighter, Lawman or Vigilante. For this game the chosen figure's class is Criminal instead of what is listed on its card.

**KINGPIN OF CRIME**

If at least one of your Order Markers for a round is placed on this card, and:

- All of your other Order Markers are placed on Assassin cards you control, then all Assassins you control add 1 to their Attack numbers for the rest of the round;
- All of your other Order Markers are placed on Criminal cards you control, then all Criminals you control add 1 to their Defense numbers for the rest of the round;
- All of your other Order Markers are placed on Thief cards you control, then all Thieves you control add 2 to their Move numbers for the rest of the round;
- You have one Order Marker each on an Assassin card you control, a Criminal card you control, and a Thief card you control, then all Assassins, Criminals and Thieves you control add 1 to their Move, Attack and Defense numbers for the rest of the round.



HUMAN

UNIQUE HERO

CRIME LORD

MANIPULATIVE

MEDIUM 5

5  
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

230

POINTS