

MARVEL

KINGPIN
WILSON FISK

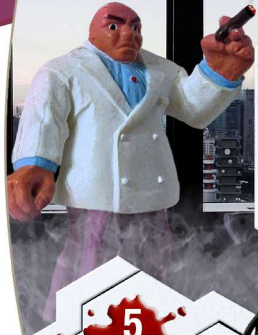
CRIMINAL FRAME-UP

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