

MARVEL
KORVAC
MICHAEL KORVAC

POWER DRAIN
Start the game with 3 pink Siphon Markers on this card. Figures other than Korvac with a Siphon Maker on their card subtract 2 from their Move and Attack numbers. Anytime a figure receives a wound from Korvac you may place a maximum of 1 Siphon Marker on its card. After an opponent takes a turn with a figure they control with a Siphon Marker on its card, or when that figure is destroyed, return that marker to this card. At the end of the round remove a wound from this card for each of your Siphon Markers on other cards.

DOUBLE SHOCK POWER
Korvac may subtract 4 from his Attack number to add 4 to his Range number. If he does, after attacking, he may attack one additional time.

COSMIC POWER ERUPTION
Once a round, instead of attacking, you may roll one unblockable attack die, one at a time, against each figure within 2 spaces of Korvac.

TIME LOOP
If an opponent's figure that does not have the Temporal Defense special power ends its movement adjacent to Korvac, you may roll the 20-sided die, if you roll 13 or higher, place that figure onto the space that it occupied before that move. Figures moved this way do not receive any leaving engagement attacks.

13 LIFE

MOVE	8
RANGE	1
ATTACK	8
DEFENSE	7

1000 POINTS

ENTITY
EVENT HERO
DEITY
AMBITIOUS
HUGE 10

6

+ **F**