



**MARVEL**

**LIZARD**  
CURTIS CONNORS

**EXPERT CLIMBING**

When moving up levels of height to move onto a space with Lizard, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Lizard's height of 5 when climbing. Lizard never takes falling damage or major falling damage.

**TAIL WHIP**

When Lizard attacks with his normal attack, you may choose one figure that is adjacent to both Lizard and the defending figure. If the defending figure receives one or more wounds from Lizard's normal attack, the chosen figure receives a wound.

**REGENERATION**

Instead of attacking with Lizard, roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.



**MUTATE**

**UNIQUE HERO**

**CREATURE**

**CONFLICTED**

**MEDIUM**

**5**

**6**  
**LIFE**

**MOVE 7**

**RANGE 1**

**ATTACK 6**

**DEFENSE 5**

**200**  
**POINTS**