

**MARVEL**

**LOCKJAW**

**KREE-ENHANCED TELEPORTATION**

Instead of attacking with Lockjaw, you may choose an adjacent friendly figure or two adjacent friendly figures if at least one is an Inhuman or Companion figure. Place Lockjaw on any empty spaces within 8 spaces of his current placement. After placing Lockjaw, you may place the chosen figures on empty spaces adjacent to Lockjaw. Figures moved with this special power will not take any leaving engagement attacks.

**LOCKDOWN**

If Lockjaw is engaged with only one enemy figure and that figure is small or medium, that figure cannot move or be moved by any special power on an Army Card or Glyph.



**INHUMAN**

**UNIQUE HERO**

**COMPANION**

**LOYAL**

**LARGE**

**4**



**5 LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 4**

**DEFENSE 5**

**155**

**POINTS**