



MARVEL

MAGGIA GOON

PLAYING THE NUMBERS

At the start of the game, place 1 black Investment Marker on this card. Then choose 3 numbers in a row. Anytime a player rolls the 20-sided die for initiative or a special power and the final result equals one of the chosen numbers, you may add 1 Investment Marker to an Army Card you control.

THE MAGGIA WAY

After revealing an Order Marker on this card or the card of a Crime Lord you control, you may either:

- take a turn with any other Maggia Goon you control after taking a turn with that figure; or
 - remove an Investment Marker from an Army Card you control to take a turn with up to 3 Maggia Goon figures you control instead of that figure.
- You may not take additional turns.

TURF WAR

When a Maggia Goon attacks a figure that has already been attacked this turn, add one automatic skull to whatever is rolled.



HUMAN

COMMON HERO

CRIMINAL

GREEDY

MEDIUM 5

1 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 3

60 POINTS