

MATTER-EATER LAD

TENZIL KEM

BISMOLLIAN

UNIQUE HERO

LEGIONNAIRE

STALWART

MEDIUM 5

MATTER EATER

Instead of attacking, you may either choose a tiny, small, medium, or large destructible object that is adjacent to or occupies the same space as Matter-Eater Lad or an unequipped glyph within 1 space of Matter-Eater Lad and remove it from the game. Place any figure that was on the destructible object or glyph on the corresponding space previously occupied by the destructible object or glyph. If the destructible object was a vehicle, place all figures that occupied the vehicle on spaces previously occupied by the removed vehicle. Figures moved with this special power will not take any falling damage.

EXPLOSION SWALLOWER

If a destructible object within 4 spaces of Matter-Eater Lad would be destroyed, Matter-Eater Lad may immediately move adjacent to that destructible object and use his Matter Eater power. When Matter-Eater Lad moves with this special power, he will not take any leaving engagement attacks.

5 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	3

60 POINTS