

**MARVEL**

**MEDUSA**

MEDUSALITH AMAQUELIN-BOLTAGON

**PREHENSILE HAIR**

When moving up levels of height to move onto a space with Medusa, 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 Medusa's height of 5 when climbing. Medusa does not have to stop her movement when entering water spaces and may move over obstacles with a height of 8 or less.

**HAIR ASSAULT 12**

Instead of attacking with Medusa, you may choose a small, medium, or large figure within 2 clear sight spaces of Medusa and roll the 20-sided die. If you roll 12 or higher, you may either inflict 1 unblockable wound on the chosen figure, or you may place the chosen figure on any empty space within 3 spaces of its original placement. Figures moved by this special placement never take leaving engagement attacks. After using Hair Assault, Medusa may use it 2 additional times.

**ENTANGLING HAIR 12**

Immediately after any opponent's numbered Order Marker is revealed, you may roll the 20-sided die. If you roll 12 or higher, all opponent's small, medium, and large figures within 2 clear sight spaces of Medusa cannot move for the duration of the turn.



**INHUMAN**  
**UNIQUE HERO**  
**ADVENTURER**  
**DEVOTED**  
**MEDIUM 5**

**5 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>2</b>
<b>ATTACK</b>	<b>6</b>
<b>DEFENSE</b>	<b>6</b>

**370 POINTS**

