

**MARVEL**

**METEORITE**

KARLA SOFEN

**MANIPULATION**

Before moving, you may choose one Unique Hero adjacent to Meteorite and remove one unrevealed Order Marker at random from the chosen figure's Army Card. If Meteorite attacks the chosen figure this turn, subtract one skull from whatever is rolled. Manipulation cannot be used against figures with the Valiant personality and can only be used once per round.

**INTANGIBILITY**

Meteorite can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Meteorite cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

**BLINDING LIGHT**

Opponents' figures within 5 clear sight spaces of Meteorite cannot use attacks or special powers that require clear sight. Figures with the Blind Warrior or Sensory Assault special power are not affected by Blinding Light.



**MUTATE**

**UNIQUE HERO**

**CHARLATAN**

**CONFLICTED**

**MEDIUM 5**



**4  
LIFE**

**MOVE 7**

**RANGE 5**

**ATTACK 5**

**DEFENSE 5**

**210  
POINTS**

