



MARVEL

MORBIUS

MICHAEL MORBIUS

THE LIVING VAMPIRE

After attacking an adjacent figure that is not an Android, destructible object or Undead, remove 1 Wound Marker from this card if the defending figure received one or more wounds. If the defending figure did not receive any wounds, you must place a Wound Marker on this card and roll the 20-sided die. Add 2 to your roll for each Wound Marker on this card. If you roll 18 or higher, you must take another turn with Morbius.

STEALTH FLYING

When Morbius starts to fly, he will not take any leaving engagement attacks.



MUTATE

UNIQUE HERO

CREATURE

TORMENTED

MEDIUM 5

6

LIFE

MOVE 7

RANGE 1

ATTACK 6

DEFENSE 4

250

POINTS