

**MARVEL**

**MORG**

**THE POWER COSMIC**

Before rolling attack or defense dice for Morg, you may remove any number of unrevealed Order Markers from this card and add that number of skulls or shields to your roll.

**EXECUTIONER'S AXE**

When Morg attacks with an adjacent normal attack, if he inflicted one or more wounds on the defending figure and that figure has two or fewer Life remaining, roll two unblockable attack dice against that figure.

**HEALING**

At the end of the round, remove 1 Wound Marker from this card.



CARANERIAN

UNIQUE HERO

HERALD

SAVAGE

MEDIUM

**5**

**6**  
LIFE

**MOVE 8**

**RANGE 3**

**ATTACK 7**

**DEFENSE 5**

**400**  
POINTS

