

3

4

7

8

MARVEL

MISTER SINISTER

NATHANIEL ESSEX

GENETIC MANIPULATION 14

Start the game with 6 numbered black DNA Markers on this card. After moving, instead of attacking, you may choose one Unique Hero adjacent to Mister Sinister that is not an Android, Construct, or Undead, and choose either the unaltered Move, Range, Attack, or Defense number on the chosen Hero's Army Card. Roll the 20-sided die, adding 4 to the roll if the chosen Hero is a Mutant. If you roll 14 or higher, place the numerically lowest available DNA Marker from this card on the chosen Hero's card, replacing the chosen number on that card with the number on that DNA Marker for the entire game. After you have placed four of your DNA Markers on the same Hero's card, if that card is controlled by another player, remove any Order Markers on that Hero's card and take permanent control of that Hero and that Hero's Army Card.

HEALING FACTOR

After taking a turn with Mister Sinister, remove 1 Wound Marker from this Army Card.

6

LIFE

MOVE

5

RANGE

5

ATTACK

4

DEFENSE

5

340

POINTS

5

6

3

6

4

7

5

8