

MARVEL
NITRO
ROBERT HUNTER

MUTANT GROWTH HORMONES 2
At the end of the round, place one blue MGH Marker on this card, to a maximum of 2.

SELF-DETONATION SPECIAL ATTACK
Range Special. Attack 4 + Special.
All figures within X spaces of Nitro are affected by this special attack, where X is equal to 1 + the number of MGH Markers on this card. Roll attack dice once for all affected figures, and add one skull to your roll for each MGH Marker on this card. Affected figures roll defense separately. After using this special attack, remove all MGH Markers from this card.

DISPERSED
Once per round immediately after Nitro uses his Self-Detonation Special Attack, you may place Nitro on this card. When placed on this card Nitro will not take any leaving engagement attacks. At the beginning of any following round, before initiative is rolled, if Nitro is on this card and not destroyed, you may place him on the battlefield within one space of his previous placement. While on this card Nitro may not use any other special powers.

MUTATE
UNIQUE HERO
CRIMINAL
DESTRUCTIVE
MEDIUM 5

5 LIFE

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	5

170
POINTS