

**MARVEL**

**POWER SKRULL**

PAIBOK

**DUPLICITOUS SCHEMES**

If there is at least one Order Marker on this card, before taking a turn, you may choose a Hero you control that is a Criminal or Skrull. After taking a turn with Power Skrull, you may take a turn with the chosen figure during which it:

- cannot move if Power Skrull moved; or,
- cannot attack if Power Skrull attacked.

At the end of this turn, if the chosen figure attacked but did not inflict any wounds, roll an unblockable attack die against it.

**BIO-BLAST SPECIAL ATTACK**

Range 5, Attack 1 + Special.

Before attacking with this special attack, choose an effect for the remainder of the player turn:

- Count each skull rolled as two additional skulls, or one additional skull if the defending figure has the Ice Resistance special power. After attacking, you may attack 2 additional times; or
- Roll 3 additional attack dice and all figures adjacent to the defending figure are also affected. If an affected figure receives a wound and does not have the Electrically Charged special power, remove an unrevealed Order Marker at random from that figure's card.



SKRULL

UNIQUE HERO

EXILE

AMBITIOUS

MEDIUM 5

5 LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 6

210

POINTS

