

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

