

MARVEL

PUNISHER
FRANK CASTLE

WARNING SHOTS

Each time an opponent first moves a figure they control onto a space within 4 clear sight spaces of Punisher during that player's turn, if they do not immediately end that figure's movement, roll one unblockable attack die against that figure.



HUMAN

UNIQUE HERO

CRIME FIGHTER

VOLATILE

MEDIUM

5

RELENTLESS PUNISHMENT

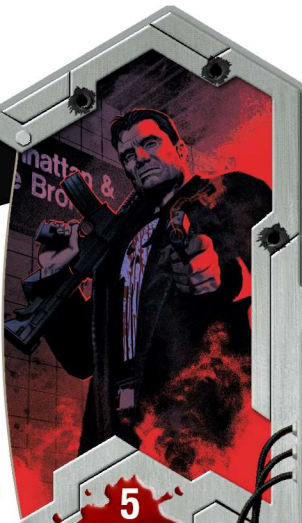
Once per player turn, after taking a turn with another Unique Hero you control that is a Crime Fighter or Fighter, if that figure did not attack, you may move Punisher up to 3 spaces and attack with Punisher.

PUNISHING SHOT

SPECIAL ATTACK

Range 8, Attack 1.

Choose a non-adjacent figure to attack. If Punisher did not move this player turn, skulls rolled count as 3 hits. After attacking, if Punisher inflicted one or more wounds on the defending figure and that figure has only one Life remaining, you may destroy the defending figure. If you do, Punisher cannot use his Relentless Punishment special power for the rest of the round.



5

LIFE

MOVE

5

RANGE

6

ATTACK

4

DEFENSE

5

180

POINTS