

MARVEL

PURPLE MAN
ZEBEDIAH KILLGRAVE

PHANTOM WALK

Purple Man can move through all figures and is never attacked when leaving engagements.

PHEROMONE CONTROL 14

Before moving, you may choose a Unique Hero figure within 3 clear sight spaces of Purple Man that does not have the Blind Warrior special power. Roll the 20-sided die, adding 1 to the roll if Purple Man has clear sight on the chosen figure's Target Point. If you roll 14 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card. If a Hero affected by this special power is no longer within 3 clear sight spaces of Purple Man at the start of any player's turn, remove any Order Markers on that figure's Army Card and return control of the figure and that figure's Army Card to the player who controlled the figure before it became Pheromone Controlled.

REACTIVE MIND CONTROL 10

If Purple Man is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 10 or higher, Purple Man takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before the Reactive Mind Control. Figures moved with this special power will not take any leaving engagement attacks.



MUTATE

UNIQUE HERO

CRIMINAL

MANIPULATIVE

MEDIUM 5

4
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

165
POINTS