

MARVEL

S.W.A.T. EXPLOSIVES EXPERT

STUN GRENADE

Before a Lawman you control attacks a figure that was not adjacent to it at the start of its turn, if the defending figure is within 4 clear sight spaces of at least one S.W.A.T. Explosives Expert you control, you may roll the 20-sided die. If you roll 9 or higher, the defending figure and each figure adjacent to the defending figure roll 2 fewer defense dice against that attack. Destructible objects are not affected by this special power. Stun Grenade can only be used once during your turn.

HUMAN

COMMON HERO

LAWMAN

DISCIPLINED

MEDIUM 5

EXPLOSIVE CHARGE

Before taking a turn with an unengaged S.W.A.T. Explosives Expert you control, you may choose a destructible object that your S.W.A.T. Explosives Expert is either on top of or adjacent to. After moving and instead of attacking with that S.W.A.T. Explosives Expert, the chosen destructible object receives 3 wounds.

1 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

35

POINTS