

MARVEL

SCORPION
MAC GARGAN

EXPERT CLIMBING

When moving up levels of height to move onto a space with Scorpion, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Scorpion's height of 5 when climbing. Scorpion never takes falling damage or major falling damage.



MUTATE

UNIQUE HERO

CRIMINAL

INSANE

MEDIUM

5

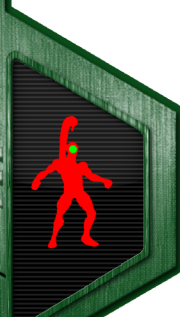
TAIL WHIP

When Scorpion attacks with his normal attack, you may choose one figure that is adjacent to both Scorpion and the defending figure. If the defending figure receives one or more wounds from Scorpion's normal attack, the chosen figure receives a wound.

ACID TAIL BLAST
SPECIAL ATTACK

Range 4. Attack 3.

If Scorpion inflicts one or more wounds with this special attack, roll the 20-sided die for Acid Damage. If you roll 13 or higher, add 1 additional Wound Marker to the defending figure's card and roll again for Acid Damage. Continue rolling for Acid Damage until the figure is destroyed or you do not roll 13 or higher.



5
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 6

200
POINTS