MARVEL

SHOCKER

HERMAN SCHULTZ

VIBROSHOCK KNOCKBACK
After an opponent rolls defense dice against Shocker's normal attack, if the defending figure is within 4 clear sight spaces of Shocker, you may Knockback the defending figure by placing it on an empty space up to X spaces from its current position. X is equal to the number of skulls rolled in the attack. A figure moved by this special power never takes any leaving engagement attacks and cannot be placed closer to Shocker than its original placement. A figure moved by this special power can receive any falling damage that may apply. When Shocker attacks using his normal attack, he may attack one additional time.

SHOCKWAVE SPECIAL ATTACK
Range 3. Attack 5.
Destructible objects roll 4 fewer defense dice against this special attack. If Shocker destroys a destructible object with this special attack, all medium or large figures adjacent to that destructible object receive one wound.

RECOIL
After attacking with a normal or special attack, if you rolled a skull on every die and there are one or more Wound Markers on this card, Shocker receives one wound.

C³G

HUMAN

UNIQUE HERO

THIEF

EGOTISTICAL

MEDIUM 5

4 LIFE

MOVE	5
RANGE	4
ATTACK	4
DEFENSE	5

160 POINTS