



MARVEL

SILVERMANE
SILVIO MANFREDI

UNDERWORLD CAPO

Start the game with 4 black Investment Markers on this card. Once per player turn, after revealing an Order Marker on and taking a turn with a Crime Lord or Criminal Hero you control, you may remove an Investment Marker from this card. If you do, take a turn with a Hero you control that is a Criminal or Terrorist that has not taken a turn this player turn, or place a destroyed common Criminal Hero in your army back in your startzone.

INSIDE INFORMATION

After placing Order Markers, you may choose not to roll for initiative and instead take a result of 1. If you do, you may view 1 of your opponents' Order Markers and move up to 4 Criminals or Terrorists you control. Figures moved with Inside Information will not take leaving engagement attacks.

KICKBACK

Anytime an Investment Marker is removed from the card of another figure you control, roll the 20-sided die. If you roll a 15 or higher, you may place it on this card.



CYBORG

UNIQUE HERO

CRIME LORD

CALCULATING

MEDIUM 5

6 LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 5

240 POINTS