



**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.



**CYBORG**

**UNIQUE HERO**

**CRIME LORD**

**CALCULATING**

**MEDIUM 5**

**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.



**6 LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 5**

**DEFENSE 5**

**240 POINTS**