

MARVEL

SKRULL SILENCER

SECRET INVASION

Skrull Silencers do not start the game on the battlefield. Skrull Silencers can only enter the battlefield when a small or medium figure that is not a Skrull is destroyed. You may replace that figure, if possible, with one of your own Skrull Silencers that has not yet been placed on the battlefield.

PHANTOM WALK

A Skrull Silencer can move through all figures and is never attacked when leaving an engagement.

ASSASSINATION

When attacking with a Skrull Silencer, each skull rolled counts as an additional hit. After a Skrull Silencer inflicts one or more wounds on a figure with its normal attack, if that figure has only 1 Life remaining, that Skrull Silencer may attack that figure one additional time.



SKRULL

COMMON HERO

ASSASSIN

RUTHLESS

MEDIUM

5



1
LIFE

MOVE 6

RANGE 2

ATTACK 2

DEFENSE 6

60

POINTS