



MARVEL

SPOT
JOHNATHON OHNN

SPOT PORTALS 5

Start the game with 5 Glyphs of Spot on this card. Before moving, you may either:

- Choose up to 2 Glyphs of Spot within 4 spaces of Spot and place them on this card or on any empty spaces within 4 spaces of Spot; or
- Place any or all Glyphs of Spot from this card power-side up onto empty spaces within 4 spaces of Spot.

When Spot would be destroyed, return any Glyphs of Spot that he started the game with to this card. There can never be more than 5 Glyphs of Spot on this card at a time.

SPOT CONTROL

Figures defending against Spot's normal attack roll one fewer defense die for each Glyph of Spot within 1 space of them. After a figure receives a wound from Spot's normal attack or Spot Skin Defense special power, you must place a Glyph of Spot power-side up on an empty space within 2 spaces of that figure.

SPOT SKIN DEFENSE

When defending against a normal attack, add one die to Spot's defense for each Glyph of Spot on this card. If Spot rolls defense dice against a normal attack and takes no damage from the attack, choose a figure within 1 space of Spot or any Glyph of Spot on the battlefield and roll 1 unblockable attack die against the chosen figure.



MUTATE

UNIQUE HERO

THIEF

GREEDY

MEDIUM 5

4 LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 2

140 POINTS