



MARVEL SURTUR

TWILIGHT SWORD

Start the game with 1 orange Twilight Marker on this card. After taking a turn with Surtur, you may choose an opponent's figure within 4 clear sight spaces. If the figure is not a Unique or Event Hero, remove the Twilight Marker from this card and inflict 2 wounds on the chosen figure. If the chosen figure is a Unique or Event Hero, roll the 20-sided die. If you roll 15 or higher, you may remove the Twilight Marker from this card and the chosen figure receives 2 wounds, or you may place the Twilight Marker on the chosen figure's card and that figure cannot use any special powers for the remainder of the round. At the end of each round, the Twilight Marker is returned to this Army Card. The Twilight Marker can only be removed from this card by the player controlling Surtur.

INTENSE HEAT

Immediately after placing Order Markers for each round and before rolling for initiative, you must roll one combat die for each figure within 2 spaces of Surtur, one at a time, or two dice for a common figure. If at least 1 skull is rolled, the figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Intense Heat.

LAVA RESISTANT

Surtur never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

14
LIFE

MOVE	7
RANGE	2
ATTACK	8
DEFENSE	6

1000
POINTS