



# SWAMP THING

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## THE GREEN

Instead of moving and attacking, you may place Swamp Thing on an empty space up to 8 spaces away. Swamp Thing can only use The Green if he is placed adjacent to an Evergreen Tree or Jungle Piece, or on a grass, swamp, or swamp water space. If Swamp Thing is engaged when using The Green, he will not take any leaving engagement attacks. After using The Green, you may remove 1 Wound Marker from this Army Card.

## SWAMP STRENGTH

When Swamp Thing is on a swamp or swamp water space, add one die to his Attack and Defense.

## CUT DOWN TO SIZE

When Swamp Thing attacks, roll one fewer attack die for each Wound Marker on this card.



5

LIFE

MOVE

5

RANGE

1

ATTACK

7

DEFENSE

5

235

POINTS

PLANT ELEMENTAL

UNIQUE HERO

SCIENTIST

VENGEFUL

MEDIUM

5

