

MARVEL

THE THING
BEN GRIMM

CLOBBERIN' TIME

Before attacking with The Thing, you may choose one other Adventurer or Scientist Hero you control within 4 clear sight spaces of The Thing. Add 1 die to The Thing's attack for each Wound Marker on the chosen figure's Army Card. If The Thing adds 4 or more attack dice to his normal attack with Clobberin' Time, he may attack one additional time.

ROCK WALL DEFENSE 4

If an adjacent figure attacks The Thing with a normal attack, and The Thing rolls at least 4 shields, The Thing takes no damage, and the attacking figure receives one wound.



MUTATE

UNIQUE HERO

ADVENTURER

GRUFF

MEDIUM

5

6

LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

325

POINTS

