

MARVEL

THUNDERBALL

ELIOT FRANKLIN

THE WRECKING CREW 14

After taking a turn with Thunderball, you may roll the 20-sided die. Add 3 to your roll if Thunderball destroyed a figure this turn. If you roll 14 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Thunderball. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

BALL AND CHAIN SLAM SPECIAL ATTACK

Range 1. Attack 4.

Choose a figure to attack. All figures adjacent to the chosen figure are affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Thunderball is not affected by this special attack. After attacking with this special attack, you may place each figure that received one or more wounds from this special attack within 1 space of its original placement. A figure moved by this special attack never takes any leaving engagement attacks but will take any falling damage that may apply.



MUTATE

UNIQUE HERO

CRIMINAL

RESENTFUL

MEDIUM 5



6 LIFE

MOVE	5
RANGE	4
ATTACK	5
DEFENSE	6

190 POINTS