



**TITAN**

TITAN SHELL

Start the game with 3 brown Titan Shell Markers on this card. Add one to Titan's Attack and Defense numbers for each Titan Shell Marker on this card. While there is a Titan Shell Marker on this card, if Titan would receive one or more wounds from an enemy figure, ignore one of those wounds. Anytime Titan receives one or more wounds, remove a Titan Shell Marker from this card.

**MUTATE**

UNIQUE HERO

CRIME LORD

DRIVEN

MEDIUM 5

ROCK ON!

At the start of each round, add one Titan Shell marker to this card, to a maximum of 3.

CRIMINAL AMBITION

After revealing a numbered Order Marker on this card and taking a turn with Titan, if he inflicted one or more wounds on an opponent's figure with his normal attack this turn, you may take an immediate turn with any Criminal Hero or Crime Lord Hero you control within clear sight of Titan.





6 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	3

280 POINTS

