

MARVEL

TRAPSTER
PETER PETRUSKI

PASTE POT 13
Start the game with 3 white Paste Pot markers on this card. Before attacking, you may choose any small or medium opponent's figure that is not an Event Hero and is within 5 clear sight spaces of Trapster. Roll the 20-sided die, subtracting 1 from the roll if the chosen figure has a Tricky personality. If the figure is a common or squad figure and you roll 13 or higher, destroy the figure. If the figure is a Unique Hero and you roll 13 or higher, place a Paste Pot Marker on that figure's Army Card. Figures other than Trapster with Paste Pot Markers on their cards may not move or be moved by any power on any Army Card. At the end of each round all of your Paste Pot Markers are returned to this Army Card.

HUMAN
UNIQUE HERO
CRIMINAL
UNFORTUNATE
MEDIUM 5

4 LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	4

75
POINTS