

MARVEL

URSA MAJOR
MIKHAIL URSUS

SCENT TRACKING

Ursa Major may move two additional spaces if he ends his movement adjacent to an opponent's figure, or three additional spaces if he ends his movement adjacent to an opponent's figure and does not attack this turn.



MUTANT
UNIQUE HERO
CREATURE
FEROCIOUS
MEDIUM 5

SNOW AND ICE ENHANCED MOVEMENT

Slippery Ice and Heavy Snow only count as 1 space when moving.

SUPER THROW 14

After attacking, you may choose an adjacent figure that is not huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 14 or higher, throw the figure by placing it on any empty space within 4 spaces of Ursa Major. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of Ursa Major or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.



MOVE 5
RANGE 1
ATTACK 6
DEFENSE 6

320
POINTS