

MARVEL

VERMIN
EDWARD WHELAN

RAT SWARM CONTROL

After revealing an Order Marker on this card and taking a turn with Vermin, if he did not attack this turn, you may choose up to 3 Rat Swarms you control within 6 clear sight spaces of Vermin. One at a time, take a turn with each chosen Rat Swarm, during which it adds 1 to its Attack number and cannot use the Swarm Movement special power.

LIVING IN FILTH

Vermin is never affected by the Plague special power.

ADRENALINE 4

Add 1 to Vermin's Move and Attack numbers for each Wound Marker on this card. You may not add more than 4 to Vermin's Move and Attack numbers with this special power.



MUTATE

UNIQUE HERO

CREATURE

SAVAGE

MEDIUM

5

5
LIFE

MOVE	4
RANGE	1
ATTACK	2
DEFENSE	5

150
POINTS