

MARVEL

WHIPLASH
IVAN VANKO

ANDROID CONTROL

After revealing an Order Marker on this card, instead of taking a turn with Whiplash, you may do one of the following:

- take a turn with up to 2 Uncommon Android figures you control within 8 spaces of Whiplash; or
- take a turn with 1 figure you control that has a Power Armor special power. You may not take additional turns.

PULL AND PUMMEL

When attacking a small or medium non-adjacent figure with Whiplash's normal attack and two or more skulls are rolled, you may place the defending figure adjacent to Whiplash and attack that figure one additional time. Figures moved with Pull and Pummel roll 1 fewer defense die and will not take any leaving engagement attacks.

POWER ARMOR: AUTO DESTROY

When Whiplash would be destroyed, you may instead choose Whiplash and any number of Android figures you control. One at a time, for each chosen figure, roll an unblockable attack die against each adjacent figure, then destroy each chosen figure.



HUMAN

UNIQUE HERO

GENIUS

VENGEFUL

MEDIUM 5



4 LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 6

250 POINTS