

**MARVEL**

**GREATEST FEAR**

DESTRUCTIBLE OBJECT

**ILLUSIONARY NATURE**

While on the battlefield, this destructible object cannot be chosen for any special power.

**PARALYZED BY FEAR 16**

Any figure adjacent to this destructible object that is not Fearless cannot move or be moved by any special power on an Army Card or Glyph and can only attack a Greatest Fear destructible object. When a figure adjacent to this destructible object begins to take a turn you must roll the 20-sided die. If you roll 16 or higher, remove this destructible object from the battlefield.



**DEFENSE 0**