

MARVEL

PARKED 18-WHEELER
DESTRUCTIBLE OBJECT

UNSURE FOOTING

When this destructible object receives one or more wounds from a normal attack by an adjacent figure with Super Strength, before placing Wound Markers, roll the 20-sided die for each figure you control on top of it. If you roll 7 or higher, place the figure on an empty space up to 2 spaces from its original placement. When this destructible object is destroyed, after removing it from the battlefield, place all figures you control that were on top of it on any space previously occupied by this destructible object. Moved figures never take any leaving engagement attacks but will receive any falling damage that may apply.



8
LIFE

DEFENSE 6

