

MARVEL

SPORTS CAR

VEHICLE DESTRUCTIBLE OBJECT

HIT AND RUN 11

After moving this Sports Car one or more spaces, you may choose one adjacent figure. Roll the 20-sided die. If you roll 11 or higher, the chosen figure receives one wound and this vehicle receives one wound if the chosen figure has the Super Strength special power. Hit and Run may only be used once per turn. After using Hit and Run, you may continue this Sports Car's movement, if possible.



PARTIAL COVER

UNCOMMON VEHICLE

OCCUPANCY **2**

LARGE **3**



3
LIFE



MOVE **8**

DEFENSE **4**

100

POINTS