

MARVEL
MEPHISTO

DEAL WITH THE DEVIL
Start the game with 4 red Deal Markers on this card. When an opponent's Unique Hero that does not have the Valiant personality would be destroyed, if there is a Deal Marker on this card, you may roll the 20-sided die. If you roll 6 or higher, instead remove all Wound Markers from that Hero's card and place a Deal Marker from this card on that Hero's card. Androids, Constructs, and Undead are not affected by this special power.

BLOOD CONTRACT
When Mephisto would receive one or more wounds, you may instead destroy a Hero with one of your Deal Markers on its card.

TIME TO COLLECT
Before placing Order Markers at the start of a round, you may choose a Hero with one of your Deal Markers on its card. Take control of the chosen Hero and that Hero's Army Card. For that round, before taking a turn with Mephisto, you may take a turn with the chosen Hero, adding 1 to the chosen Hero's Attack number. At the end of the round, destroy the chosen Hero.

9 LIFE

MOVE	6
RANGE	6
ATTACK	6
DEFENSE	6

800 POINTS

DEMON
EVENT HERO
HELL LORD
MANIPULATIVE
MEDIUM 6