

MARVEL

ANTI-VENOM
EDDIE BROCK

HEALER X

Before moving, you may reveal an "X" Order Marker on this card to remove one Wound Marker from the Army Card of an adjacent figure that is not a destructible object or Android. After taking a turn with Anti-Venom, remove one Wound Marker from this Army Card.



MUTATE

UNIQUE HERO

SAVIOR

REPENTANT

MEDIUM 5

SWING LINE 4

Instead of his normal move, Anti-Venom may move up to 4 spaces with Swing Line. When moving with Swing Line, Anti-Venom has the Flying special power, but may not move up or down more than 40 levels in a single swing, and will not take any leaving engagement attacks.

ANTIVENOM GRASP

When Anti-Venom attacks an adjacent figure with a normal attack, subtract 1 from its Defense number or 2 if that figure is a Symbiote.



7
LIFE

MOVE 6

RANGE 2

ATTACK 6

DEFENSE 4

260

POINTS

