

MARVEL

GHOST

INTANGIBILITY

Ghost can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Ghost cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.



HUMAN

UNIQUE HERO

SABOTEUR

VINDICTIVE

MEDIUM 5

SABOTAGE

Instead of attacking with Ghost, you may choose to either:

- roll 4 unblockable attack dice against one destructible object Ghost was on top of or adjacent to at the beginning of his turn; or
- roll 1 unblockable attack die against each figure Ghost was adjacent to at the beginning of his turn.

HACKING 13

Before an opponent's Android or Cyborg figure within 5 clear sight spaces of Ghost begins its turn, you may roll the 20-sided die. If you roll 13 or higher, that figure's turn immediately ends.



4 LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	4

170
POINTS