

MARVEL

KLAW
ULYSSES KLAW

**CHARGED SONIC CANNON
SPECIAL ATTACK**

Range Special. Attack 5 + Special.
Choose 3 spaces in a straight line from Klaw. All figures other than Klaw on or within 1 space of the chosen spaces are affected by this special attack. Roll 1 fewer attack die for each space Klaw moved this turn. Symbiotes roll 1 fewer defense die against this special attack.



MUTATE

UNIQUE HERO

CRIMINAL

AMBITIOUS

MEDIUM 5

SONIC DISRUPTION

After an enemy figure within 4 clear sight spaces of Klaw rolls defense dice against a normal attack from a figure you control, you may roll the 20-sided die. Add 2 to your roll if the enemy figure is a Symbiote or if the attacking figure has the Ambitious or Brilliant personality. If you roll 11 or higher, subtract one skull, shield, or blank from the enemy figure's defense roll.

BODY OF SOUND

Once per round, when Klaw is attacked by an enemy figure and at least 1 skull is rolled, you may ignore the attack. You may then either roll an unblockable attack die against a figure within 4 clear sight spaces of Klaw or remove 1 Wound Marker from this Army Card.



**5
LIFE**

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 4

**240
POINTS**