

MARVEL

MAN-THING
TED SALLIS

EMOTIONAL PROVOCATION 5

When Man-Thing attacks an adjacent figure with a normal attack, roll 1 additional attack die for each Wound Marker on the Army Cards of figures within 3 spaces of Man-Thing, up to a maximum of 5 extra attack dice for Emotional Provocation.



MUTATE

UNIQUE HERO

CREATURE

WITHDRAWN

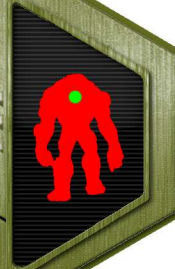
LARGE **6**

"THOSE WHO KNOW FEAR..."

After Man-Thing inflicts a wound on an adjacent figure with a normal attack, or receives a wound from an adjacent figure's normal attack, you must immediately roll one unblockable attack die against that figure. Fearless figures are not affected by "Those Who Know Fear..."

VEGETATIVE MUCK

When Man-Thing defends against an attack, the most wounds he can take from this attack is two. At the end of the round, if Man-Thing is adjacent to an Evergreen Tree or a Jungle Piece, or on a grass, swamp, or swamp water space, remove a Wound Marker from this card.



7

LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 4

280

POINTS