

**MARVEL**

**SCOURGE OF THE UNDERWORLD**

**IN PLAIN SIGHT**

At the start of any figure's turn, if this Scourge of the Underworld has not attacked this round, is unengaged and is within 6 clear sight spaces of a friendly figure, this Scourge has the class of Citizen in addition to the class listed on this card, cannot be attacked, and will not take any leaving engagement attacks.



**HUMAN**

**UNCOMMON HERO**

**SCOURGE**

**TRICKY**

**MEDIUM 5**

**SECRETS MAINTAINED**

Instead of attacking with this Scourge of the Underworld, if a Unique Hero you control is within 6 clear sight spaces of this Scourge and has only 1 Life remaining, you may destroy that figure, move any unrevealed Order Markers from the destroyed figure's Army Card to this card, and take one additional turn with this Scourge, adding 2 dice to his normal attack during that turn.

**JUSTICE IS SERVED!**

If this Scourge of the Underworld inflicts one or more wounds on an opponent's figure with his normal attack and there is only 1 Life remaining on that figure, roll one unblockable attack die against that figure.



**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>6</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>4</b>

**170 POINTS**