

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 cannot be attacked, will not take any leaving engagement attacks, and if a special power refers to Civilians then it refers to this figure as well.

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.



HUMAN

UNCOMMON HERO

SCOURGE

TRICKY

MEDIUM 5



MOVE 5

RANGE 6

ATTACK 4

DEFENSE 4

170 POINTS