

MARVEL

SUPER-SKRULL

RL'NND

TACTICAL TELEPORT

After each attack with Super-Skrull, you may place him on any empty space within 3 spaces of his current placement. When Super-Skrull uses Tactical Teleport, he will not take any leaving engagement attacks.

FURIOUS CLAWS

Adjacent figures subtract 1 defense die when attacked by Super-Skrull. After attacking an adjacent figure, and after choosing whether or not to use Tactical Teleport, Super-Skrull may attack an adjacent figure one additional time.

STEEL SKIN

When rolling defense dice against a normal attack, Super-Skrull adds 1 automatic shield to whatever is rolled. Super-Skrull never rolls for lava field or molten lava damage.



SKRULL

UNIQUE HERO

CHAMPION

VINDICTIVE

MEDIUM

5

5

LIFE

MOVE

5

RANGE

8

ATTACK

4

DEFENSE

5

280

POINTS