

MARVEL

VIPER

OPHELIA SARKISSIAN

UNDERWORLD CONTRACT

At the start of the game, you may choose a Unique Assassin Hero or a Unique Mercenary Hero you control. After revealing an Order Marker on the chosen Hero's card and taking a turn with that Hero, you may take an immediate turn with Viper, and you may not take any additional turns with other figures you control.

SUBVERSIVE TACTICAL DEFENSE

When rolling for initiative, if there is at least one Order Marker on this card, you may add 1 to your roll for each Unique Criminal Hero and Unique Terrorist Hero you control, up to a maximum of +5. If you win initiative, until the end of the round, Viper and any Unique Heroes you control within 6 clear sight spaces of Viper add 1 to their Defense number.

POISONED STRIKE

After attacking a Unique Hero within 3 clear sight spaces of Viper with her normal attack, if at least one skull was rolled, you may reveal an "X" Order Marker on this card to inflict one unblockable wound on the defending figure. Androids, Constructs, and Undead are not affected by Poisoned Strike.



HUMAN

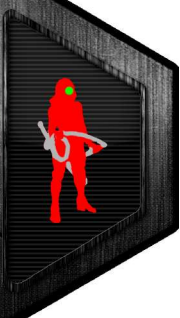
UNIQUE HERO

TERRORIST

RUTHLESS

MEDIUM

5



4 LIFE

MOVE 6

RANGE 7

ATTACK 4

DEFENSE 5

180 POINTS