

**MARVEL****ABOMINATION****SUPER LEAP**

Instead of his normal move, Abomination may Super Leap. Super Leap has a move of 10. When counting spaces for Abomination's Super Leap movement, ignore elevations. Abomination may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Abomination may not leap more than 50 levels up or down in a single leap. If Abomination is engaged when he starts to leap, he will take any leaving engagement attacks. Abomination rolls 3 less attack dice on any turn that he chooses to Super Leap.

**STOMP SPECIAL ATTACK**

Range 1. Attack 3.

Any figure adjacent to Abomination is affected by the Stomp Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense separately. Abomination cannot attack using his Stomp Special Attack on the same turn he uses Super Leap.



**HUMAN**  
**UNIQUE HERO**  
**CREATURE**  
**FEROCIOUS**  
**MEDIUM 6**

**8**  
**LIFE****MOVE 5****RANGE 1****ATTACK 7****DEFENSE 6****320****POINTS**

**MARVEL**

**ABOMINATION**



**EARTH**

The Conflict Begins™

6/10

**MOVE 6**

**RANGE 1**

**ATTACK 7**

**DEFENSE 10**

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