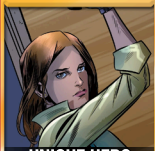


JEMMA SIMMONS

SHIELD



UNIQUE HERO  
HUMAN  
AGENT  
SUPPORTIVE  
MEDIUM 5



### BIO-CHEMICAL COUNTERMEASURES

Start the game with 3 Bio-Negation Markers. If a non-Human Unique Hero enemy without the Inorganic keyword ends its turn within 6 spaces of an ally, you may place a Bio-Negation Marker on that enemy's card. Before an enemy with 1+ of your Bio-Negation Markers on its card is activated, you may roll a d20, adding 2 for each Bio-Negation Marker it has. On a 17+, that enemy's abilities are negated this turn.

### FITZSIMMONS

When rolling a d20 for an Agent or figure with the Science keyword you control, you may add or subtract 1.

### TEAM DOCTOR

Before activating an adjacent Human or Inhuman Unique Hero ally, you may roll a d20. On a 13+, that Hero heals up to 2 wounds.

MARVEL Science

