

MARVEL

A.I.M. AGENTS

WEAPONIZED VIRUS SPECIAL ATTACK

Range 3. Lob 12. Attack Special.
Instead of attacking normally with a squad of A.I.M. Agents this turn, one of your unengaged A.I.M. Agents may attack with this special attack, even an A.I.M. Agent that was not activated this turn. Choose a space within 3 spaces of that A.I.M. Agent. All figures on or within 1 space of the chosen space are affected. Roll X attack dice once for all affected figures, where X equals the number of unengaged A.I.M. Agents you control within 3 spaces of the chosen space. A figure that receives one or more wounds from this attack receives one additional wound. Androids, destructible objects, and figures with the Environmental Suit special power are not affected by this special attack.

ENVIRONMENTAL SUIT

When rolling defense against a special attack, A.I.M. Agents always add 1 automatic shield to whatever is rolled. If an A.I.M. Agent is chosen by an opponent for a special power requiring a 20-sided die roll, the opponent must subtract 2 from that die roll.



HUMAN

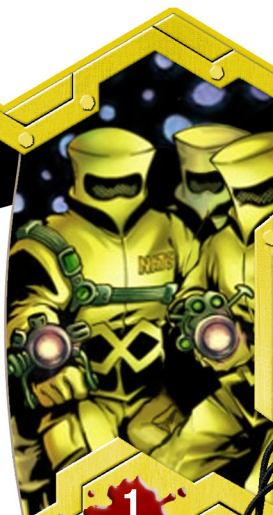
COMMON SQUAD

TERRORISTS

AMBITIOUS

MEDIUM

5



1
LIFE

MOVE 5

RANGE 6

ATTACK 3

DEFENSE 2

70

POINTS