

MARVEL

BARON ZEMO
HEINRICH ZEMO

MASTERS OF EVIL
At the start of the game, you may choose up to 5 other Unique Heroes of Evil Marker on each of their cards. After revealing an Order Marker on this card and instead of taking a turn with Baron Zemo, you may take a turn with a figure you control with a Masters of Evil Marker on its card. Baron Zemo and a figure you control with a Masters of Evil Marker on its card receive 1 additional attack die when attacking a figure with the Patriotic personality or with an Avenger Marker on its card.

ADHESIVE X TRAP
When a figure within 5 clear sight spaces of Baron Zemo begins its turn, you may immediately reveal an "X" Order Marker on this card. If you do, that figure cannot move, attack, or use any special power on any Army Card or Glyph this turn.

MENTAL SHIELD
An opponent may never take temporary or permanent control of Baron Zemo.

4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

170 POINTS

HUMAN

UNIQUE HERO

MASTERMIND

BRILLIANT

MEDIUM 5