

**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.

**STATS:**  
 MOVE 5  
 RANGE 5  
 ATTACK 4  
 DEFENSE 4  
 170 POINTS

**4 LIFE**

**CLASSIFICATION:**  
 HUMAN  
 UNIQUE HERO  
 MASTERMIND  
 BRILLIANT  
 MEDIUM 5