



MARVEL

BLACK WIDOW
NATALIA ROMANOVA

AVENGERS CONTINGENCY

At the start of the game, you may choose 1 other Unique Hero you control and place a white Avenger Marker on its card. When a Unique Hero you control that is an Agent or that has an Avenger Marker on its card is destroyed by an enemy figure, you may immediately remove any unrevealed Order Markers from that card and place them on this card. For the rest of the round, after revealing an Order Marker on this card, before taking a turn with Black Widow, you may take a turn with one other Unique Hero you control that is an Agent or that has an Avenger Marker on its card, and you may not take any additional turns with other figures you control.

CLOSE COMBAT DEXTERITY

Black Widow never takes leaving engagement attacks and may attack with an adjacent normal attack up to 2 times at any point before, during, or after her normal move, as long as she is on a space where she could end her movement.

ELECTRIC STUN BATON

If Black Widow inflicts one or more wounds on an adjacent Unique Hero with her normal attack, you may roll the 20-sided die, adding 2 to the roll for each wound inflicted this turn. If you roll 16 or higher, you may remove one unrevealed Order Marker at random from the defending figure's Army Card.

HUMAN

UNIQUE HERO

AGENT

RESOURCEFUL

MEDIUM 5



5 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 5

230 POINTS