

MARVEL

BOLIVAR TRASK

GUARDIAN OF HUMANITY

After revealing an Order Marker on this card and instead of taking a turn with Bolivar Trask, you may either move up to 6 M.R.D. Troopers you control, or move up to 3 Sentinels you control.



HUMAN

UNIQUE HERO

GENIUS

MISGUIDED

MEDIUM

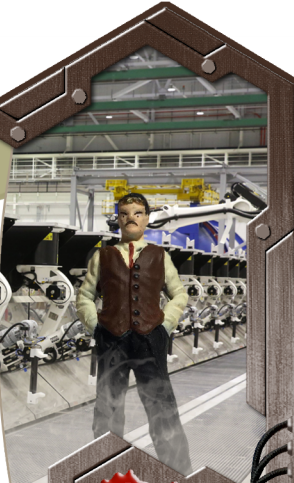
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ANTI-MUTANT TECHNOLOGY ENHANCEMENT

When you roll the 20-sided die for the Anti-Mutant Technology special power, you may add 2 to your roll.

SENTINEL INITIATIVE

After taking a turn with an M.R.D. Trooper or Sentinel card you control, if there is at least one unrevealed Order Marker on this card, you may take a turn with one Sentinel you control that has not already moved or attacked this turn. You may not move or attack with any additional figures other than that Sentinel for the remainder of your turn.



4
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 3

120

POINTS

