

HUMAN
UNIQUE HERO
SOLDIER

PATRIOTIC

MEDIUM 5

Captain America, if he ends this movement engaged, you may move up to 4 unengaged Scout or Soldier figures you control within 8 clear sight spaces of Captain America up to 4 spaces each. After each Scout or Soldier is moved, you may roll an unblockable attack die against one figure engaged with that Scout or Soldier.

LIVING LEGEND

Once per game, if Captain America would be destroyed by receiving wounds, he instead takes no damage and you may roll the 20-sided die. If you roll 9 or higher, move up to 4 figures you control up to 4 spaces each. If you roll 17 or higher, you may also roll two unblockable attack dice against a figure engaged with Captain America. Figures moved with this special power do not take leaving engagement attacks.

