



**MARVEL**

**CAPTAIN AMERICA**  
STEVE ROGERS

**ADVANCING AVENGERS**

At the start of the game, choose up to 2 friendly Unique Heroes. Place a white Avenger Marker on their cards. After rolling initiative, immediately move Captain America and any friendly Heroes with an Avenger Marker on their cards up to a total combined number of spaces equal to your roll. Figures cannot exceed the Move number on their cards.

**STEADFAST SHIELD STRIKER**

Before attacking with Captain America, you may choose a figure within 5 clear sight spaces of him. Roll 2 combat dice. For each shield rolled, that figure rolls 1 fewer defense die for the remainder of this player turn. After attacking or defending with Captain America, you may move him up to 2 spaces up to 5 levels up or down. Captain America never takes leaving engagement attacks or falling damage.

**I CAN DO THIS ALL DAY**

When Captain America would receive enough wounds from a figure to be destroyed, roll 2 combat dice. If you roll at least one shield, he instead takes no damage and, if that figure is within 5 clear sight spaces, it receives a wound.



**5**  
LIFE

**MOVE** 6

**RANGE** 5

**ATTACK** 4

**DEFENSE** 4

**220**

POINTS



**HUMAN**

**UNIQUE HERO**

**FIGHTER**

**PATRIOTIC**

**MEDIUM**

**5**