



MARVEL

CAPTAIN AMERICA
SAM WILSON

AVENGER MANEUVERS

At the start of the game, you may choose up to 2 other Unique Heroes you control and place a white Avenger Marker on each of their cards. After revealing an Order Marker on this card and before taking a turn with Captain America, you may take a turn with one figure you control with an Avenger Marker on its card that is within clear sight of Captain America. If you do, Captain America cannot attack during his turn.

SHIELD SLING SPECIAL ATTACK

Range Special. Attack 4 + Special.
Choose a non-adjacent figure within 5 clear sight spaces of Captain America and one additional non-adjacent figure within 3 clear sight spaces of the first figure. After attacking the first figure, you may attack the additional chosen figure. Roll attack dice equal to the number of skulls rolled in the first attack.

AERIAL ADVANTAGE

While Captain America can use his Flying special power, he is always considered to have height advantage on non-flying figures.

STEALTH FLYING

When Captain America starts to fly, he will not take any leaving engagement attacks.

4
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 6

180

POINTS