



**MARVEL**

**CAPTAIN BRITAIN**  
BRIAN BRADDOCK

**POWER FROM CONFIDENCE 2**

Start the game with 2 blue Confidence Markers on this card. Add 1 to Captain Britain's Move and Attack numbers for each Confidence Marker on this card. If there are no Confidence Markers on this card, Captain Britain cannot use his Flying or Super Strength special powers.



**HUMAN**

**UNIQUE HERO**

**LEADER**

**PATRIOTIC**

**MEDIUM 5**

**UNSTEADY CONFIDENCE**

When attacking an opponent's figure, if Captain Britain rolls more shields than skulls, remove a Confidence Marker from this card. When attacking an opponent's figure, if Captain Britain rolls a skull on every die, you may place all previously removed Confidence Markers back on this card.

**EXCALIBUR COMMANDER**

After revealing an Order Marker on this card and taking a turn with Captain Britain, if Captain Britain attacked an opponent's figure with a normal attack this turn, you may take a turn with a Unique Protector Hero or Unique Telepath Hero you control within 6 clear sight spaces of Captain Britain, and you may not take any additional turns with other figures you control.



**6**

**LIFE**

**MOVE 4**

**RANGE 1**

**ATTACK 4**

**DEFENSE 6**

**285**

**POINTS**