

MARVEL

CAPTAIN MARVEL
CAROL DANVERS

FIELD COMMANDER

After revealing a numbered Order Marker on this card, instead of moving Captain Marvel, you may rearrange any unrevealed Order Markers on Army Cards you control and immediately move any other figure you control within 8 clear sight spaces of Captain Marvel up to 4 spaces.



MUTATE

UNIQUE HERO

CHAMPION

DRIVEN

MEDIUM 5

ALL-OUT OFFENSE

Before taking a turn with Captain Marvel, you may reveal an "X" Order Marker on this card. While there is a revealed "X" Order Marker on this card, Captain Marvel rolls 2 fewer defense dice, and after attacking with Captain Marvel, she may attack one additional time.

THE BEST DEFENSE

When defending against a normal attack from a figure within 5 clear sight spaces, if Captain Marvel rolls more skulls than the attacking figure, the attacking figure receives one wound.



6

LIFE

MOVE 6

RANGE 5

ATTACK 6

DEFENSE 6

370

POINTS

