

MARVEL

CAPTAIN MARVEL
MAR-VELL

NEGA-BANDS

Start the game with the Glyph of Nega-Bands on this card. Captain Marvel cannot lose this glyph by receiving wounds unless he is destroyed.



KREE

UNIQUE HERO

CHAMPION

VALIANT

MEDIUM **5**

COSMIC AWARENESS

If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 4 from the roll. When rolling defense against an attack, add one automatic shield to whatever is rolled. All excess shields count as unblockable hits on the attacking figure.

STEALTH FLYING

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



5

LIFE

MOVE **6**

RANGE **6**

ATTACK **5**

DEFENSE **5**

400

POINTS

