



CAPTAIN MARVEL JR.
FREDDY FREEMAN

SHAZAM!: SOLOMON'S WISE COUNSEL

When a Unique Hero you control is destroyed by an enemy figure, you may immediately place any unrevealed Order Markers on any of your Army Cards on this card. For the remainder of the round, after revealing a numbered Order Marker on this card and taking a turn with Captain Marvel Jr., you may immediately choose and take a turn with another figure with a Shazam! Special Power you control.

HEALING OF APOLLO

Once per game, after winning initiative, if there is at least one Order Marker on this card, you may remove up to 3 Wound Markers from this card.

ZEUS'S LIGHTNING SPECIAL ATTACK

Range 1 + Special. Attack 5
You may subtract one from this attack to either attack one additional time or add 4 to the range.

SPEED OF MERCURY

Captain Marvel Jr. is never attacked when leaving an engagement. If an enemy figure targets Captain Marvel Jr. for any special power, you may immediately move him up to 3 spaces, or up to 4 spaces if that figure has the Magical Defense special power.



HUMAN

UNIQUE HERO

TITAN

BRASH

MEDIUM 5

7
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 6

300

POINTS

