

MARVEL
CIVILIANS

CROWD MOVEMENT

After revealing an Order Marker on this card and instead of moving normally, you may move up to 8 Citizens you control. Instead of attacking normally, you may attack with any 4 Civilians you control, even Civilians that did not move this turn.

STRENGTH IN NUMBERS

When attacking or defending with a Civilian, if that Civilian is adjacent to at least one other friendly Human, add 1 die to your die roll.

PANIC

After a figure you control rolls defense dice against a normal attack from an opponent's figure, you may move any 2 Civilians you control up to 4 spaces each. A Civilian moved with Panic must start its movement within 8 clear sight spaces of the defending figure.



HUMAN
COMMON SQUAD
CITIZENS
FRANTIC
MEDIUM 4

1 LIFE

MOVE	4
RANGE	1
ATTACK	1
DEFENSE	1

45
POINTS