



MARVEL

DOCTOR STRANGE
STEPHEN STRANGE



HUMAN
UNIQUE HERO
VISIONARY
WISE
MEDIUM 5

ARCANE AVENGER

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. When rolling for initiative, you may re-roll your initiative once. If you do and you:

- roll lower, you must inflict a wound on a figure you control.
- win initiative, choose up to 2 friendly Heroes with Avenger Markers on their cards. Remove 1 Wound Marker from each of their cards and you may place them on empty spaces adjacent to Doctor Strange. Placed figures do not take leaving engagement attacks.

DIMENSION SHIFT 14

Instead of moving normally with Doctor Strange, you may roll the 20-sided die once for each figure within 5 spaces of Doctor Strange. If you roll 14 or higher, you may move the figure 1 space or move an Order Marker from its card to another Army Card that player controls.

MAGICAL DEFENSE

When Doctor Strange is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Doctor Strange can take for this attack is one.



6

LIFE

MOVE 5

RANGE 5

ATTACK 5

DEFENSE 5

320

POINTS