



**MARVEL**

**DOCTOR STRANGE**

STEPHEN STRANGE

**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.



**HUMAN**

**UNIQUE HERO**

**VISIONARY**

**WISE**

**MEDIUM 5**



**6**

**LIFE**

**MOVE 5**

**RANGE 5**

**ATTACK 5**

**DEFENSE 5**

**320**

**POINTS**

