

MARVEL

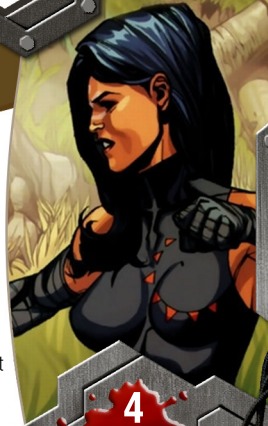
ECHO
MAYA LOPEZ

MIMIC

After moving and before attacking, you may choose the Move, Range, Attack, or Defense number on the Army Card of one Unique Hero figure within 4 clear sight spaces of Echo to Mimic. Echo may use the Mimicked number in place of her own until she mimics a different number. Echo cannot mimic a number that is higher than 7.

MIRRORED COUNTER STRIKE

When rolling defense dice against an adjacent normal attack, if you roll the same number of shields as the attacker rolls skulls, the attacking figure receives one wound.



HUMAN

UNIQUE HERO

VIGILANTE

PERCEPTIVE

MEDIUM

5

4
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

130
POINTS

