

**MARVEL**

**FORGE**

JONATHAN SILVERCLOUD

**TECHNOLOGICAL GENIUS**

Start the game with the Glyph of Neutralizer and the Glyph of Replicator on this card. Forge cannot lose these glyphs by receiving wounds unless he is destroyed.

**MECHANICAL ENGINEERING**

At the end of a round, you may choose Forge or an Android or Cyborg Hero adjacent to Forge. Remove or place 1 Wound Marker on the chosen figure's card.



MUTANT

UNIQUE HERO

INVENTOR

BRILLIANT

MEDIUM

5



4 LIFE

MOVE 5

RANGE 6

ATTACK 4

DEFENSE 6

170

POINTS