

MARVEL

HYDRA AGENTS

RUTHLESS MASTERMIND BONDING

After revealing an Order Marker on this card and after taking a turn with the HYDRA Agents, you may take a turn with any Ruthless Mastermind you control.

IMMORTAL HYDRA

After the first HYDRA agent you control is destroyed during a player's turn, add 1 to the defense of all remaining HYDRA agents you control for the remainder of that player's turn.



HUMAN

COMMON SQUAD

TERRORISTS

FANATICAL

MEDIUM

5



1
LIFE

MOVE 5

RANGE 6

ATTACK 2

DEFENSE 2

80
POINTS