

MARVEL

JACK FLAG
JACK HARRISON

TACTICAL DIVERSION

Before taking a turn with a Unique Hero you control that is a Leader or Soldier, you may reveal an "X" Order Marker on this card. If you do, all figures engaged with Jack Flag subtract 2 from their Defense numbers for that Hero's turn.

BEATING THE ODDS

After revealing an Order Marker on this card and taking a turn with Jack Flag, if Jack Flag is within 4 spaces of an enemy figure and there are more enemy figures on the battlefield than friendly figures, you may take one additional turn with Jack Flag. During this turn, Jack Flag cannot both move and attack, unless he is the only figure you control.



MUTATE

UNIQUE HERO

CRIME FIGHTER

GROUNDED

MEDIUM 5



6

LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 5

190

POINTS

