



MARVEL

M.R.D. TROOPER

ANTI-MUTANT TECHNOLOGY 16

Start the game with 8 gray Neutralizer Markers for all M.R.D. Troopers you control. If a Mutant figure receives one or more wounds from an M.R.D. Trooper's normal attack and is not destroyed, you may immediately roll the 20-sided die. If you roll 16 or higher, place 1 Neutralizer Marker from this card onto the defending Mutant's card. A Mutant figure with one or more of your Neutralizer Markers on its card cannot use any special powers on its card. At the end of the round, return all of your Neutralizer Markers to this card.

MUTANT ASSAULT FORCE

After revealing an Order Marker on this card, you may move and attack with up to 2 M.R.D. Troopers you control, or up to 4 M.R.D. Troopers you control if there is at least 1 opponent's Mutant figure within 6 clear sight spaces of an M.R.D. Trooper you control at the start of the turn.

HUMAN

COMMON HERO

TROOPER

DEDICATED

MEDIUM 5

1
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 3

30

POINTS