

MARVEL

MAD THINKER
JULIUS

MIND GAMES

After revealing a numbered Order Marker on this card, before taking a turn, you may choose an unrevealed Order Marker on an opponent's Army Card. That opponent must place that Order Marker on another Army Card they control, if possible.



HUMAN

UNIQUE HERO

GENIUS

CALCULATING

MEDIUM

5

ANDROID AFFINITY

After revealing an Order Marker on this card and instead of taking a turn with Mad Thinker, you may take a turn with a Unique Android Hero you control. Once per round after taking a turn this way, you may immediately remove an unrevealed Order Marker from this card and take one additional turn with Mad Thinker or an Android Hero you control with the Weak Minded special power.



4
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 5

160

POINTS