MARVEL

MADRIPOOR MERCENARIES

HUMAN
COMMON SQUAD
MERCENARIES
MERCILESS
MEDIUM 5

PRIVATE MILITARY CONTRACT
After revealing an Order Marker on the Army Card of a Unique Hero that is a Mastermind, Mercenary, or Terrorist, you may do either or both of the following:

- Instead of moving with that Unique Hero, move any 3 Madripoor Mercenary figures you control;
- Instead of attacking with that Unique Hero, attack with any 3 Madripoor Mercenary figures you control.

CUT AND RUN 6
At the end of the round, roll the 20-sided die, one at a time, for every unengaged Madripoor Mercenary you control that is not within 6 clear sight spaces of a Unique Hero you control. If you roll a 6 or lower, remove that Madripoor Mercenary from the game.

1 LIFE

MOVE	5
RANGE	6
ATTACK	3
DEFENSE	3

95 POINTS