







MUTANT

UNIQUE HERO

MERCENARY

DISCIPLINED

MEDIUM 5

MARVEL

MAVERICK

CHRISTOPH NORD

TACTICAL RUSH

When Maverick attacks an opponent's figure with his normal attack, he may move up to 2 spaces and attack one additional time with a special attack.

THERMAL PUNCH  
SPECIAL ATTACK

Range 2. Attack 3 + Special.  
When Maverick attacks with this special attack, he may remove any number of blue Energy Markers from this card to add 1 automatic skull to whatever is rolled for each marker removed this way.

POWER TRANSFER

When defending against an attack from an opponent's figure, add one automatic shield to whatever is rolled. After rolling defense dice, if Maverick received no more than one wound from that attack, place one blue Energy Marker on this card. A maximum of 3 Energy Markers can be on this card.

5 LIFE

MOVE 5

RANGE 7

ATTACK 4

DEFENSE 5

240 POINTS