

MARVEL

MISTER FANTASTIC
REED RICHARDS

FANTASTIC LEADER 4

After revealing an Order Marker on this card and before taking a turn with Mister Fantastic, you may roll the 20-sided die.

- If you roll 1-3, nothing happens;
- If you roll 4-11, you may immediately take a turn with one Adventurer Hero you control;
- If you roll 12-17, you may immediately take a turn with up to two Adventurer Heroes you control; or
- If you roll 18 or higher, you may immediately take a turn with up to three Adventurer Heroes you control.

STRETCH WALK 25

Instead of his normal move, Mister Fantastic may use Stretch Walk. Stretch Walk has a move of 3. When counting spaces for Stretch Walk, ignore elevations. Mister Fantastic may stretch over water without stopping, stretch over figures without becoming engaged and stretch over obstacles such as ruins. Mister Fantastic may not stretch more than 25 levels up or down with a single stretch. When Mister Fantastic starts to stretch, he will not take any leaving engagement attacks.

RUBBER WRAP

All opponents' small or medium figures that enter or occupy a space adjacent to Mister Fantastic may not move. Figures affected by Rubber Wrap cannot be moved by any special power on any Army Card or glyph.



MUTATE

UNIQUE HERO

SCIENTIST

BRILLIANT

MEDIUM 7

5
LIFE

MOVE 6

RANGE 2

ATTACK 4

DEFENSE 5

235
POINTS

