

MARVEL

NICK FURY

HELICARRIER DROP TEAM

At the start of the game, choose up to 3 other Agent figures in your Army. The chosen figures and Nick Fury are the Helicarrier Drop Team. The Drop Team does not start the game on the battlefield. Once per game, before initiative is rolled, you may place the Drop Team on any empty spaces on the battlefield. You cannot place them adjacent to each other or other figures.

DIRECTOR OF S.H.I.E.L.D.

After revealing a numbered Order Marker on this card and instead of taking a turn normally with Nick Fury, you may immediately choose one Common or Unique Hero you control to take a turn. Nick Fury may be that chosen hero. If the chosen hero is an Agent, you may also take a turn with an Agent Squad you control. You may choose which unit to activate first.

ADAPTIVE CAMOUFLAGE

For each defense die Nick Fury receives from height advantage or terrain when defending against a non-adjacent attack, Nick Fury receives one additional defense die.



HUMAN

UNIQUE HERO

AGENT

DAUNTLESS

MEDIUM

5



5
LIFE

MOVE 5

RANGE 6

ATTACK 4

DEFENSE 4

220

POINTS