



MARVEL

NOVA
RICHARD RIDER

FORCED TO THE LIMITS

At the start of the game, place 2 gold Nova Markers in a Nova Force Pool. Before taking a turn with Nova, you may move a Nova Marker from your Nova Force Pool to this card. Add 1 to Nova's Attack number for each Nova Marker on this card, to a maximum of +2. If Nova would be destroyed by receiving wounds while there are 1 or more Nova Markers on this card, you may remove all Nova Markers on this card from the game and Nova takes no damage.



HUMAN

UNIQUE HERO

CRIME FIGHTER

RECKLESS

MEDIUM 5

HUMAN ROCKET

Nova may attack with his normal attack at any point before, during, or after his normal move as long as he is on a space where he could end his movement. If Nova attacks a figure that was at least 2 spaces away before Nova moved this turn with his normal attack, add 1 automatic skull to whatever is rolled. Human Rocket may only be used if Nova used his normal Flying move for all of his movement this turn.



5

LIFE

MOVE 7

RANGE 1

ATTACK 4

DEFENSE 4

210

POINTS

