



MARVEL

POLARIS
LORNA DANE

MAGNETIC BUBBLE

Start the game with a green Magnetic Bubble Marker on this card. Once per round, after moving with Polaris, you may place your Magnetic Bubble Marker on this card or the card of a Unique Hero within 4 clear sight spaces. A figure with your Magnetic Bubble Marker on its card adds one automatic shield to whatever is rolled when defending against a non-adjacent attack. If Polaris or a figure with your Magnetic Bubble Marker on its card receives one or more wounds, return the marker to this card.

MAGNETIC BUBBLE TRAP

Before an opponent moves a figure with your Magnetic Bubble Marker on its card, that opponent must roll the 20-sided die. If that opponent rolls 15 or lower, that figure may not move. If that opponent rolls 16 or higher, return your Magnetic Bubble Marker to this card.

REACTIVE TOSS 14

If an opponent's small or medium figure moves adjacent to Polaris, you may roll the 20-sided die. If you roll 14 or higher, that figure's movement ends. Place the figure on any empty space within 3 spaces of its original placement. Tossed figures do not take any leaving engagement attacks and may only be targeted as they move into engagement with Polaris.



MUTANT

UNIQUE HERO

PROTECTOR

UNSTABLE

MEDIUM 5



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

200 POINTS