



MARVEL

QUICKSILVER

PIETRO MAXIMOFF

SWIFT AVENGER

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. If a friendly figure within clear sight of Quicksilver that has an Avenger Marker on its card would receive enough wounds from an attack to be destroyed, you may move Quicksilver adjacent to that figure and ignore those wounds. If you do, roll 2 unblockable attack dice against Quicksilver. For each shield rolled, the attacking figure receives a wound.

MOLECULAR DESTABILIZATION

Once per game, instead of moving and attacking normally, you may roll 12 attack dice. For each skull rolled, move Quicksilver 1 space. Inflict a wound on each figure he passes through this turn.

SUPERSPEED

Quicksilver may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Quicksilver, if he did not use his Molecular Destabilization special power this turn, he may move up to an additional 4 spaces.



MUTANT

UNIQUE HERO

REBEL

BRASH

MEDIUM 5

5

LIFE

MOVE 9

RANGE 1

ATTACK 4

DEFENSE 7

240

POINTS