



MARVEL

RICK JONES

HONORARY AVENGER

Start the game with a white Avenger Marker. If another figure places an Avenger Marker on this card, you may place Rick's Avenger Marker on that figure's card. After rolling for initiative, if Rick Jones is within 4 clear sight spaces of an enemy figure, you may reveal an "X" Order Marker on the card of a friendly Hero that is a Gamma Mutate or has an Avenger Marker on its card. If you do, for the remainder of the round, enemy figures cannot target Rick for an attack or special power if they could target that friendly figure instead.

DARING DISTRACTION

If a friendly Unique Hero that is a Gamma Mutate or has an Avenger Marker on its card attacks a figure within 4 clear sight spaces of Rick Jones, subtract 2 from the defending figure's Defense number.

SNEAK AND SURVIVE

When Rick Jones is adjacent to any terrain, obstacle, or destructible object with a height higher than his base, Rick cannot be targeted for an attack by a non-adjacent figure. At the end of the round, you may move Rick, during which he does not take any leaving engagement attacks. He cannot end this move engaged.



3
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

80

POINTS