



S.H.I.E.L.D. AGENTS

KILL BOX SPECIAL ATTACK

Range 5. Attack 9.
Instead of attacking normally with a squad of S.H.I.E.L.D. Agents this turn, one of your S.H.I.E.L.D. Agents that was activated this turn may attack with this special attack. To attack a figure with this special attack, that S.H.I.E.L.D. Agent and two other S.H.I.E.L.D. Agents that were activated this turn and could attack that figure with this attack must have height advantage on that figure and be unengaged.

TACTICAL COVER FIRE

When attacking an opponent's figure, if a S.H.I.E.L.D. Agent inflicts one or more wounds with a normal attack, you may move one S.H.I.E.L.D. Agent you control up to 4 spaces.



HUMAN

COMMON SQUAD

AGENTS

CONFIDENT

MEDIUM

5



1
LIFE

MOVE 5

RANGE 6

ATTACK 3

DEFENSE 4

110

POINTS

