

MARVEL

S.H.I.E.L.D. SNIPER

WAIT FOR THE SHOT

S.H.I.E.L.D. Sniper cannot attack non-adjacent figures if she moved this turn.

DEADLY SHOT

When attacking with S.H.I.E.L.D. Sniper, each skull rolled counts as one additional hit.

ADAPTIVE CAMOUFLAGE

For each defense die S.H.I.E.L.D. Sniper receives from height advantage or terrain when defending against a non-adjacent attack, S.H.I.E.L.D. Sniper receives one additional defense die.



HUMAN

COMMON HERO

AGENT

PRECISE

MEDIUM

5



1
LIFE

MOVE 5

RANGE 9

ATTACK 2

DEFENSE 3

50

POINTS