



MARVEL

SCIENTIST SUPREME
ANDREW FORSON

ADVANCED IDEAS

Start the game with 3 yellow Advancement Markers. At the end of each round, you may place an Advancement Marker on the card of an Ambitious squad you control. For the entire game, while a figure has a;

- Propulsion Marker on their card, it has the Flying special power.
- Weaponry Marker on their card, when attacking with a special attack with that figure, you may re-roll all dice once.
- Armor Marker on their card, it adds 1 to its Defense number.

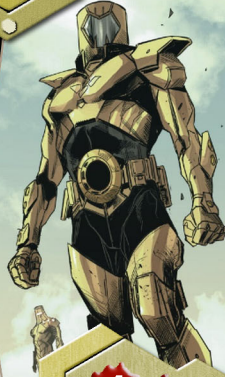
At the end of each round, if Scientist Supreme is destroyed, roll one unblockable attack die against each Ambitious squad figure you control that has an Advancement marker on its card.

POWER GLOVES

When Scientist Supreme attacks an adjacent figure with his normal attack, add 2 dice to his attack and he has the Super Strength special power. When Scientist Supreme attacks a non-adjacent figure with his normal attack, he may attack one additional time.

ENVIRONMENTAL SUIT

When rolling defense against a special attack, Scientist Supreme always adds 1 automatic shield to whatever is rolled. If Scientist Supreme is chosen by an opponent for a special power requiring a 20-sided die roll, the opponent must subtract 2 from that die roll.



4
LIFE

MOVE	5
RANGE	6
ATTACK	4
DEFENSE	4

230
POINTS

HUMAN

UNIQUE HERO

VISIONARY

AMBITIOUS

MEDIUM 5