

MARVEL

SCIENTIST SUPREME

MONICA RAPPACCINI

RESEARCH PARAMETERS

At the start of the game, place a Glyph of Experimental Medicine, a Glyph of Teleportation Belt, a Glyph of Cosmic Control Rod, and a Glyph of Cosmic Cube symbol-side up into a Glyph Pool and set them aside.

HIGH-TECH RESEARCH

Before attacking with Scientist Supreme, if there are no Equipment Glyphs on this card, you may roll the 20-sided die, adding 1 to the roll for each Genius, Scientist, or Terrorist figure you control adjacent to Scientist Supreme. If you roll 12 or higher, choose an Equipment Glyph from Scientist Supreme's Glyph Pool at random and place it power-side up on this card. If a glyph placed with High-Tech Research would be removed from this card by any means, remove that glyph from the game.

LEADER OF A.I.M.

After revealing an Order Marker on this card, instead of taking a turn with Scientist Supreme, you may take a turn with an Ambitious squad you control or any Unique Clone Hero you control.



HUMAN

UNIQUE HERO

TERRORIST

BRILLIANT

MEDIUM

5



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

160 POINTS