

MARVEL

U.S. AGENT
JOHN WALKER

AMERICAN ZEALOT

If there is a revealed Order Marker on this Army Card, add 1 to U.S. Agent's Attack number and Defense number. If U.S. Agent inflicts 1 or more wounds with his normal attack, you must choose an opponent, who may move an unrevealed Order Marker from another Army Card in your army to this card.



MUTATE

UNIQUE HERO

OPERATIVE

AGGRESSIVE

MEDIUM 5

SIDEARM SPECIAL ATTACK

Range 5. Attack 4.

After attacking normally, if U.S. Agent is not engaged, he may attack a non-adjacent figure with this special attack. When using this special attack, U.S. Agent is not considered engaged to any figures that he has inflicted wounds on this turn.

RECKLESS SHIELD DEFENSE

When defending against an attack, U.S. Agent always adds one automatic shield to whatever is rolled. Immediately after a friendly figure within 5 clear sight spaces of U.S. Agent rolls defense dice, you may roll the 20-sided die. If you roll 13 or higher, add an automatic shield to the friendly figure's defense roll. If you roll 3 or lower, U.S. Agent cannot use this special power for the rest of the round.



5
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

210
POINTS