MARVEL

VISION
VICTOR SHADE

ANALYTICAL AVENGER
At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero, then roll 6 combat dice and place the results in a pool. After attack dice, defense dice, or the 20-sided die is rolled for Vision or a friendly Hero within 6 clear sight spaces of Vision that has an Avenger Marker on its card, you may remove a die from the pool to add to your dice roll, or 2 to your 20-sided die roll.

DENSITY DISRUPTION 12
Vision can move through all figures, Fortress Walls, and obstacles, never takes leaving engagements, and cannot be moved by enemy figures. When Vision attacks a figure he moved through this turn, the defending figure must subtract a shield from its defense roll and, if it receives one or more wounds from this attack, roll the 20-sided die. If you roll 12 or higher, remove an Order Marker from its card.

REACTIONARY PHASING
If Vision is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die, adding 6 to your roll if the attacking figure is not adjacent to Vision. If you roll 12 or higher, Vision takes no damage.

ANDROID
UNIQUE HERO
PROTECTOR
CALCULATING
LARGE **5**
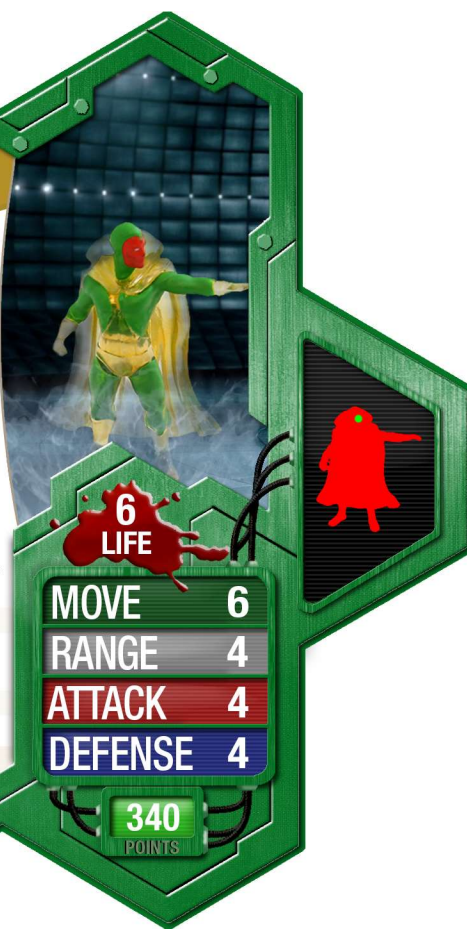
6 LIFE

MOVE	6
RANGE	4
ATTACK	4
DEFENSE	4

340 POINTS