

MARVEL

VISION
JONAS

DENSITY CONTROL

Vision can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Vision cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight. Vision may not be moved by any special power on an opponent's Army Card.



ANDROID

UNIQUE HERO

ROOKIE

CALCULATING

MEDIUM 5

TWIN SOLAR BEAMS

SPECIAL ATTACK

Range 5, Attack 3.

You may only use this special attack once per game. Choose up to two figures to attack. Roll 3 attack dice once for all affected figures and add 2 automatic skulls to the result. Affected figures roll defense dice separately. When a Kryptonian figure is attacked with this special attack, the most wounds it can take is one.

FAIL-SAFE PLANNING

When an opponent destroys any other Unique Hero you control or uses a special power to reveal, remove or rearrange any of your Order Markers, you may immediately choose up to two Rookies you control and move each chosen Rookie up to 4 spaces. Vision may be one of the chosen Rookies. You may not choose either

Rookie for this special power again for the rest of this player turn. Figures moved with this special power will not take any leaving engagement attacks.



5

LIFE

MOVE

6

RANGE

1

ATTACK

5

DEFENSE

4

190

POINTS

