

**MARVEL**

**WINTER SOLDIER**

JAMES BARNES

**ASSASSIN ACTIVATION**

Whenever Winter Soldier is placed on the battlefield at the start of the game or with his Cryogenic Stasis special power, you may choose one Unique Hero to be Winter Soldier's Mark. When your opponent reveals an Order Marker on the card of the Mark, you may immediately move Winter Soldier up to 2 spaces.



**HUMAN**

**UNIQUE HERO**

**ASSASSIN**

**COLD**

**MEDIUM**

**5**

**MARKED FOR DEATH  
SPECIAL ATTACK**

Range 10. Attack 4 + Special.

Winter Soldier may only attack his Mark with this special attack. If Winter Soldier did not move this turn, or is adjacent to his Mark, add 2 dice to this special attack.

**CRYOGENIC STASIS**

If his Mark has been destroyed and Winter Soldier is not the only figure you control, place Winter Soldier on this card and remove up to 2 Wound Markers from this card. When Winter Soldier uses Cryogenic Stasis, he will not take any leaving engagement attacks. Before placing Order Markers each round, if Winter Soldier has been placed on this card, but has not been destroyed, you may place him in your Start Zone.



**5  
LIFE**

**MOVE 5**

**RANGE 7**

**ATTACK 4**

**DEFENSE 5**

**240**

**POINTS**