

MARVEL

WIZARD
BENTLEY WITTMAN

POWER GLOVES

When Wizard attacks an adjacent figure with his normal attack, add 2 dice to his attack and he has the Super Strength special power. When Wizard attacks a non-adjacent figure with his normal attack, he may attack one additional time.

FORCE FIELD X

If Wizard is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card. If you do, Wizard is not affected by that attack.

CRIMINAL LEADERSHIP

All other Criminals you control move one additional space.



HUMAN

UNIQUE HERO

CRIMINAL

BRILLIANT

MEDIUM

5



4
LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 4

140

POINTS

