

MARVEL

VISION
VICTOR SHADE

DENSITY CONTROL

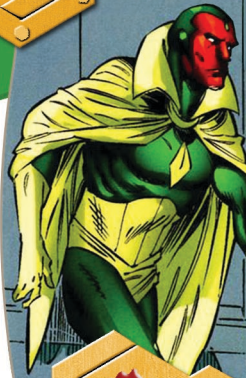
Vision can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Vision cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight. Vision may not be moved by any special power on an opponent's Army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

PHYSICAL DISRUPTION

Instead of attacking, Vision may attempt a Physical Disruption. To do this, choose an adjacent figure and roll the 20-sided die.

- If you roll 1-10, nothing happens.
- If you roll 11-13, the chosen figure receives 1 wound.
- If you roll 14-16, the chosen figure receives 2 wounds.
- If you roll 17-19, the chosen figure receives 3 wounds.
- If you roll 20 or higher, the chosen figure receives 4 wounds.

After rolling for Physical Disruption, Vision cannot use his Density Control special power for the remainder of the round.



6
LIFE

MOVE 6

RANGE 4

ATTACK 5

DEFENSE 6

285
POINTS



ANDROID

UNIQUE HERO

AVENGER

CALCULATING

MEDIUM

5

