

**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