

MARVEL
CAPTAIN MARVEL
 GENIS-VELL

NEGA-BANDS
 Start the game with the Glyph of Nega-Bands on this card. Captain Marvel cannot lose this glyph by receiving wounds unless he is destroyed.

COSMIC AWARENESS
 If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 4 from the roll. When rolling defense against an attack, add one automatic shield to whatever is rolled. All excess shields count as unblockable hits on the attacking figure.

COSMIC MADNESS
 After using Captain Marvel's Cosmic Awareness special power, roll the 20-sided die. If you roll 1-7, place a blue Insanity Marker on this card or, if there are already three Insanity Markers on this card, choose an opponent to take control of Captain Marvel. Remove all Order Markers from this card, then give this card to the chosen opponent. Add one die to Captain Marvel's normal attack for each Insanity Marker on this card.

6 LIFE

MOVE	6
RANGE	6
ATTACK	4
DEFENSE	5

360
 POINTS

KREE
UNIQUE HERO
PROTECTOR
TORMENTED
MEDIUM 5