



CAPTAIN MARVEL
MARY BATSON

SOLOMON, HERCULES, AND ATLAS

If there is at least one Order Marker on this card, you may add 3 to your initiative roll and, if you win initiative, remove 1 Wound Marker from this card.

ZEUS AND ACHILLES

If Captain Marvel attacks a figure without the Magical Defense special power and the player controlling that figure rolls the 20-sided die for any special power on the defending figure's Army Card, you may add or subtract 3 from the roll.

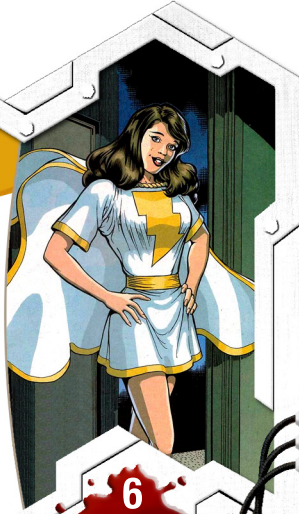
MERCURY

If Captain Marvel uses her Flying special power for her entire movement and moves at least two spaces, she may add 2 to her Move and Attack numbers this turn.

SHARED POWER OF SHAZAM!

After revealing an Order Marker on this card or any Human Captain Marvel card you control, if you control more than one Human Captain Marvel, you must roll the 20-sided die before taking your turn. If you roll 6 or lower, you cannot use any powers on any Human Captain

Marvel Army Card you control for the remainder of your turn. If you roll 7 or higher, you may take a turn with any Human Captain Marvel you control.



HUMAN

UNIQUE HERO

CHAMPION

CHARMING

MEDIUM 5



MOVE	7
RANGE	1
ATTACK	6
DEFENSE	6

330
POINTS

