



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!
 Immediately after revealing an Order Marker on the card of any figure you control that is a Human Captain Marvel or that has this special power, before taking a turn, you must roll the 20-sided die once for all cards you control with this special power. If you roll 6 or lower, that figure cannot use any special powers this turn. If you roll 7 or higher, you may instead take a turn with any figure you control that is a Human Captain Marvel or that has this special power.

HUMAN

UNIQUE HERO

CHAMPION

CHARMING

MEDIUM 5




6 LIFE

MOVE	7
RANGE	1
ATTACK	6
DEFENSE	6

330 POINTS

