



**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

6 LIFE

MOVE	7
RANGE	1
ATTACK	6
DEFENSE	6

330 POINTS