RUTHLESS MASTERMIND BONDING
After revealing an Order Marker on this card and after taking a turn with the HYDRA Agents, you may take a turn with any Ruthless Mastermind you control.

IMMORTAL HYDRA
After the first HYDRA agent you control is destroyed during a player’s turn, add 1 to the defense of all remaining HYDRA agents you control for the remainder of that player’s turn.

MOVE 5
RANGE 6
ATTACK 2
DEFENSE 2

1 LIFE
80 POINTS