

MARVEL

LEADER
SAMUEL STERNS

GAMMA WORLD

Start the game with the Glyph of Gamma Bomb on this card. Instead of attacking with Leader, you may place the Glyph of Gamma Bomb power-side up on any empty space within 5 clear sight spaces of Leader and no more than 5 levels above his base. After placing it, immediately follow its rules and then remove it from the game, as if a figure had stopped on it.



GAMMA MUTATE

UNIQUE HERO

GENIUS

HAUGHTY

MEDIUM 5

GAMMA MANIPULATION 15

After revealing an Order Marker on this card and taking a turn with Leader, you may choose any Unique Gamma Mutate Hero or up to three common Gamma Mutates. Chosen figures must be within 4 clear sight spaces of Leader. For each chosen figure, roll the 20-sided die, adding 7 to the roll if the chosen figure is a figure you control. After the 20-sided die is rolled for all chosen figures, for each figure that you rolled 15 or higher for, you may take temporary control of that figure and immediately take a turn with it. At the end of each turn, control of the chosen figure returns to the player who controlled the figure before the Gamma Manipulation.

FORCE FIELD X

If Leader is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card. If you do, Leader is not affected by that attack.



7
LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

270

POINTS