

**MARVEL**

**NEBULA**

**THIS IS HOW IT'S DONE**

After revealing an Order Marker on any other Army Card you control and only taking a turn with that card, if an opponent's figure was attacked and did not receive any wounds, immediately take a turn with Nebula. During this turn, Nebula can only target figures that were previously targeted for an attack and did not receive any wounds during your player turn. After using this special power, you may not take a turn with any other figures.



**CYBORG**

**UNIQUE HERO**

**MERCENARY**

**UNYIELDING**

**MEDIUM 5**

**VENGEFUL STRIKE**

After moving and before attacking, if there is at least one Wound Marker on this card, you may choose a figure adjacent to Nebula and roll the 20-sided die. Add 1 to your roll for each Wound Marker on this card. If you roll 12-18, the chosen figure receives 1 wound. If you roll 19 or higher, the chosen figure receives 2 wounds.

**CYBERNETIC REPAIR X**

At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.



**6**

**LIFE**

**MOVE 6**

**RANGE 5**

**ATTACK 4**

**DEFENSE 5**

**240**

**POINTS**