

MARVEL

PHIL COULSON

AGENTS OF S.H.I.E.L.D.

After revealing an Order Marker on this card, instead of taking a turn with Phil Coulson, you may choose one of the following:

- Move up to 4 Unique Agent Heroes you control up to 5 spaces each.
- Take a turn with any 2 Unique Agent Heroes you control, during which they cannot move, and you may not take any additional turns with other figures you control.
- Take a turn with any Unique Agent Hero you control, and you may not take any additional turns with other figures you control.

Chosen Agents must start their turn or movement within 6 spaces of Phil Coulson. Phil Coulson may be one of the chosen Agents.

SECRET WEAPON SPECIAL ATTACK
Range 3. Attack 3.

Figures roll 3 fewer defense dice against this special attack. This special attack may only be used once per game.

SOMETHING TO AVENGE

For the entirety of the first round after Phil Coulson is destroyed, all friendly Unique Heroes that are Agents or have an Avenger Marker on their cards add one to their Attack number.



HUMAN

UNIQUE HERO

AGENT

DEDICATED

MEDIUM 5

4 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

190 POINTS