

MARVEL

REED RICHARDS

VISIONARY THEORETICIAN

Start the game with 4 Invention Equipment Glyphs of different types in a Glyph Pool, power-side up. If you win initiative, you may choose a glyph from Reed Richard's Glyph Pool and place it onto the card of a Visionary you control, or onto the card of an adjacent friendly Unique Hero. When a figure within 9 clear sight spaces of Reed would lose that glyph, you may instead place that glyph on this card.



MUTATE

UNIQUE HERO

VISIONARY

BRILLIANT

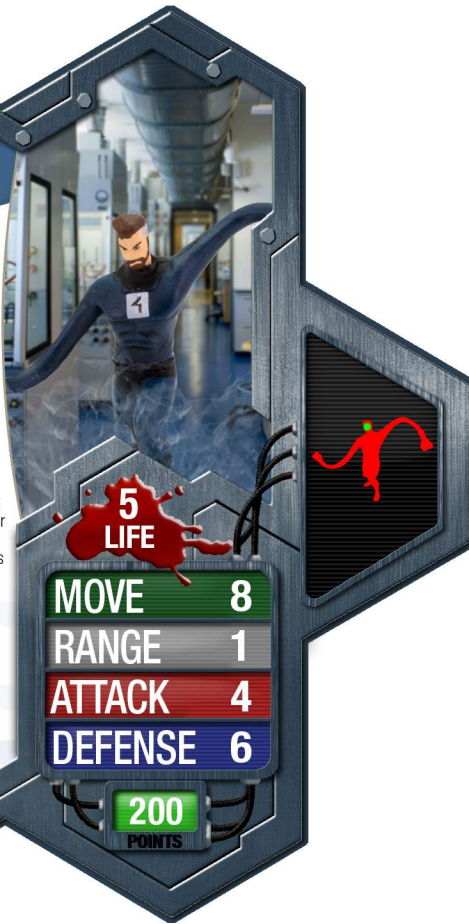
MEDIUM **5**

ELONGATION

Before moving Reed Richards normally, you may subtract up to 8 from his Move number to add that to his Range number for this turn. If you subtract at least 4, he also gains the Flying special power during that movement. Reed never takes any leaving engagement attacks and may attack non-adjacent figures while engaged.

CONTINGENCY PLAN

While Reed Richards is in play, when an Army Card you control has all of its figures destroyed, you may immediately remove any unrevealed Order Markers from that card and place them on any other card you control.



MOVE	8
RANGE	1
ATTACK	4
DEFENSE	6

200
POINTS