

MARVEL

S.H.I.E.L.D. SPOTTER

ASSISTED OBSERVATION

A S.H.I.E.L.D. Sniper you control can ignore any special power on its army card that would prevent it from attacking or using a special power because it moved this turn, as long as that S.H.I.E.L.D. Sniper attacks a figure within 10 clear sight spaces of a S.H.I.E.L.D. Spotter you control or chooses a figure within 10 clear sight spaces of a S.H.I.E.L.D. Spotter you control for a special power.

IMPROVED AIM

When you roll attack dice for a S.H.I.E.L.D. Sniper you control for a normal attack against an opponent's figure that is within 10 clear sight spaces of at least one S.H.I.E.L.D. Spotter you control, you may re-roll one attack die that did not show a skull.

ADAPTIVE CAMOUFLAGE

For each defense die S.H.I.E.L.D. Spotter receives from height advantage or terrain when defending against a non-adjacent attack, S.H.I.E.L.D. Spotter receives one additional defense die.



HUMAN

COMMON HERO

AGENT

PRECISE

MEDIUM

5

1
LIFE

MOVE 5

RANGE 7

ATTACK 2

DEFENSE 3

25
POINTS