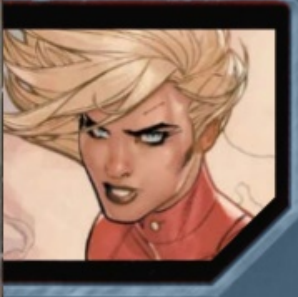


Captain Marvel



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18	●				

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<p>SPECIAL</p>  <p>Captain Marvel KREE PHYSIOLOGY</p> <p>Play anytime on your turn. Place this card on Captain Marvel's Life Card. As long as this card is on Captain Marvel's Life Card, increase the attack value of her cards by 1.</p>	<p>SPECIAL</p>  <p>Captain Marvel KREE PHYSIOLOGY</p> <p>Play anytime on your turn. Place this card on Captain Marvel's Life Card. As long as this card is on Captain Marvel's Life Card, increase the attack value of her cards by 1.</p>	<p>SPECIAL</p>  <p>Captain Marvel KREE PHYSIOLOGY</p> <p>Play anytime on your turn. Place this card on Captain Marvel's Life Card. As long as this card is on Captain Marvel's Life Card, increase the attack value of her cards by 1.</p>
<p>SPECIAL</p>  <p>Captain Marvel KREE PHYSIOLOGY</p> <p>Play anytime on your turn. Place this card on Captain Marvel's Life Card. As long as this card is on Captain Marvel's Life Card, increase the attack value of her cards by 1.</p>	<p>12 Defend</p>  <p>Captain Marvel HIGHER, FURTHER, FASTER</p> <p>Play when Carol is defending. You must remove a KREE PHYSIOLOGY card from Captain Marvel's Life Card to play this card. The attacking character takes 1 damage for each remaining KREE PHYSIOLOGY card on her Life Card.</p>	<p>12 Defend</p>  <p>Captain Marvel HIGHER, FURTHER, FASTER</p> <p>Play when Carol is defending. You must remove a KREE PHYSIOLOGY card from Captain Marvel's Life Card to play this card. The attacking character takes 1 damage for each remaining KREE PHYSIOLOGY card on her Life Card.</p>
<p>Attack 3</p>  <p>Captain Marvel WARBIRD</p> <p>Play when Marvel is attacking. If the attack value of this card is lower than 5, playing this card does not count as an action. If it is 5 or higher, draw a card.</p>	<p>Attack 3</p>  <p>Captain Marvel WARBIRD</p> <p>Play when Marvel is attacking. If the attack value of this card is lower than 5, playing this card does not count as an action. If it is 5 or higher, draw a card.</p>	<p>Attack 3</p>  <p>Captain Marvel WARBIRD</p> <p>Play when Marvel is attacking. If the attack value of this card is lower than 5, playing this card does not count as an action. If it is 5 or higher, draw a card.</p>

SPECIAL



Captain Marvel
PHOTON BLAST

Play anytime on your turn.
Choose an enemy character to take damage equal to the number of KREE PHYSIOLOGY cards on Captain Marvel's Life Card. That character's player discards a card at random.

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Captain Marvel
PHOTON BLAST

Play anytime on your turn.
Choose an enemy character to take damage equal to the number of KREE PHYSIOLOGY cards on Captain Marvel's Life Card. That character's player discards a card at random.

SPECIAL



Captain Marvel
PHOTON BLAST

Play anytime on your turn.
Choose an enemy character to take damage equal to the number of KREE PHYSIOLOGY cards on Captain Marvel's Life Card. That character's player discards a card at random.

SPECIAL



Captain Marvel
AIRFORCE ACE

Play anytime on your turn.
Move Captain Marvel up to 6 spaces. She may move over obstacles and enemies. Then draw a card.

SPECIAL



Captain Marvel
AIRFORCE ACE

Play anytime on your turn.
Move Captain Marvel up to 6 spaces. She may move over obstacles and enemies. Then draw a card.

Attack
7



Captain Marvel
BINARY ENERGY

Play when Marvel is attacking.
Draw a card. If there are any KREE PHYSIOLOGY cards on Captain Marvel's Life Card, you must remove one.

Attack
4

2
Defend



Attack
4

2
Defend



Attack
4

2
Defend







