

White Widow, Free Agent 3



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents. She is shown in a dynamic pose, crouching on a dark, metallic structure. In the background, two other figures in similar suits are visible, one standing and one crouching, in a dimly lit, industrial environment with blue lighting.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN • SMURTOUILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent (3) ✱

Legendary Creature — Human Hero Villain [W]

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

"For years I wanted to be you, Natasha, but I make my own way now."

2/3

U 0042
MSH • EN • SMURTOUILLE © MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is shown in her white tactical suit, crouching on a ledge in a high-tech environment. She is looking down at two other figures in the background. The card is a Legendary Creature — Human Hero Villain with 3 stars.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

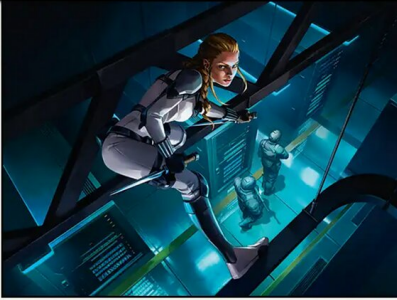
- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN • SMURTOUILLE
© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2024 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

2/3

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman with long hair, wearing a white tactical suit with black accents and a black mask. She is crouched on a dark, curved surface, looking down at two small figures in the distance. The background is a dark, industrial setting with blue and green lighting.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMURTOVILLE
© MARVEL
TM & © 2016 Wizards of the Coast

White Widow, Free Agent 3

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

"For years I wanted to be you, Natasha, but I make my own way now."

U 0042 MSH • EN SMARTVILLE © MARVEL TM & © 2026 Wizards of the Coast

2/3

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman in a white tactical suit, crouching on a ledge in a high-tech environment. In the background, two other figures are visible on a similar ledge.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMITHVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents. She is crouched on a dark, metallic ledge, looking down at two other characters below her. The background is a dark, industrial setting with blue lighting and structural elements.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3



The card features a central illustration of White Widow (Natasha Romanoff) in her white tactical suit, crouched on a dark, metallic ledge. She is looking down at two other figures in a similar suit who are standing on a lower level of a complex, industrial-looking structure. The scene is lit with blue and green light, creating a high-tech, espionage atmosphere. The card has a black border with a white border around the text area.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN • SMIRTOUILLE

© MARVEL
TM & © 2025 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman in a white tactical suit, crouching on a dark, curved structure. In the background, two other figures are visible on a similar structure, and a large screen displays a list of names.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Legendary Creature — Human Hero Villain. The illustration shows her in a white tactical suit, crouching on a dark, curved surface in a high-tech environment. In the background, two other figures in similar suits are visible, one standing and one crouching. The scene is lit with blue and green light.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
TM & © 2025 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman with long hair, wearing a white tactical suit with black accents and a black mask. She is crouched on a dark, curved surface, looking down at two small figures in the distance. The background is a dark, industrial setting with blue lighting and structural elements.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMITHVILLE

© MARVEL
™ & © 2025 Wizards of the Coast

White Widow, Free Agent 3



White Widow is a Legendary Creature — Human Hero Villain. She is a female character with blonde hair, wearing a white tactical suit with black accents and a black mask. She is shown in a dynamic pose, crouching on a dark, curved surface, possibly a ledge or a piece of machinery. The background is a dark, industrial setting with blue and green lighting, suggesting a high-tech environment. There are some blurred figures and structures in the background.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN • SMITHVILLE
© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent

3



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents and a black mask. She is shown in a dynamic pose, crouching on a dark, curved surface, possibly a ledge or a piece of machinery. The background is a dark, industrial setting with blue and green lighting, suggesting a high-tech environment. There are some blurred figures in the background, possibly other characters or enemies.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN • SMITHVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent	3*
Legendary Creature — Human Hero Villain M	
<p>When White Widow enters, choose one —</p> <ul style="list-style-type: none"> • Put a +1/+1 counter on each of up to two target creatures. • Return target artifact or enchantment card from your graveyard to your hand. <p><i>"For years I wanted to be you, Natasha, but I make my own way now."</i></p>	
U 0042 MSH-JEN © SMITHVILLE	© MARVEL™ & © 2026 Wizards of the Coast
	2/3

White Widow, Free Agent

3



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents. She is shown in a dynamic pose, crouching on a dark, metallic structure. In the background, two other figures in similar suits are visible, one standing and one crouching, in a dimly lit, industrial environment with blue lighting.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

2/3

White Widow, Free Agent 3*



White Widow is shown in her white tactical suit, crouching on a ledge in a high-tech environment. She is looking down at two figures in the distance. The card is a Legendary Creature — Human Hero Villain with 3 stars.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

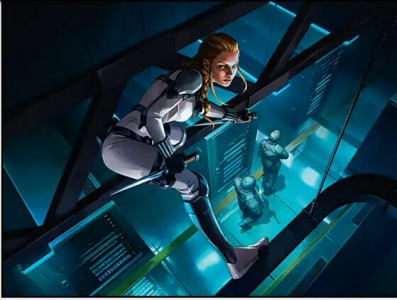
“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMURTOUILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2024 Wizards of the Coast

White Widow, Free Agent 3 



Legendary Creature — Human Hero Villain 

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

U 0042
MSH • EN  SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

2/3

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman with long hair, wearing a white tactical suit with black accents and a black mask. She is crouched on a dark, curved surface, looking down at two small figures in the distance. The background is a dark, industrial setting with blue and green lighting.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMURTOVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3



White Widow is a Marvel HeroClix figure. She is a blonde woman with long hair, wearing a white tactical suit with black accents and a black mask. She is shown in a dynamic pose, crouching on a dark, curved surface, looking down at two small figures in the background. The background is a blue, futuristic environment with glowing lines and structures.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

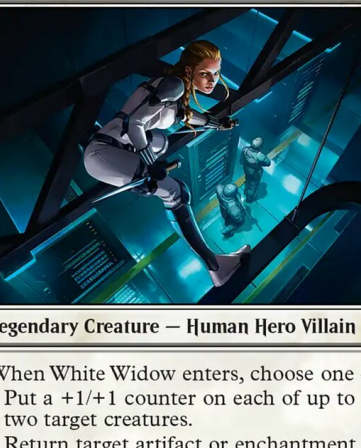
- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMITHVILLE
© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman in a white tactical suit, crouching on a ledge in a high-tech environment. In the background, two other figures are visible on a similar ledge.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMITHVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents. She is shown in a dynamic pose, crouching on a dark, metallic structure. In the background, there are blue-lit panels and other figures in a high-tech environment.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents. She is shown in a dynamic pose, crouching on a dark, metallic structure. In the background, there are blue-lit panels and other figures in a high-tech environment.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
TM & © 2025 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Legendary Creature — Human Hero Villain. The illustration shows her in a white tactical suit with a blue stripe, crouching on a dark ledge. She has blonde hair and is looking down. In the background, two other figures are visible on a similar ledge, and the environment is a dark, industrial-looking structure with blue lighting.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
™ & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman in a white tactical suit, crouching on a dark, curved surface. In the background, two other figures are visible in a dimly lit, industrial setting.

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042 MSH • EN SMURTOUILLE © MARVEL TM & © 2025 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman in a white tactical suit, crouching on a ledge in a high-tech environment. In the background, two other figures are visible on a similar ledge.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMIRTOUILLE

© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a Human Hero Villain. She is a blonde woman with long hair, wearing a white tactical suit with black accents and a black mask. She is crouched on a dark, curved surface, looking down at two small figures in the distance. The background is a dark, industrial setting with blue lighting and a large screen displaying a map or data.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH • EN SMITHVILLE

© MARVEL
™ & © 2025 Wizards of the Coast

White Widow, Free Agent 3*



White Widow is a female character with blonde hair, wearing a white tactical suit with black accents and a black mask. She is shown in a dynamic pose, crouching on a dark, metallic surface, possibly a ledge or a piece of machinery. The background is a dark, industrial setting with blue and green lighting, suggesting a high-tech environment. There are some blurred figures in the background, possibly other characters or enemies.

Legendary Creature — Human Hero Villain M

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

2/3

U 0042
MSH+EN SMURTHOULE
© MARVEL
TM & © 2026 Wizards of the Coast

White Widow, Free Agent

3

Legendary Creature — Human Hero Villain

When White Widow enters, choose one —

- Put a +1/+1 counter on each of up to two target creatures.
- Return target artifact or enchantment card from your graveyard to your hand.

“For years I wanted to be you, Natasha, but I make my own way now.”

U 0042
MSH • EN SMURFVILLE

© MARVEL
TM & © 2026 Wizards of the Coast

2/3

White Widow, Free Agent	3*
Legendary Creature — Human Hero Villain M	
<p>When White Widow enters, choose one —</p> <ul style="list-style-type: none"> • Put a +1/+1 counter on each of up to two target creatures. • Return target artifact or enchantment card from your graveyard to your hand. <p><i>"For years I wanted to be you, Natasha, but I make my own way now."</i></p>	
U 0042 MSH-JEN © SMITHVILLE	MARVEL TM & © 2016 Wizards of the Coast