

SCARLET WITCH  
WANDA MAXIMOFF



UNIQUE HERO  
MUTANT  
REBEL  
SELF-DOUBTING  
MEDIUM 5

### HEX PHENOMENA

During setup, place 6 Hex Markers on this card. During transition, Scarlet Witch may move a Hex Marker from this card to the card of a figure within 6 clear spaces. After a figure with 1+ Hex Markers on its card rolls a d20 or combat dice, she may remove 1 Hex Marker from its card and have it reroll any of those dice.

### TWISTED REALITY

Before Scarlet Witch is defeated by an enemy, roll 1 damage die against that enemy for each Hex Marker it has.

### WEAK-MINDED 3

If any player rolls a d20 to take control of Scarlet Witch, that player may add or subtract 3 from the roll.

### MAGICAL DEFENSE 1

When an enemy without Magical Affinity attacks, Scarlet Witch ignores all but 1 wound.

