



ABRA KADABRA

CITIZEN ABRA

SMOKE AND MIRRORS

Instead of moving normally with Abra Kadabra, you may choose a small or medium figure within 4 clear sight spaces. Switch Abra Kadabra with the chosen figure, if possible. Figures moved by Smoke and Mirrors will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

ROGUE

DRAMATIC

MEDIUM 5

64TH CENTURY TECHNO-MAGIC

When an opponent's figure is attacked by Abra Kadabra, you may choose for that opponent to roll 1 additional defense die. If you do, after defense dice are rolled, you may subtract 1 skull, shield, or blank from that result.

FAUX MAGICAL DEFENSE

When Abra Kadabra is attacked by an opponent's figure that does not have the Magical Defense or Faux Magical Defense special power, the most wounds Abra Kadabra can take for this attack is one.



4 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 3

160

POINTS

