



BLACK ALICE
LORI ZECHLIN

BORROWED POWERS

Start the game with a white, a green, and a red Power Theft Marker. After rolling for initiative, you may place one of your Power Theft Markers on this card and remove any other Power Theft Markers from this card. After taking a turn with Black Alice, if there is a Power Theft Marker on this card, you must roll the 20-sided die. If you roll 1-4, remove that marker from the game.

POWER OF SHAZAM

While the white Power Theft Marker is on this card, Black Alice has the Flying and Super Strength special powers and adds 2 to her Move, Attack, and Defense numbers. At the end of the round, remove one Wound Marker from this card.

POWER OF VENGEANCE

While the green Power Theft Marker is on this card, Black Alice adds 4 to her Attack number and if she is attacked by an adjacent figure and at least one skull is rolled, roll the 20-sided die. If you roll 14 or higher, Black Alice takes no damage.

POWER OF HELLFIRE

While the red Power Theft Marker is on this card, Black Alice adds 4 to her Range number and 2 to her Attack number. When attacking a non-adjacent figure with Black Alice, you may choose up to 2 figures adjacent to the defending figure to also be affected by this attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.



HOMO MAGI

UNIQUE HERO

OUTLAW

MOODY

MEDIUM

5



4 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	4

190
POINTS