



MARVEL

BLACK PANTHER

T'CHALLA

INSIGHTFUL AVENGER

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. If you win initiative, for the remainder of the round after revealing an Order Marker on the card of a Hero you control that has an Avenger Marker on its card and taking a turn with only that Hero, you may take a turn with a Unique Hero that is a King or Visionary you control other than that figure, and you may not take any additional turns.



HUMAN

UNIQUE HERO

VISIONARY

HONORABLE

MEDIUM 5

FENDING DAGGERS 14

Black Panther may move through all figures and is never attacked when leaving an engagement. When a figure moves into engagement with Black Panther or a friendly figure within 4 clear sight spaces of Black Panther, you may roll the 20-sided die. If you roll 14 or higher, that figure receives a wound.

VIBRANIUM FORCE BURST

If you roll a blank when defending with Black Panther, ignore all but 1 wound from the attack and, if the attacking figure is adjacent to him, move that figure up to 4 spaces in a straight line away from Black Panther, without taking any leaving engagement attacks.



4

LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 6

210

POINTS