

MARVEL

BLACK PANTHER
SHURI

TAKING CHARGE

Once per round, if you win initiative, before revealing an Order Marker on another card you control, you may instead move that Order Marker to this card. If you do, add 2 to Black Panther's Move number this turn and she may attack any and all figures adjacent to her adding 1 automatic skull to whatever is rolled for each attack. Roll each attack separately.

ADAMANTIUM TIPPED CLAWS

Figures subtract 1 from their Defense numbers when attacked by Black Panther with an adjacent normal attack.

VIBRANIUM ARMOR

When rolling defense dice against a normal attack, add 1 automatic shield to whatever is rolled and if at least one blank is rolled, the most wounds Black Panther can take from this attack is one.



HUMAN

UNIQUE HERO

QUEEN

AGGRESSIVE

MEDIUM

5

4

LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 5

170

POINTS