

MARVEL

BROTHER VOODOO

JERICO DRUMM

MYSTICAL SMOKE

After revealing an Order Marker on a card you control, you may reveal an "X" Order Marker on this card. Until you reveal your next numbered Order Marker, Brother Voodoo and all adjacent friendly figures do not have any visible hit zones and will not take any leaving engagement attacks.

SPIRIT POSSESSION

After revealing a numbered Order Marker on this card and instead of attacking with Brother Voodoo, you may choose an opponent's Unique Hero within 5 clear sight spaces and roll the 20-sided die. If you roll 8 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. After taking a turn with the chosen Hero, you may reveal an "X" Order Marker on this card and roll the 20-sided die. If you roll 6 or higher, place a Wound Marker on this card and take one additional turn with the chosen figure. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before the Spirit Possession. All Order Markers that were on the chosen Hero's card will stay on the card.

MAGICAL DEFENSE

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



HUMAN

UNIQUE HERO

MYSTIC

STOIC

MEDIUM 5



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

210 POINTS