



MARVEL

DAZZLER
ALISON BLAIRE

DAZZLED

Start the game with 3 white Dazzle Markers on this card. After taking a turn with Dazzler, you may choose an opponent's Unique Hero within 5 clear sight spaces and place a Dazzle Marker on its Army Card. A figure with one or more Dazzle Markers on its card subtracts 1 from its Move, Range, Attack, and Defense numbers to a minimum of 1. Figures with the Blind Warrior or Sensory Assault special power are not affected by Dazzled. At the end of each round, all of your Dazzle Markers are returned to this Army Card.

SENSORY ASSAULT

If Dazzler has clear sight on a non-adjacent figure's Target Point, Dazzler rolls 1 additional attack die when attacking that figure with a normal attack.

4
LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	4

100
POINTS