

**MARVEL**

**ENCHANTRESS**

AMORA

**BEAUTY AND THE BRAWN**

At the start of the game, you may choose a Unique Hero you control with the Super Strength special power and a Range number of 1 listed on its card to be Enchantress's Bodyguard. If Enchantress is attacked and would receive one or more wounds while her Bodyguard is adjacent to her, instead of placing those wounds on this card, you may place those wounds on Enchantress's Bodyguard's card.

**AMORA'S CHARMS**

Before taking a turn with Enchantress, you may choose a Unique Hero within 4 clear sight spaces of Enchantress and roll the 20-sided die. Add 4 to the roll if the chosen figure is Enchantress's Bodyguard. If you roll 15 or higher, take temporary control of that Hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before being Charmed, and you may not take any additional turns with any other figures you control other than Enchantress. All Order Markers that were on the chosen Hero's card will stay on the card.

**MAGICAL DEFENSE**

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



**ASGARDIAN**  
**UNIQUE HERO**  
**SORCERESS**  
**CHARMING**  
**MEDIUM 5**

**5 LIFE**

**MOVE 5**  
**RANGE 5**  
**ATTACK 5**  
**DEFENSE 5**

**330 POINTS**

