

**MARVEL**

**ENCHANTRESS**

AMORA

**ENCHANTMENT**

After revealing an Order Marker on this card, instead of taking a turn with Enchantress, you may choose a Unique Hero you control within 4 clear sight spaces of Enchantress that does not have the Super Strength special power. Take a turn with the chosen Hero. During this turn, the chosen Hero has Super Strength, and adds 1 to its Attack number.

**SOUL SWAP**

Once per game, if a Unique Hero figure you control without the Mental Shield special power that is within 4 clear sight spaces of Enchantress is attacked by an enemy Unique Hero that is within 4 clear sight spaces of Enchantress and your defending figure receives no wounds, you may reveal an "X" Order Marker on this card. Players switch control of the defending and attacking figures, and their Army Cards. Remove all Order Marker from both Army Cards. If Enchantress is destroyed, all figures and cards affected by Soul Swap return to the players who controlled them before the Soul Swap.

**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

370

POINTS