

MARVEL

FANTOMEX

CHARLIE CLUSTER-7

MUTATE

UNIQUE HERO

MERCENARY

DECEPTIVE

MEDIUM 5

MISDIRECTION 14

When an opponent's figure within 6 spaces targets Fantomex for an attack, you may roll the 20-sided die. If you roll 14 or higher, Fantomex takes no damage and you may choose an opponent's figure within 3 clear sight spaces that is not the attacking figure. Switch Fantomex with the chosen figure and the attacking figure must target and attack the chosen figure, even if engaged. Figures switched with Misdirection 14 never take any leaving engagement attacks.

PHANTOM WALK

Fantomex can move through all figures and is never attacked when leaving an engagement.

DOUBLE ATTACK

When Fantomex attacks, he may attack one additional time.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Fantomex.

4 LIFE

MOVE 6

RANGE 6

ATTACK 4

DEFENSE 5

260

POINTS