



MAGENTA

FRANCES KANE

MAGNETIC THROW DEFENSE 17

If an opponent's figure within 5 clear sight spaces of Magenta targets a figure you control for an attack, you may roll the 20-sided die. If you roll 17 or higher, that figure cannot attack this turn and you may place it on any empty space within 4 spaces of its current placement. After that opponent's figure is placed, it receives a wound. Thrown figures do not take any leaving engagement attacks.



METAHUMAN

UNIQUE HERO

ROGUE

CONFLICTED

MEDIUM

5

ELECTROMAGNETIC PULSE DISRUPTION

When an opponent rolls the 20-sided die for a figure they control within 5 clear sight spaces of Magenta, you may subtract 1 from the roll, or 3 from the roll if the opponent's figure is an Android, Cyborg, or has the Steel Skin special power.



4

LIFE

MOVE

5

RANGE

5

ATTACK

3

DEFENSE

4

130

POINTS

