

MARVEL
MALEKITH

ILLUSIONARY ARTS

If Malekith or a friendly figure within 3 spaces of Malekith is targeted for an attack, you may reveal an "X" Order Marker on this card. Choose a figure other than the attacker within 6 clear sight spaces of Malekith and switch the targeted figure with the chosen figure. The attacking figure must then target and attack the chosen figure, if possible. Figures moved with this special power will not take any leaving engagement attacks.

DARK FAERIE DECEPTION

Before taking a turn with Malekith, if there is at least one unrevealed Order Marker on this card, you may choose an opponent. For the remainder of the turn, all figures controlled by that opponent are considered friendly to Malekith.

MAGICAL DEFENSE

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



DARK ELF

UNIQUE HERO

TRICKSTER

DECEPTIVE

MEDIUM 5

4 LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 4

220 POINTS

