

MARVEL

MOJO

MOJOVISION REALITY PROGRAMMING

After revealing an Order Marker on this card, instead of attacking with Mojo, if he is unengaged, you may choose a figure within 8 spaces of Mojo and roll the 20-sided die. If you roll 13 or higher, and the chosen figure is:

- a figure you control, you may take a turn with that figure;
 - an opponent's figure, you may remove one unrevealed Order Marker at random from the chosen figure's card; or
 - a destructible object, each figure on or adjacent to it receives one wound.
- When Mojo uses Mojovision Reality Programming, he may use it one additional time. Mojo may remove a maximum of 1 Order Marker from a single opponent's Army each turn.

EXPERT CLIMBING

When moving up levels of height to move onto a space with Mojo, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Mojo's height of 6 when climbing. Mojo never takes falling damage or major falling damage.



SPINELESS ONE

UNIQUE HERO

ENTERTAINER

OBNOXIOUS

MEDIUM

6

5

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

200

POINTS