



**MARVEL**

**MYSTIQUE**  
RAVEN DARKHÖLME

**IMPERSONATE**

Before placing Order Markers for each round, you may choose an opponent's medium Unique Hero on the battlefield. While the chosen Hero is on the battlefield, Mystique cannot be attacked by, targeted or chosen for special powers by, or take any leaving engagement attacks from any figure in the chosen Hero's army except for the chosen Hero.

**OUTCAST ASSAULT**

After revealing an Order Marker on this card and before taking a turn with Mystique, if you did not choose a hero for Impersonate this round, you may roll the 20-sided die.

- If you roll 1-7, nothing happens;
- If you roll 8-18, you may immediately take a turn with one other Unique Outcast Hero you control; or
- If you roll 19 or higher, you may immediately take a turn with up to two other Unique Outcast Heroes you control.

Any figures taking a turn with Outcast Assault must be within 8 clear sight spaces of Mystique before moving. After using Outcast Assault, you may not take any additional turns with other figures you control.

**5**  
LIFE

**MOVE** 6

**RANGE** 1

**ATTACK** 5

**DEFENSE** 5

**200**  
POINTS