

**MARVEL**

**NIGHTCRAWLER**  
KURT DARKHÖLME

**BAMF! TELEPORT**

Instead of his normal move, Nightcrawler may use BAMF! Teleport. To teleport, place Nightcrawler on an empty space within 3 spaces of his current placement. When Nightcrawler teleports on his turn, you may either add 7 spaces to his teleport movement or, after teleporting, Nightcrawler may teleport two additional times. When using BAMF! Teleport, Nightcrawler will not take any leaving engagement attacks.



**MUTANT**

**UNIQUE HERO**

**REBEL**

**RELENTLESS**

**MEDIUM 5**

**RUTHLESS TELEPORTATION**

Each time before Nightcrawler moves with his BAMF! Teleport special power, you may choose a figure adjacent to Nightcrawler. After placing Nightcrawler with BAMF! Teleport, roll one unblockable attack die against the chosen figure. After inflicting a wound with this special power, if that chosen figure has only one Life remaining, you may roll one additional unblockable attack die against that figure. A figure may not be chosen for Ruthless Teleportation more than once per turn. If Nightcrawler uses his Ruthless Teleportation, he cannot attack this turn.

**BAMF! EVASION**

If Nightcrawler defends against an attack and you roll at least one blank, Nightcrawler takes no damage and may immediately use his BAMF! Teleport special power.



**4**  
**LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 4**

**DEFENSE 4**

**230**

**POINTS**