

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.

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.



MUTANT

UNIQUE HERO

REBEL

RELENTLESS

MEDIUM

5

4
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

230

POINTS