



**MARVEL**

**ROGUE**  
ANNA MARIE

**DRAINING TOUCH**

Start the game with 1 black Drain Marker. Instead of attacking, you may choose an adjacent figure that is not an Android or a destructible object. Roll the 20-sided die. If you roll 11 or higher, the chosen figure receives one wound and, if that figure is a Unique Hero, you may place your Drain Marker on its card (removing the Drain Marker from a previous card, if any). At the end of the round or when Rogue is destroyed, remove your Drain Marker from the chosen figure's card.

**POWER TRANSFER**

While your Drain Marker is on another figure's card, Rogue must use that card's Attack and Defense numbers in place of her own and may use any of its special powers in addition to her own. If any of its special powers refer to that figure or that figure's card, they refer to Rogue or Rogue's card instead. A figure with your Drain Marker on its card cannot use any special powers on its card.



MUTANT

UNIQUE HERO

REBEL

CONFLICTED

MEDIUM

5



5  
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

300  
POINTS

