



MARVEL

SCARLET WITCH
WANDA MAXIMOFF



- MUTANT**
- UNIQUE HERO**
- SORCERESS**
- MERCURIAL**
- MEDIUM 5**

UNCANNY AVENGER

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. At the beginning of your turn, you may place a destroyed figure in your army that has an Avenger Marker on its card onto an empty space within 4 clear sight spaces of Scarlet Witch. The placed figure cannot be destroyed. Before taking a turn with Scarlet Witch, you may take a turn with the placed figure, and you may not take additional turns other than with Scarlet Witch. At the end of your player turn, remove the placed figure from the game.

CHAOS BOLTS

When attacking normally with Scarlet Witch, multiply the skulls in her attack by 1 + X. X is the number of blanks in her attack. After attacking normally with Scarlet Witch, if she did not inflict one or more wounds, she may attack normally one additional time.

MAGICAL DEFENSE

When Scarlet Witch is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Scarlet Witch can take for this attack is one.

4 LIFE

MOVE	6
RANGE	4
ATTACK	3
DEFENSE	6

330 POINTS

