



MARVEL

SCARLET WITCH
WANDA MAXIMOFF

HEX PHENOMENA 6

Start the game with 6 red Hex Markers on this card. After moving and before attacking, you may choose a figure within 6 clear sight spaces of Scarlet Witch and place a Hex Marker from this card onto the chosen figure's card. After attack dice, defense dice, or the 20-sided die is rolled for a figure with a Hex Marker on its card, you may immediately remove one Hex Marker from its card to re-roll any dice once.



MUTANT

UNIQUE HERO

REBEL

SELF-DOUBTING

MEDIUM 5

TWISTED REALITY

When Scarlet Witch is destroyed by an enemy figure, one at a time, for each Hex Marker on an enemy figure's card, roll an unblockable attack die against that figure.

MANIPULATED MIND 3

If any player rolls the 20-sided die to take temporary control of Scarlet Witch, that player may add 3 to the roll.

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 6

ATTACK 4

DEFENSE 4

255

POINTS

