

MARVEL

SELENE GALLIO

PSYCHIC VAMPIRE

Subtract 1 from Selene's Move and Attack numbers for each Wound Marker on this card. After moving and instead of attacking, you may choose an adjacent figure that is not an Android, Cyborg, or destructible object. Roll 2 combat dice. If you roll a skull on every die, remove up to that many Wound Markers from this card and place them on the chosen figure's card.

INANIMATE OBJECT CONTROL 9

Instead of attacking, you may choose a destructible object, Fortress Wall, or obstacle within 5 spaces of Selene and up to 9 figures on or within 2 spaces of that destructible object, Fortress Wall, or obstacle. Roll the 20-sided die for each figure, subtracting 5 from the roll if Selene does not have clear sight on the chosen figure. If you roll 9 or higher, that figure receives a wound.

MAGICAL DEFENSE

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



MUTANT

UNIQUE HERO

SORCERESS

DECEITFUL

MEDIUM

5



6

LIFE

MOVE 7

RANGE 5

ATTACK 7

DEFENSE 5

360

POINTS