

MARVEL

SERSI

MATTER MANIPULATION 5

After revealing an Order Marker on this card and instead of taking a turn with Sersi, you may roll 5 combat dice. For each shield rolled, place a Wound Marker on or remove a Wound Marker from the Army Card of a figure within 4 clear sight spaces of Sersi.

TELEKINETIC TOSS 11

After moving and before attacking, you may choose either Sersi or a small or medium figure within 4 clear sight spaces of Sersi. Roll the 20-sided die. If you roll 11 or higher, you may place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll 1 unblockable attack die against that figure. Placed figures will not take any leaving engagement attacks.

REGENERATION

Instead of attacking with Sersi, roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.



ETERNAL

UNIQUE HERO

PROTECTOR

INTUITIVE

MEDIUM

5



7 LIFE

MOVE 5

RANGE 4

ATTACK 6

DEFENSE 4

450 POINTS

