

**MARVEL**

**SHADOWCAT**  
KITTY PRYDE

**GHOST ASSASSIN**

Shadowcat can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. After moving, you may choose a figure Shadowcat moved through. Roll one unblockable attack die against the chosen figure. A figure may not be chosen for Ghost Assassin more than once per turn.



MUTANT

UNIQUE HERO

REBEL

RUTHLESS

MEDIUM

4

**ADAMANTIUM CLAWS**

Figures subtract 2 from their defense dice when attacked by Shadowcat with an adjacent normal attack.

**REACTIONARY PHASING**

If Shadowcat is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die, adding 6 to your roll if the attacking figure is not adjacent to Shadowcat. If you roll 12 or higher, Shadowcat takes no damage.



4

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

185

POINTS