

MARVEL

SHADOWCAT

KITTY PRYDE

AIRWALKING

Before moving normally with Shadowcat, you may subtract 3 from her Move number. If you do, Shadowcat has the Flying special power for the remainder of her turn, but may not move up more than 12 levels.

PHASE MASTERY

Shadowcat can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. After moving Shadowcat on your turn, you may choose one figure she moved through. If the chosen figure is:

- a friendly figure, place it adjacent to Shadowcat, ignoring leaving engagement attacks.
- an opponent's figure, it rolls 1 fewer defense die when attacked by Shadowcat this turn, or 2 fewer defense dice if the chosen figure is an Android.

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 6

RANGE 1

ATTACK 4

DEFENSE 4

170

POINTS