

VAMPIRELLA

TOAST OF DRAGONLION
Instead of attacking, you may choose an opponent's figure adjacent to Vampirella. Roll X unblockable attack dice against the chosen figure, where X is equal to half the number of Wound Markers on the card of Vampirella or a friendly figure within 4 clear sight spaces of Vampirella, rounded down, to a maximum of 3 dice. If the chosen figure is destroyed, remove one Wound Marker from this card and add 1 to Vampirella's Attack number for the rest of the round.

VAMPIRIC MESMERISM
Before an adjacent opponent's figure would take a turn, you may remove an unrevealed Order Marker from this card and roll the 20-sided die. If you roll 9 or higher, that figure's turn immediately ends. Take temporary control of the chosen figure and move it up to 4 spaces.

EVASIVE FLYING
When Vampirella starts to fly, she will not take any leaving engagement attacks. When Vampirella rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move Vampirella one space for each shield rolled.

