



VIXEN

MARI JIWE MCCABE

MORPHOGENETIC FIELD

After rolling for initiative, you must choose only one of the other special powers on this card for Vixen to use for the remainder of this round. Place the appropriate brown Animal Marker on this card. At the end of each round, remove the Animal Marker from this card.

BEAR POWER

Vixen may add 2 to her Attack number and may attack any or all figures adjacent to her.

RHINO POWER

Vixen may add 2 to her Defense number and has the Super Strength special power.

CHEETAH POWER

Vixen may add 3 to her Move number and will not take any leaving engagement attacks.

EAGLE POWER

Vixen cannot be targeted by non-adjacent attacks and has the Flying special power.



HUMAN

UNIQUE HERO

WARRIOR

LOYAL

MEDIUM

5

4

LIFE

MOVE

5

RANGE

1

ATTACK

4

DEFENSE

4

150

POINTS

