

MARVEL

WICCAN

WILLIAM KAPLAN

YOUNG AVENGERS TELEPORT

Once per round, instead of moving normally with Wiccan, you may choose an adjacent friendly figure or two adjacent friendly figures if at least one is a Rookie Hero. Place Wiccan on any empty space within 8 spaces. Place the chosen figures on any empty spaces adjacent to Wiccan. Figures moved with Young Avengers Teleport will not take any leaving engagement attacks.



MUTANT

UNIQUE HERO

ROOKIE

PROUD

MEDIUM 5

REALITY WARPER

Once per round, after attacking with Wiccan, you may choose one marker on the card of Wiccan or a figure within 5 clear sight spaces of Wiccan and roll the 20-sided die, adding 6 to your roll if Wiccan did not move this turn. If you roll 16 or higher, remove the chosen marker. If the chosen marker is a Wound Marker, you may immediately inflict a wound on any figure within 5 clear sight spaces of Wiccan.

MAGICAL DEFENSE

When Wiccan is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Wiccan can take for this attack is one.



4

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

200

POINTS