

MARVEL

XEMNU

**XEMNU FROM
THE MAGIC PLANET**

When an opponent moves a figure they control without the Mental Shield special power normally, that figure must end its movement closer to Xemnu than it started, if possible.



XEM

UNIQUE HERO

CONQUEROR

CONTROLLING

LARGE 7

CYBERNETIC CONSUMPTION

If any figure ends its move adjacent to Xemnu, you must roll one unblockable attack die against that figure. If you inflict a wound, you may remove one Wound Marker from this card.

REACTIVE MIND CONTROL 16

If Xemnu is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 16 or higher, Xemnu takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before the Reactive Mind Control. Figures moved with this special power will not take any leaving engagement attacks.



**6
LIFE**

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

**360
POINTS**