



ZATARA

GIOVANNI ZATARA

MYSTICAL ALLIANCE

After revealing an Order Marker on this card, instead of taking a turn with Zatara, if he is within 6 clear sight spaces of an enemy figure, you may take a turn with up to two other Unique Hero figures you control with the Magical Defense special power. You may not take additional turns with other figures you control.



HOMO MAGI

UNIQUE HERO

MAGICIAN

PROTECTIVE

MEDIUM

5

ONE LAST TRICK

If Zatara is destroyed, you may choose a Unique Hero you control that has the Magical Defense special power and place Zatara on the chosen figure's Army Card. After taking a turn with the chosen Hero, if the chosen Hero has the identity Zatanna Zatara or if the chosen Hero attacked an enemy figure and did not inflict a wound, you may place Zatara on an empty space adjacent to the chosen Hero and take an immediate turn with Zatara. After taking a turn with Zatara this way, remove him from the game.

MAGICAL DEFENSE

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



4

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 3

230

POINTS

