

MARVEL

NIGHTCRAWLER
KURT WAGNER

BAMF! CARRY

Instead of his normal move, Nightcrawler may use BAMF! Carry. To BAMF! Carry, place Nightcrawler on an empty space within 3 spaces of his current placement. After placing Nightcrawler, you may choose a friendly tiny, small, or medium figure that was adjacent to Nightcrawler before he moved. Place the chosen figure on any empty space adjacent to Nightcrawler. Figures moved with BAMF! Carry will not take any leaving engagement attacks. After using BAMF! Carry on your turn, you may use it two additional times.

EN GARDE

Nightcrawler may attack with his normal attack up to 2 times at any point before, during, or after his normal move or BAMF! Carry movement as long as he is on a space where he could end his movement. When attacking with Nightcrawler, if he used his BAMF! Carry special power before attacking, the defending figure rolls 1 fewer defense die.

BAMF! PROTECTION

When defending against an attack with Nightcrawler, each blank rolled counts as 2 additional shields. After Nightcrawler or a figure you control adjacent to Nightcrawler rolls defense dice against an opponent's attack, you may immediately use Nightcrawler's BAMF! Carry special power.



MUTANT

UNIQUE HERO

PROTECTOR

DEVOUT

MEDIUM 5



4

LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 5

210

POINTS