

**MARVEL**

**NIGHTCRAWLER**  
KURT WAGNER

**BAMF!**

Instead of moving Nightcrawler normally, you may choose an empty space within 3 spaces of Nightcrawler. Place Nightcrawler on the chosen space. When Nightcrawler starts to Bamf!, if he is engaged he will not take any leaving engagement attacks. Nightcrawler may add 5 spaces to his Bamf! movement. If he does, he cannot attack this turn.



MUTANT

UNIQUE HERO

RECLUSE

DEVOUT

MEDIUM

5

**TELEPORTING BARRAGE SPECIAL ATTACK**

Range 1. Attack 3.

When Nightcrawler attacks with his Teleporting Barrage Special Attack, he may attack two additional times. Nightcrawler may use his Bamf! special power after each attack. Nightcrawler must use his Bamf! special power to move at least one space before each additional attack.

**TELEPORT EVADE**

If Nightcrawler is attacked by a normal attack from an opponent's figure, and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-12, roll defense dice normally. If you roll a 13 or higher, Nightcrawler takes no damage and may immediately move using his Bamf! special power. Nightcrawler can Teleport Evade only if he uses his Bamf! special power to move at least one space.



4

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 3

140

POINTS