

MARVEL

SIF

**SWORD SLASH
TELEPORTATION**

At the start of each round, before Order Markers are placed, you may roll 12 combat dice. Place Sif on any empty space within X spaces of her current location, where X equals the number of skulls rolled. You may choose one friendly figure that was adjacent to Sif before using this special power and place it on an empty space adjacent to Sif. Moved figures will not take any leaving engagement attacks.

FIERCE DEVOTION

When a Unique Champion Hero you control is destroyed, you may place any unrevealed Order Markers from its card on this card. For the rest of the round, when Sif attacks, she may attack one additional time.



-  **ASGARDIAN**
- UNIQUE HERO**
- GUARD**
- LOYAL**
- MEDIUM 5**

**6
LIFE**

MOVE	6
RANGE	1
ATTACK	6
DEFENSE	6

230
POINTS

