



ZATANNA

ZATANNA ZATARA

MISTRESS OF MAGIC

After combat dice are rolled for Zatanna or a friendly Unique Hero within 10 spaces of Zatanna, if they were not rolled for a special attack, you may roll the 20-sided die. If you roll 13 or higher, change one die rolled to a blank.



HOMO MAGI

UNIQUE HERO

MAGICIAN

TRICKY

MEDIUM 5

TRAP DOOR TELEPORTATION

Once per round, after revealing an Order Marker on the Army Card of a Unique Hero you control and instead of taking a turn with that Hero, you may immediately switch Zatanna and the Hero. After switching, take a turn with either Zatanna or that Hero, and you may not take any additional turns with other figures you control. Figures switched by Trap Door Teleportation never take any leaving engagement attacks.

SLEIGHT OF HAND

After a figure rolls defense dice against Zatanna's normal attack, if Zatanna has more blanks than the defending figure, the defending figure immediately receives one wound.

MAGICAL DEFENSE

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



4

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

220

POINTS