

MARVEL
COSMO

CONTINUUM CORTEX

After revealing an Order Marker on the card of a figure you control and instead of taking a turn with that figure, if Cosmo is in your Start Zone, you may remove any number of unrevealed Order Markers from this card. For each Order Marker removed, you may choose a figure you control on the battlefield. If the chosen figure is not in your Start Zone, place it on an unoccupied space in your Start Zone. If the chosen figure is in your Start Zone, place the chosen figure on an unoccupied space on the battlefield that is not within 3 spaces of a Start Zone. Figures moved by this special power will not take any leaving engagement attacks and cannot be placed adjacent to any enemy figures.

TELEPATHIC PARALYSIS

After revealing an Order Marker on this card and attacking a figure without the Mental Shield special power, if at least 2 shields were rolled, you may remove one unrevealed Order Marker at random from the defending figure's card.

PSYCHIC DEFENSE X

Once per round, if Cosmo or any friendly figure within 3 spaces of Cosmo is attacked by a figure that does not have the Mental Shield special power, and at least 1 skull is rolled, you may reveal an "X" Order Marker on this card. If you do, the attacking player's turn immediately ends and the attacked figure receives no wounds.



-  **DOG**
- UNIQUE HERO**
- TELEPATH**
- LOYAL**
- SMALL 3**

3
LIFE

MOVE	5
RANGE	3
ATTACK	3
DEFENSE	5

160
POINTS