

MARVEL

CYCLOPS

SCOTT SUMMERS ©

APOCALYPTIC DEFECTOR

After rolling for initiative, if there is an Order Marker on this card, you may choose any player and subtract 2 from their roll, or 3 from their roll if you also control a Telepath.

RESCUE MISSION

You may add 1 to Cyclops' Range and Attack numbers when he attacks a non-adjacent figure that is engaged with a figure you control with his normal attack. If the defending figure receives one or more wounds from this attack and is not destroyed, you may immediately move each figure you control that is still engaged with the defending figure up to 2 spaces.

Figures moved by this special power will not take any leaving engagement attacks from the defending figure.

EVIL EYE DEFENSE

When rolling defense dice against a normal attack from a non-adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.



- MUTANT
- UNIQUE HERO
- REBEL
- DISCIPLINED
- MEDIUM 5

4
LIFE

MOVE 5

RANGE 8

ATTACK 4

DEFENSE 4

170

POINTS