

MARVEL

FIRELORD
PYREUS KRIL

THE POWER COSMIC

Before rolling attack or defense dice for Firelord, you may remove any number of unrevealed Order Markers from this card and add that number of skulls or shields to your roll.



XANDARIAN

UNIQUE HERO

HERALD

BOLD

MEDIUM 5

COSMIC HEAT

After Firelord moves normally, you may choose up to 3 figures Firelord passed over or was adjacent to at any point during this turn that do not have the Lava Resistant special power. For each chosen figure, roll 1 unblockable attack die against that figure, or 2 dice against that figure if he passed over it.

LAVA RESISTANT

Firelord never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



7
LIFE

MOVE	7
RANGE	5
ATTACK	6
DEFENSE	6

400
POINTS

