

MARVEL

JEAN GREY

TELEKINESIS 12

After moving and before attacking, you may choose either Jean Grey or a small or medium figure within 4 clear sight spaces of Jean Grey. Roll the 20-sided die. Add 1 to the roll for each Telepath you control adjacent to Jean Grey. If you roll 12 or higher, you may place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die for damage. If you roll 11 or higher, the figure receives 1 wound. Chosen figures do not take any leaving engagement attacks.

PSIONIC GRIP 12

Any time an opponent would begin the movement of Jean Grey or a figure within 4 clear sight spaces of Jean Grey, you may first roll the 20-sided die. Add 1 to the roll for each Telepath you control adjacent to Jean Grey. If you roll 12 or higher, the figure may not be moved.



MUTANT

UNIQUE HERO

TELEPATH

MERCIFUL

MEDIUM 5

4

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 5

180

POINTS

