



**MARVEL**  
**LOCKHEED**

**MUTANT PROTECTOR'S PET**

At the beginning of the game, you may choose one Unique Mutant Protector you control to be Lockheed's Companion. After revealing an Order Marker on his Companion's card and taking a turn with it, you may take a turn with Lockheed. If you do, you may not take any additional turns with other figures you control.

**FIRE SNORT SPECIAL ATTACK**

Range 2, Attack 3.  
Choose a figure to attack. You may also choose a figure adjacent to the targeted figure to be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Lockheed and figures with the Lava Resistant special power are not affected by this special attack.

**MENTAL SHIELD**

An opponent may never take temporary or permanent control of Lockheed.



**3**  
**LIFE**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>5</b>

**60**  
**POINTS**