

MARVEL

ONSLAUGHT

CORRUPTED MIND LINK

After revealing a numbered Order Marker on this card, instead of taking a turn with Onslaught, you may take a turn with up to two different Androids named Sentinel that you control or a Unique Mutant Hero you control. You may not take any additional turns with any other figures. Any figure that is taking a turn instead of Onslaught must be within 10 spaces of Onslaught before moving.



ENTITY

EVENT HERO

TELEPATH

SELF-RIGHTEOUS

HUGE 11

MAGNETIC ONSLAUGHT 9

Before moving, you may choose one figure within 4 clear sight spaces of Onslaught. Roll the 20-sided die. If you roll 9 or higher, throw the chosen figure by placing it on any empty space within 4 spaces of its original placement. After the figure is placed, it receives one wound. Thrown figures do not take any leaving engagement attacks. When Onslaught uses his Magnetic Onslaught, he may use it one additional time.

REALITY MANIPULATION X

Whenever Onslaught would receive two or more wounds, you may reveal an "X" Order Marker on this card to ignore up to two of those wounds. You may choose a figure within 4 clear sight spaces to receive any wounds Onslaught ignored.



15
LIFE

MOVE 6

RANGE 4

ATTACK 6

DEFENSE 6

1000

POINTS