



**MARVEL**

## PSYCHIC PROJECTION

### PSYCHIC TETHER

At the start of the game, place this Psychic Projection on any empty space in the Astral Plane instead of in your Start Zone, then choose a Unique Telepath Hero you control without a Tether Marker on its card and place this Psychic Projection's blue Tether Marker on the chosen Hero's card. While its Tether Marker is on that card, the chosen Hero is this Psychic Projection's Tether.

### PLANAR FORESIGHT

When rolling for initiative, you may add 2 to your roll if neither this Psychic Projection nor its Tether are engaged.

### LINKED CONSCIOUSNESS

Instead of taking a turn with its Tether, you may take a turn with this Psychic Projection. For the rest of the round, it may use any special powers on its Tether's Army Card and its Tether cannot move, attack, or use any special powers. If this Psychic Projection is destroyed, its Tether receives three wounds.

MANIFESTATION

UNCOMMON HERO

CONSTRUCT

FOCUSED

MEDIUM 5

3  
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

100  
POINTS