



MARVEL

PSYLOCKE
ELIZABETH BRADDOCK

PSYCHIC KNIFE

After moving and instead of attacking, you may choose an adjacent figure and roll the 20-sided die.

- If you roll 1-9, nothing happens;
- If you roll 10-16, the chosen figure receives 1 wound;
- If you roll 17-19, the chosen figure receives 2 wounds, and you may remove 1 unrevealed Order Marker at random from the chosen figure's Army Card;
- If you roll 20 or higher, the chosen figure is destroyed.

Destructible objects are not affected by Psychic Knife.

MASTER MARTIAL ARTIST

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled.

When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled, and all excess shields count as unblockable hits on the attacking figure.



MUTANT

UNIQUE HERO

TELEPATH

DETERMINED

MEDIUM 5



5

LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 5

250

POINTS