

MARVEL

QUENTIN QUIRE

DELINQUENT MUTANT SIDEKICK

After revealing an Order Marker on the Army Card of any other Unique Mutant Hero you control, you must immediately roll the 20-sided die. If you roll 8 or lower, you may not take any turns with Quentin Quire until the next time you reveal an Order Marker. If you roll 9 or higher, before taking a turn with that Mutant, you must take an immediate turn with Quentin Quire. If Quentin Quire takes a turn with this special power, you may not take any additional turns with other figures you control other than that Mutant.

PSYCHIC ASSAULT

Instead of moving and attacking with Quentin Quire, you may choose a figure within 5 spaces and roll the 20-sided die. If you roll 8-13, choose one of the following effects to use. If you roll 14-17, choose two of the following effects to use. If you roll 18 or higher, use all three of the following effects:

- the chosen figure receives one wound.
- view all unrevealed Order Markers on the chosen figure's card.
- remove 1 unrevealed Order Marker from the chosen figure's card.

You may use the chosen effects in any order. Destructible objects, Androids, Constructs, and figures with the Mental Shield special power are not affected by Psychic Assault.



MUTANT

UNIQUE HERO

TELEPATH

REBELLIOUS

MEDIUM

4



4 LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 4

130

POINTS