

MARVEL

STARDUST
LAMBDA-ZERO

THE POWER COSMIC

Before rolling attack or defense dice for Stardust, you may remove any number of unrevealed Order Markers from this card and add that number of skulls or shields to your roll.



ETHEREAL

UNIQUE HERO

HERALD

OBSESSIVE

MEDIUM 5

COSMIC HALBERD SLASH
SPECIAL ATTACK

Range 3. Attack 4.

Choose a figure to attack. You may also choose any number of figures adjacent to the chosen figure. Before rolling attack dice for this special attack, you may remove any number of unrevealed Order Markers from this card and add that many skulls to your roll. Roll attack dice once for all affected figures. After attacking with this special attack, Stardust may attack with this special attack one additional time.

ENERGY FORM

Stardust can move through all figures and is never attacked when leaving an engagement. If Stardust is not engaged with an enemy figure, they cannot be targeted by non-adjacent enemy figures for any attacks or special powers that require clear sight. After taking a turn with Stardust, remove 1 Wound Marker from this card.



6
LIFE

MOVE	8
RANGE	5
ATTACK	6
DEFENSE	5

400
POINTS