

**MARVEL**

**STEPFORD CUCKOO**  
ESME CUCKOO

**SHARED MIND**

After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

**COMBINED TELEPATHY SPECIAL ATTACK**

Range 3. Attack 3 + Special. Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

**MENTAL SHIELD**

An opponent may never take temporary or permanent control of this Stepford Cuckoo.



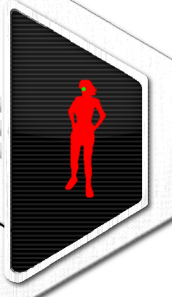
 **MUTANT**

**UNIQUE HERO**

**TELEPATH**

**HEARTLESS**

**MEDIUM 5**



**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>4</b>

**80 POINTS**