

MARVEL

KORVUS ROOK'SHIR

BLADE OF THE PHOENIX

Figures roll 2 fewer defense dice when defending against Korvus' normal attack. If Korvus is within 4 spaces of a figure with the Phoenix Fire special power you control after inflicting one or more wounds on a figure with his normal attack, you may roll 1 unblockable attack die against the defending figure. Figures with the Phoenix Fire special power are not affected by Blade of the Phoenix.



SHI'AR

UNIQUE HERO

PIRATE

STOIC

MEDIUM 5

SWEEPING BLADE SPECIAL ATTACK

Range Special. Attack 4.

Choose two spaces within 1 space of Korvus that are also within 1 space of each other. All other figures on or within 1 space of the chosen spaces that are no more than 3 levels higher than Korvus's height or 3 levels lower than his base are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.



5 LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 6

270 POINTS

