

MARVEL

CYCLOPS
SCOTT SUMMERS

TACTICAL INITIATIVE X

After rolling for initiative, you may add 1 to your roll for each Order Marker on this card, or you may reveal the "X" Order Marker on a Mutant Army Card you control to instead add 2 for each Order Marker on this card.



MUTANT

UNIQUE HERO

LEADER

DETERMINED

MEDIUM 5

LEADER OF THE X-MEN

After revealing a numbered Order Marker on this card and taking a turn with Cyclops, you may choose up to 2 other Mutant Unique Heroes you control within 8 clear sight spaces of Cyclops. Take a turn with one of the chosen Heroes during which it cannot move, and take a turn with the other during which it cannot attack. You may take the turns in either order and may not take any additional turns with other figures you control.

**OPTIC DESTRUCTION
SPECIAL ATTACK**

Range 4. Attack 5.
Choose a figure to attack. Any figures other than Cyclops who are adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures, and count each blank rolled as 2 additional skulls. Each figure rolls defense dice separately. This special attack may only be used once per game.



5
LIFE

MOVE 5

RANGE 8

ATTACK 4

DEFENSE 5

240
POINTS