

**MARVEL**

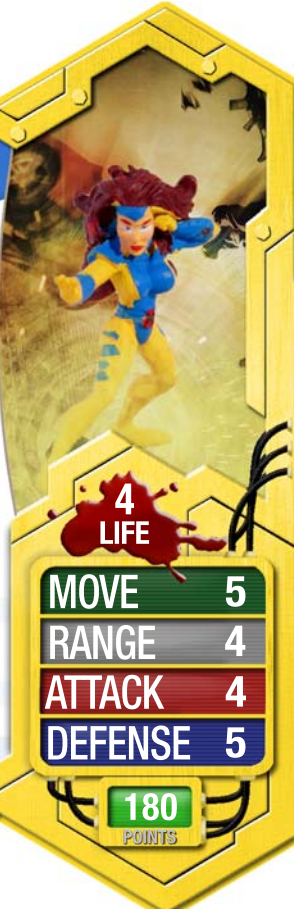
**JEAN GREY**


**TELEKINESIS 12**

After moving and before attacking, you may choose either Jean Grey or a small or medium figure within 4 clear sight spaces of Jean Grey. Roll the 20-sided die. Add 1 to the roll for each Telepath you control adjacent to Jean Grey. If you roll 12 or higher, you may place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die for damage. If you roll 11 or higher, the figure receives 1 wound. Chosen figures do not take any leaving engagement attacks.

**PSIONIC GRIP 12**

Any time an opponent would begin the movement of Jean Grey or a figure within 4 clear sight spaces of Jean Grey, you may first roll the 20-sided die. Add 1 to the roll for each Telepath you control adjacent to Jean Grey. If you roll 12 or higher, the figure may not be moved.



-  **MUTANT**
- UNIQUE HERO**
- TELEPATH**
- MERCIFUL**
- MEDIUM 5**

**4 LIFE**

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

**180**  
POINTS

