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MARVEL
PSYCHE

UNLOCKING THE INNER MIND
This Psyche does not start the game on the battlefield. Before your first turn of the game, if you control at least one Telepath or figure with the Magical Defense special power, you may choose an enemy Unique Hero without a Tether Marker or the Mental Shield special power and place this Psyche's blue Tether Marker on that card, the chosen Hero is this Psyche's Tether. Give control of this Psyche and its Army Card to the player who controls its Tether. The player must place this Psyche on any empty space in the Astral Plane.

MANIFESTATION
UNCOMMON HERO
CONSTRUCT
VULNERABLE
MEDIUM 4

RESTORATIVE BOOST
This Psyche adds one to its Defense number if its Tether is a Telepath or has the Magical Defense special power, or if its Tether is adjacent to one or more friendly Telepaths or figures with the Magical Defense special power. If this Psyche destroys an enemy Manifestation, remove your Tether Marker from the game.

LINKED CONSCIOUSNESS
Instead of taking a turn with its Tether, you may take a turn with this Psyche. For the rest of the round, it may use any special powers on its Tether's Army Card and its Tether cannot move, attack, or use any special powers. If this Psyche is destroyed, its Tether receives three wounds.

3 LIFE

MOVE 5
RANGE 1
ATTACK 3
DEFENSE 3

50 POINTS