



MARVEL

PSYCHO-MAN

CONTROL-BOX

Before taking a turn with Psycho-Man, you may choose an opponent's Unique Hero within 4 clear sight spaces of Psycho-Man and choose one of the other special powers on this card that has not yet been chosen this round. Roll the 20-sided die. If you roll 6 or higher, place the appropriate gray Control Marker on the chosen Hero's Army Card. While that marker is on that Hero's card, the chosen power affects that Hero. At the end of the round, remove the Control Marker from that card. Androids and figures with the Mental Shield special power are not affected by Control-Box.

FEAR

An affected Hero subtracts 2 from its Move and Defense numbers.

DOUBT

An affected Hero subtracts 2 from its Move and Attack numbers.

HATE

When an affected Hero takes a turn, all of its special powers are negated for that turn. The player controlling that Hero must choose a figure that is nearest to it and move it normally along a shortest path towards the chosen figure until it is adjacent to the chosen figure or has exhausted its movement. The affected Hero must attack the chosen figure, if possible.



- TRAANIAN
- UNIQUE HERO
- CONQUEROR
- MANIPULATIVE
- MEDIUM 5

5 LIFE

MOVE	5
RANGE	4
ATTACK	4
DEFENSE	6

250 POINTS