

MARVEL
PHOENIX FORCE

PSIONIC AVATAR

At the start of each round, before rolling for initiative, if all Order Markers are placed on this card, you may choose a Unique Telepath Hero you control to be the Psionic Avatar for the round. The Avatar must use Phoenix Force's Move, Range, Attack and Defense numbers in place of its own, and gains any of the Phoenix Fire, Flying, and Super Strength special powers that it does not have. As long as the Avatar is on the battlefield, whenever you reveal an Order Marker on this card, instead of taking a turn with Phoenix Force, you must take a turn with its Avatar.

PHOENIX FIRE

Anytime Phoenix Force receives one or more wounds or is destroyed, you must immediately roll 1 unblockable attack die against each adjacent figure, one at a time.

COSMIC INFERNO

When you roll an unblockable attack die for the Phoenix Fire special power, roll one additional unblockable attack die.



ENTITY
EVENT HERO
GUARDIAN
WILD
HUGE 15

10 LIFE

MOVE	7
RANGE	4
ATTACK	6
DEFENSE	7

1200 POINTS