

IRON GIANT

UNIQUE HERO
ROBOT
DESTROYER
UNYIELDING
HUGE 22



TRI SCORPION CANNONS

When an opponent reveals a numbered Order Marker, choose each figure within 3 spaces of Iron Giant, to a maximum of 3. If a chosen figure starts to move this turn, roll 1 damage die against it.

ENERGY CANNON SPECIAL ATTACK

Range 8. Attack 3.

All figures adjacent to the target are also affected. Roll +1 attack die for each skull rolled, to a max of 5 additional dice. After using this ability it is negated until this card is flipped.

YOU DON'T HAVE TO BE A GUN

At the end of your turn, if there are no enemies within 3 spaces of Iron Giant, flip this card.

WB • Inorganic

