

MARVEL

ATLAS

ERIK JOSTEN

IONIC IMBALANCE

Whenever Atlas would receive more than one wound from a normal or special attack, before placing Wound Markers, you may roll the 20-sided die.

- If you roll 1 or lower, all figures adjacent to Atlas receive two wounds and Atlas is destroyed.
- If you roll 2-5, place Wound Markers normally.
- If you roll 6-16, the most wounds Atlas can receive from this attack is one.
- If you roll 17 or higher, Atlas takes no wounds from the attack, and all figures adjacent to Atlas receive one wound.

GIGANTIC REACH

Atlas may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base.



MUTATE

UNIQUE HERO

CHARLATAN

REPENTANT

HUGE 8

5 LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

270

POINTS

