

**MARVEL**

**HUMAN TORCH**  
JIM HAMMOND

**FIREBALL SPECIAL ATTACK**

Range 5, Attack 4.

If Human Torch inflicts 1 or more wounds on a figure with this special attack, before placing Wound Markers, you may choose either the defending figure or a figure adjacent to the defending figure. After wounds are placed, roll 1 unblockable attack die against the chosen figure for each wound inflicted in that attack. Figures with the Lava Resistant special power are not affected by this special attack.

**LAVA RESISTANT**

Human Torch never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



**ANDROID**

**UNIQUE HERO**

**CRIME FIGHTER**

**DAUNTLESS**

**MEDIUM 5**



**5**

**LIFE**

**MOVE 6**

**RANGE 5**

**ATTACK 5**

**DEFENSE 4**

**150**

