

MARVEL**HUMAN TORCH**

JOHNNY STORM

FLAME ON 4

Once per turn, before Human Torch begins to fly and after receiving any damage from leaving engagement attacks that may apply, immediately roll the 20-sided die once for each figure engaged with Human Torch. If you roll 4 or higher, that figure receives two wounds. Figures with the Lava Resistant special power are not affected by Flame On 4.

SUPERNOVA SPECIAL ATTACK

Range Special. Attack 7.
All figures within 2 spaces of Human Torch are affected by Supernova Special Attack. Roll attack dice once for all affected figures. Each affected figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by Supernova Special Attack. After using Supernova Special Attack, all of Human Torch's special powers are negated, and his range is reduced to 1 for the entire game.

LAVA RESISTANT

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

**MUTATE****UNIQUE HERO****ADVENTURER****BRASH****MEDIUM 5****SUPERNOVA SPECIAL ATTACK**

Range Special. Attack 7.
All figures within 2 spaces of Human Torch are affected by Supernova Special Attack. Roll attack dice once for all affected figures. Each affected figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by Supernova Special Attack. After using Supernova Special Attack, all of Human Torch's special powers are negated, and his range is reduced to 1 for the entire game.

LAVA RESISTANT

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

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LIFE**MOVE 6**
RANGE 6
ATTACK 4
DEFENSE 4225
POINTS