

MARVEL

IMPOSSIBLE MAN

SHAPESHIFTING PRANKSTER

Before taking a turn with Impossible Man, you may choose an adjacent Unique Hero. Roll the 20-sided die, adding 8 to your roll if the chosen figure is an Adventurer or Scientist. If you roll 16 or higher, for this turn you may use any special powers on the chosen figure's Army Card. If the special power refers to the chosen figure or the chosen figure's card, it refers to Impossible Man or Impossible Man's card instead.

IGNORED

If a Unique or Event Hero starts its turn engaged with Impossible Man, the figure may choose to ignore Impossible Man. A figure that ignores Impossible Man cannot target him for any attacks or special powers this turn. If Impossible Man is ignored, he receives one wound and cannot make any leaving engagement attacks this turn.

POPPUPIAN POP

When Impossible Man defends against an attack, and you roll at least two blanks, Impossible Man takes no damage and you may immediately place him on any empty space up to 6 spaces away. When Impossible Man starts to pop, he will not take any leaving engagement attacks.



POPPUPIAN

EVENT HERO

TRICKSTER

TRICKY

MEDIUM 5



10
LIFE

MOVE 6

RANGE 3

ATTACK 5

DEFENSE 8

430

POINTS

