

MARVEL

IRON MAN
TONY STARK

**REPULSOR RAY SPECIAL
ATTACK**

Range 6, Attack 4.

If Iron Man inflicts one or more wounds on a small or medium figure with this special attack, you may choose up to 3 empty spaces in a straight line from the defending figure and place that figure on any of the chosen spaces. A figure moved by this special attack never takes any leaving engagement attacks and cannot be placed closer to Iron Man than its original placement. A figure moved by this special attack can receive any falling damage that may apply.

CIRCUITRY REROUTE 11

When Iron Man receives enough wounds to be destroyed, before removing Iron Man from the battlefield, roll the 20-sided die. If you roll 11 or higher, ignore any wounds. After using the Circuitry Reroute special power, Iron Man may not use any special power on this card for the remainder of the game.



HUMAN

UNIQUE HERO

PROTECTOR

ARROGANT

MEDIUM

5

4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 6

220
POINTS

