

MARVEL

IRON MAN

TONY STARK

REPULSOR BEAM 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. When Iron Man attacks with this special attack, he may attack one additional time.

HUMAN

UNIQUE HERO

CRIME FIGHTER

ARROGANT

MEDIUM 5

UNI-BEAM SPECIAL ATTACK

Range Special, Attack 6.

Choose 4 spaces in a straight line from Iron Man. All figures on those spaces who are in line of sight are affected by this special attack. Roll 6 attack dice once for all affected figures. Each affected figure rolls defense dice separately. After attacking with this special attack, roll the 20-sided die. If you roll 16 or higher, remove all Wound Markers from this card, and Iron Man cannot use any special power on this card for the remainder of the game.

4 LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 6

250 POINTS