

**MARVEL**

**IRON MAN**  
TONY STARK

**TACTICAL DOUBLE ATTACK**

When Iron Man attacks with a normal or special attack, he may attack one additional time with a normal or special attack.

**TYPE X REPULSOR PUNCH**  
**SPECIAL ATTACK**

Range 1. Attack 6.

If Iron Man inflicts one or more wounds with this special attack, place the defending figure, if possible, on an empty space that is exactly X spaces away from its original placement and directly away from Iron Man in a straight line. X is the number of wounds inflicted. If an Asgardian is moved by this special power, you may immediately reveal an "X" Order Marker on this card to roll one unblockable attack die against the defending figure for each wound it received from the attack. Figures moved by this special power will not take leaving engagement attacks and will take any falling damage that may apply.

**MYSTIC GEM CORE**

When defending against a normal attack from a figure that is not an Asgardian, the most wounds Iron Man can take from this attack is one.



HUMAN

UNIQUE HERO

GUARDIAN

ARROGANT

MEDIUM **6**

**6**  
LIFE

**MOVE 4**

**RANGE 4**

**ATTACK 4**

**DEFENSE 6**

**440**

POINTS

