

MARVEL

IRON MAN
ARNO STARK

**STARK TECH ARSENAL
SPECIAL ATTACK**

Range 4 + Special. Attack 4 + Special.
Before attacking with this special attack,
you may choose to do one of the following:

- add 2 to the range;
- subtract 1 shield from whatever the
defending figure rolls;
- count the minimum number of spaces
between Iron Man and the defending
figure and add one die to this special
attack for each space counted; or
- after attacking, if the defending figure
received one or more wounds, place it on
any empty space within 3 spaces of its
previous placement. The moved figure will
not take any leaving engagement attacks.

After attacking with this special attack, Iron
Man may attack with it one additional time.
Iron Man may not attack the same figure twice
in one turn.

TEMPORAL DEFENSE

Once per round, if Iron Man or any friendly
figure within 3 spaces of Iron Man is attacked
by an opponent's figure that does not have the
Temporal Defense special power, and at least
1 skull is rolled, you may reveal and remove
any numbered Order Marker on this card.

After removing the numbered Order Marker,
the opponent's turn immediately ends,
and the attacked figure receives
no wounds.



HUMAN

UNIQUE HERO

INDUSTRIALIST

ARROGANT

MEDIUM 5



4

LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 6

320

POINTS

