

**MARVEL**

## IRON MONGER

OBADIAH STANE

### TURBO BOOST

Before moving, you may add up to 3 to Iron Monger's Move number for the remainder of the turn. If you do, subtract the same number from his Range number for the remainder of the turn.

### IMPOSING PRESENCE

Opponents' figures engaged with Iron Monger subtract 1 die from their normal Attack number and 1 die from their Defense number, to a minimum of 1 die each.

### AIR-TO-SURFACE MISSILES

#### SPECIAL ATTACK

Range Special. Attack 2 + Special. After moving with the Flying special power, you may choose up to 2 figures Iron Monger passed over this turn. One at a time, roll attack dice for each chosen figure, rolling an additional attack die if that figure does not have the Flying or Stealth Flying special power. Destructible objects roll 2 fewer defense dice against this special attack. Iron Monger may attack the chosen figures, even if he is engaged with a different figure.



HUMAN

UNIQUE HERO

INDUSTRIALIST

INTIMIDATING

MEDIUM

6



3  
LIFE

MOVE 4

RANGE 4

ATTACK 5

DEFENSE 7

230

POINTS

