

MARVEL

MAGNETO
ERIK LEHNSHERR

MUTANT RECRUITMENT

At the start of the game, you may choose one Unique Mutant Hero's Army Card you control. For this game the chosen card's class is Outcast, regardless of what is listed on the card.


MAGNETIC ASSAULT 9

After moving and instead of attacking, you may choose one figure within 4 clear sight spaces of Magneto. Roll the 20-sided die. If you roll 9 or higher, throw the chosen figure by placing it on any empty space within 4 spaces of its original placement. After the figure is placed, it receives one wound. Thrown figures do not take any leaving engagement attacks. When Magneto uses his Magnetic Assault, he may use his Magnetic Assault one additional time.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Magneto.




MUTANT
UNIQUE HERO
OUTCAST
SELF-RIGHTEOUS
MEDIUM 5

5
LIFE

MOVE 5
RANGE 7
ATTACK 5
DEFENSE 7

375
POINTS

