

**MARVEL**

**MAGNETO**

ERIK LEHNSHERR ©

**THE REBELLION**

If you lose initiative, you may immediately reveal an Order Marker on the Army Card of a Unique Rebel Hero you control to take a turn with that figure. You may not take any additional turns with other figures you control.



**MUTANT**

**UNIQUE HERO**

**REBEL**

**DETERMINED**

**MEDIUM 5**

**X-MEN STAND TOGETHER**

While there is a revealed Order Marker on this card, any Mutant you control adjacent to one or more Mutants you control adds 1 to its Attack and Defense numbers and to any 20-sided die rolled for a special power on its card.

**REACTIVE TOSS 11**

If an opponent's small or medium figure moves adjacent to Magneto, you may roll the 20-sided die. If you roll 11 or higher, that figure's movement ends. Place the figure on any empty space within 3 spaces of its original placement. Tossed figures do not take any leaving engagement attacks and may only be targeted as they move into engagement with Magneto.



**5 LIFE**

**MOVE 5**

**RANGE 7**

**ATTACK 5**

**DEFENSE 5**

**355**

**POINTS**

