



**MARVEL**

**WONDER MAN**

SIMON WILLIAMS

**IONIC IMBALANCE**

Whenever Wonder Man would receive more than one wound from a normal or special attack, before placing Wound Markers, you may roll the 20-sided die.

- If you roll 1 or lower, all figures adjacent to Wonder Man receive two wounds and Wonder Man is destroyed.
- If you roll 2-5, place Wound Markers normally.
- If you roll 6-16, the most wounds Wonder Man can receive from this attack is one.
- If you roll 17 or higher, Wonder Man takes no wounds from the attack, and all figures adjacent to Wonder Man receive one wound.

**CELEBRITY STATUS**

Common Human figures adjacent to Wonder Man roll 1 fewer defense die to a minimum of 1 die.



**MUTATE**

**UNIQUE HERO**

**CELEBRITY**

**LOYAL**

**MEDIUM**

**5**

**6**

**LIFE**

**MOVE**

**6**

**RANGE**

**1**

**ATTACK**

**8**

**DEFENSE**

**6**

**350**

**POINTS**

