



**MARVEL**

**MANDARIN**  
GENE KHAN

**MAKLUAN RING COLLECTION**

Start the game with the Glyph of Makluan Electromagnetic Rings, the Glyph of Makluan Energy Rings, and the Glyph of Makluan Matter Rings on this card. Mandarin cannot lose these glyphs by receiving wounds unless he is destroyed.



**HUMAN**

**UNIQUE HERO**

**CONQUEROR**

**TYRANNICAL**

**MEDIUM 5**

**MENTO-INTENSIFIER RING**

An opponent may never take temporary or permanent control of Mandarin or any figure you control that is adjacent to Mandarin.

**5**  
**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 5**

**DEFENSE 5**

**280**

POINTS