

MARVEL

ARMOR
HISAKO ICHIKI

MUTANT SIDEKICK

After revealing an Order Marker on the Army Card of a Unique Mutant Hero you control and taking a turn with that Mutant, if Armor is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Armor, and you may not take any additional turns with other figures you control.

PSIONIC ARMOR

When Armor defends against an attack, each shield rolled counts for an additional block, unless the attacking figure is a Telepath or has the Sensory Assault special power. Armor's Defense number cannot be reduced by any special power.



- MUTANT**
- UNIQUE HERO**
- STUDENT**
- INSECURE**
- LARGE 6**

3
LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	4

100
POINTS

