



MARVEL

IRON MAN
TONY STARK

AVENGERS INITIATIVE

At the start of the game, you may choose up to 4 other Unique Heroes you control and place a white Avenger Marker on each of their cards. While Iron Man is in play, he and all figures you control with Avenger Markers on their cards are considered in clear sight of each other.

"I HAVE A PLAN: ATTACK!"

When rolling for initiative, you may add 1 to your roll for each figure you control with an Avenger Marker on its Army Card. If you win initiative, after revealing the first numbered Order Marker on an Army Card you control, if you do not immediately reveal the "X" Order Marker on this card, instead of taking a turn with that card, you must take a turn with Iron Man.

STARK INDUSTRIES ORDNANCE

Before attacking with Iron Man, you may choose to do one of the following:

- add 1 automatic skull to his attack; or
- attack one additional time this turn, targeting a different figure for each attack; or
- after attacking, if you rolled at least one skull, roll an unblockable attack die, one at a time, against each figure who was adjacent to the targeted figure before attack dice were rolled.



HUMAN

UNIQUE HERO

VISIONARY

SARCASTIC

MEDIUM **5**



4

LIFE

MOVE 6

RANGE 6

ATTACK 4

DEFENSE 6

270

POINTS

