

**MARVEL**

**IRON MAN**  
TONY STARK

**PROPULSION BOOTS**

Instead of his normal move, Iron Man may use his Propulsion Boots. Propulsion Boots has a move of 5. When counting spaces for Iron Man's Propulsion Boots movement, ignore elevations. Iron Man may propel over water without stopping, propel over figures without becoming engaged, and propel over obstacles such as ruins. Iron Man may not propel more than 12 levels up or down in a single use of Propulsion Boots. When using Propulsion Boots, Iron Man will take any leaving engagement attacks. Iron Man rolls 3 fewer attack dice on any turn that he uses Propulsion Boots.

**MAGNETIC TURBO INSULATOR**

After moving and before attacking, you may choose a small or medium figure within 4 clear sight spaces of Iron Man. Roll the 20-sided die. If you roll 9 or higher, you may place the chosen figure on any unoccupied space within 4 spaces of its original placement. The chosen figure will not take any leaving engagement attacks but will take any falling damage that may apply.



**HUMAN**

**UNIQUE HERO**

**DEFENDER**

**ARROGANT**

**MEDIUM**

**5**

**4**  
**LIFE**

**MOVE 4**

**RANGE 1**

**ATTACK 4**

**DEFENSE 5**

**70**  
**POINTS**

