



MARVEL

MAGNETO
ERIK LEHNSHERR

MAGNETIC SHIELD

Start the game with a Magnetic Shield Marker on this card. After revealing an Order Marker on this card, you may place or remove the Magnetic Shield Marker. While the Magnetic Shield Marker is on Magneto's card, when rolling defense dice, you may add 1 automatic shield to whatever is rolled. Magneto may not use Magnetic Throw while the Magnetic Shield Marker is on this card.

MAGNETIC THROW

After moving and instead of attacking, you may choose one small or medium figure within 4 clear sight spaces of Magneto. Roll the 20-sided die. If you roll 6 or higher, throw the chosen figure by placing it on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die for throwing damage. If you roll 11 or higher, the thrown figure receives 1 wound. Thrown figures do not take any leaving engagement attacks. When Magneto uses his Magnetic Throw, he may use his Magnetic Throw one additional time.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Magneto.



MUTANT
UNIQUE HERO
REVOLUTIONARY
DETERMINED
MEDIUM 5

4 LIFE
MOVE 5
RANGE 7
ATTACK 5
DEFENSE 5

310 POINTS