

**MARVEL**

**STILT-MAN**  
WILBUR DAY

**HIGH STEPPING**

When counting spaces for Stilt-Man's movement, elevation changes up to 8 levels count as one space. You may ignore Stilt-Man's height of 12 when climbing. Stilt-Man may step over water without stopping, step over figures smaller than huge without becoming engaged, and step over obstacles with a height of 8 or less.

**THE BIGGER THEY ARE . . .**

Stilt-Man is always considered to have height advantage over non-flying figures that have height less than 12.

**. . . THE HARDER THEY FALL**

When Stilt-Man is destroyed, before removing him from the battlefield, choose 4 spaces in a straight line from Stilt-Man. Roll an unblockable attack die against each figure on the chosen spaces.



HUMAN

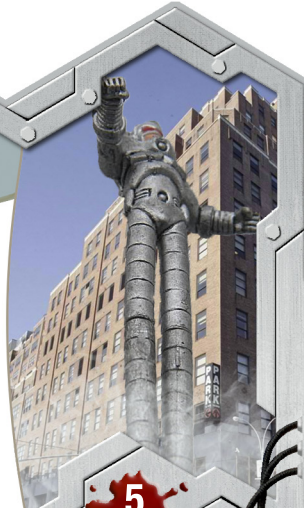
UNIQUE HERO

INVENTOR

ARROGANT

LARGE

12



5 LIFE

MOVE 7

RANGE 5

ATTACK 4

DEFENSE 5

150

POINTS

