



Heimdall

	390	Life 7
	Asgardian	Move 5
	Unique Hero	Range 1
	Guardian	Attack 6
	Vigilant	Defense 8
Marvel	Medium 5	

GUARDIAN OF THE BIFROST
At the start of the game, you may place a Glyph of Bifrost power-side up on any empty space on the battlefield that is not in a Start Zone. If Heimdall is in your Start Zone, instead of moving normally with Heimdall or an adjacent figure, you may immediately place that figure on any empty space within 2 spaces of a Glyph of Bifrost. Placed figures will not take any leaving engagement attacks.

GOD OF VIGILANCE
If Heimdall is in your Start Zone, you may add 8 to your initiative roll.

Balder Balder Odinson


	420	Life 7
	Asgardian	Move 6
	Unique Hero	Range 1
	Adventurer	Attack 7
	Brave	Defense 7
Marvel	Medium 5	

GOD OF LIGHT
Before taking a turn with Balder, you may reveal an "X" Order Marker on this card. For the rest of the round, other figures cannot use attacks or special powers that require clear sight against non-adjacent figures.

FRIGGA'S MAGIC BLESSING
When Balder would be destroyed in any way except by this special power, instead he takes no damage, and you must roll 1 combat die:
• If you roll a skull, place 1 Wound Marker on this card; or
• If you roll a shield, remove 1 Wound Marker from this card; or
• If you roll a blank, inflict 1 wound on any figure within clear line of sight.

RAGNAROK
When Balder is destroyed, roll 1 unblockable attack die against each figure on the battlefield, one at a time. For the rest of the game, all Asgardians add 2 additional dice to their attack and subtract 2 dice from their defense.

Sif

	230	Life 6
	Asgardian	Move 6
	Unique Hero	Range 1
	Guard	Attack 6
	Loyal	Defense 6
Marvel	Medium 5	

SWORD SLASH TELEPORTATION
At the start of each round, before Order Markers are placed, you may roll 12 combat dice. Place Sif on any empty space within X spaces of her current location, where X equals the number of skulls rolled. You may choose one friendly figure that was adjacent to Sif before using this special power and place it on an empty space adjacent to Sif. Moved figures will not take any leaving engagement attacks.

FIERCE DEVOTION
When a Unique Champion Hero you control is destroyed, you may place any unrevealed Order Markers from its card on this card. For the rest of the round, when Sif attacks, she may attack one additional time.

Asgardian Warrior

	190	Life 5
	Asgardian	Move 6
	Uncommon Hero	Range 1
	Warrior	Attack 5
	Disciplined	Defense 5
Marvel	Medium 5	

ASGARDIAN BATTLE FORMATION
After revealing an Order Marker on this card and moving this Asgardian Warrior, you may move each Asgardian you control that was adjacent to this Asgardian Warrior before moving. Moved figures must end their moves adjacent to this Asgardian Warrior.

RANKS OF ASGARD
If this Asgardian Warrior is adjacent to at least one Unique Asgardian Hero you control, add 1 to this Asgardian Warrior's Attack and Defense numbers.

SHIELD BASH SPECIAL ATTACK
Range 1. Attack 3.
When attacking with this special attack, all shields rolled count as extra skulls.


Destroyer Armor

	460	Life 8
	Asgardian	Move 7
	Event Hero	Range 1
	Construct	Attack 8
	Relentless	Defense 7
Marvel	Large 6	

DISINTEGRATION RAY 14
Instead of attacking, you may choose 5 spaces in a straight line from Destroyer Armor. All figures on the chosen spaces are affected. Roll the 20-sided die once for all affected figures. If you roll 14 or higher, all affected figures receive two wounds.

ODIN'S LIFE-FORCE ENCHANTMENT
When defending against a normal attack from a figure that is not an Asgardian or does not have the Magical Defense special power, the most wounds Destroyer Armor can take from this attack is one.

Odin Odin Borson


	620	Life 8
	Asgardian	Move 6
	Event Hero	Range 4
	King	Attack 7
	Valiant	Defense 7
Marvel	Medium 5	

ODIN FORCE
All Unique Asgardian Heroes you control add 1 to their Life numbers while you control Odin on the battlefield.

ASGARDIAN ALL-FATHER
After revealing an Order Marker on this card and instead of taking a turn with Odin, you may roll 12 combat dice. Take a turn with up to X other Asgardian Heroes you control, where X equals the number of blanks rolled.

ODINSLEEP
If there are 5 or more Wound Markers on this card at the end of any round, place the white Raven Marker on this card. While the Raven Marker is on this card, Order Markers may not be revealed on this card, and Odin cannot move, attack, or use any special power on any other Army Card or Glyph. At the end of the next round, if Odin has not been destroyed, remove the Raven Marker from the game and up to 2 Wound Markers from this card.


Blood Demons

	160	Life 1
	Demon	Move 5
	Common Squad	Range 1
	Tormentors	Attack 4
	Infernal	Defense 5
DC	Medium 5	

BLOOD CURSE
Anytime a Blood Demon is destroyed by a normal attack from an opponent's figure that is not a Demon, before removing that Blood Demon from the battlefield, roll one unblockable attack die against the attacking figure.

LAVA RESISTANT
A Blood Demon never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

Crime Alley Crooks

	65	Life 1
	Human	Move 5
	Common Squad	Range 1
	Thieves	Attack 3
	Greedy	Defense 3
DC	Medium 5	

FOUR-MAN JOB
After revealing an Order Marker on the card of a Unique Thief Hero you control and taking a turn with that Thief, you may take a turn with Crime Alley Crooks.

MUGGING
After taking a turn with Crime Alley Crooks, if you inflicted one or more wounds with any Crime Alley Crook's normal attack this turn, you may immediately move a Unique Thief Hero you control up to 4 spaces. Figures moved with Mugging will not take any leaving engagement attacks.

Fire Demons

	250	Life 1
	Demon	Move 6
	Unique Squad	Range 1
	Tormentors	Attack 4
	Relentless	Defense 6
Marvel	Medium 6	

FIRE AND BRIMSTONE
At the start of the game, before rolling for initiative, you may place up to 4 single-hex lava field tiles on any empty spaces on the battlefield if the lava field tiles fit normally onto those spaces.

FIRE SPAWNING 13
At the end of each round, you may choose one empty lava field or molten lava space on the battlefield and roll the 20-sided die. If you roll 13 or higher, you may place one of your previously destroyed Fire Demons on the chosen space.

LAVA RESISTANT
Fire Demons never roll for molten lava damage or lava field damage and do not have to stop in molten lava spaces.