

Mother Russia *Katarina Dombrovski*




160	Life 4
Human	Move 5
Unique Hero	Range 1
Criminal	Attack 4
Sadistic	Defense 5
Icon	Medium 5

MAKESHIFT WEAPONRY
When Mother Russia destroys an adjacent opponent's figure, she may use the Range number on the destroyed figure's Army Card for the remainder of her turn.

EFFICIENT KILLER
When Mother Russia destroys an opponent's figure with her normal attack, she may attack again. Mother Russia may continue attacking with her normal attack until she does not destroy a figure. Mother Russia cannot attack more than three times in a single turn.

HEADLOCK 11
If there is only 1 opponent's figure adjacent to Mother Russia, when that figure would begin its movement, you may first roll the 20-sided die. If you roll 11 or higher, that figure may not move or attack this turn. Headlock may only be used against small or medium figures without the Super Strength special power.

Red Mist *Chris Genevise*




50	Life 3
Human	Move 5
Unique Hero	Range 5
Crime Lord	Attack 2
Spoiled	Defense 2
Icon	Medium 5

PAYOFF
After revealing an Order Marker on this card and taking a turn with Red Mist, you may choose a Unique Criminal Hero within 3 clear sight spaces of Red Mist and reveal an "X" Order Marker on this card.

- If you control the chosen Hero, you may take an immediate turn with the chosen Hero.
- If you do not control the chosen Hero, once per game, you may take temporary control of that Hero and immediately take a turn with that Hero. At the end of that turn, control of the Hero returns to the player who controlled the Hero before the Payoff. All Order Markers that were on the chosen Hero's card will stay on the card. You may not take any additional turns with other figures you control.

COWARDLY TACTICS
Anytime Red Mist would receive one or more wounds, you may instead destroy any common or squad figure you control adjacent to Red Mist.

Allen the Alien




400	Life 7
Unopan	Move 6
Unique Hero	Range 1
Champion	Attack 7
Eager	Defense 6
Image	Medium 5

CHAMPION'S CHALLENGE
Allen the Alien rolls 1 additional attack die when attacking Champion figures. All Champion figures adjacent to Allen the Alien roll one additional attack die.

ADAPTIVE RESISTANCE
Allen the Alien receives one extra defense die for each Wound Marker on this card.

Angstrom Levy




225	Life 5
Mutate	Move 5
Unique Hero	Range 1
Antagonist	Attack 4
Vengeful	Defense 4
Image	Medium 5

ALTERNATE REALITIES
Start the game with a three-hex grass tile, called the Alternate Reality, near the battlefield. The Alternate Reality is considered part of the battlefield. Only a figure with this special power can affect the Alternate Reality or figures occupying the Alternate Reality while not occupying the Alternate Reality.

REALITY TRAP
After moving, you may choose Angstrom Levy or an adjacent opponent's figure. Place the chosen figure on any empty spaces on the Alternate Reality. Whenever any player reveals a numbered Order Marker, even if Angstrom Levy is destroyed, that player must roll the 20-sided die for each figure they control that occupies the Alternate Reality, one at a time, adding 6 to the roll if that figure has the Alternate Realities special power. If that player rolls 6 or lower, the figure receives a wound. If that player rolls 13 or higher, that player must place the figure on any empty spaces in that player's Start Zone. Figures moved with Reality Trap never take any leaving engagement attacks.

MEDICAL DIMENSION
Once per game, before placing Angstrom Levy in his Start Zone with the Reality Trap special power, you may remove up to 2 Wound Markers from this card.

Omni-Man *Nolan Grayson*




440	Life 7
Viltrumite	Move 8
Unique Hero	Range 1
Champion	Attack 8
Conflicted	Defense 6
Image	Medium 5

VILTRUMITE ENDURANCE
When defending against a normal attack from a figure that is not a Viltrumite, if at least one shield is rolled, the most wounds Omni-Man can take from this attack is one. At the start of any round, if there are 4 or more wounds on this card, you may remove 1 Wound Marker from this card.

OMNI-ASSAULT SPECIAL ATTACK
Range 1. Attack 5.
Instead of moving and attacking normally with Omni-Man, you may move Omni-Man up to 4 spaces. Omni-Man can attack up to 3 times with Omni-Assault Special Attack at any point before, during, or after this move as long as Omni-Man is on a space where he could end his movement.

Robot *Rudy Connors*



210	Life 5
Android	Move 6
Unique Hero	Range 4
Strategist	Attack 4
Calculating	Defense 4
Image	Large 5

TACTICAL ADVANTAGE 2
When rolling for initiative, you may add 2 to your roll if at least one Order Marker is on this card.

CARRY
Before moving Robot, you may choose an unengaged friendly small or medium figure adjacent to Robot. After you move Robot, place the chosen figure on an empty space adjacent to Robot.

GUARDING THE GLOBE!
After revealing an Order Marker on this card and taking a turn with Robot, if he did not move this turn, you may either:

- Take a turn with any Unique Hero you control within 6 clear sight spaces of Robot; or
- Move any 2 other figures you control up to 4 spaces each

Agent Hunter




130	Life 3
Mutate	Move 6
Unique Hero	Range 5
Agent	Attack 3
Determined	Defense 3
Image	Medium 5

AGENT INVINCIBLE 13
After taking a turn with Agent Hunter, or when he receives enough wounds to be destroyed, roll the 20-sided die. If you roll 13 or higher, remove all Wound Markers from this card and Agent Hunter is not removed from the battlefield.

SILVER WEAPONS
When Agent Hunter attacks, he may attack one additional time. Undead and Lycanthrope figures roll 2 fewer defense dice against Agent Hunter's normal attack.

Brit




240	Life 6
Mutate	Move 5
Unique Hero	Range 1
Soldier	Attack 5
Gruff	Defense 6
Image	Medium 5

FIELD LEADER
After revealing an Order Marker on this card and instead of taking a turn with Brit, you may take a turn with any Unique Hero you control within 6 clear sight spaces of Brit.

CRASH LANDING
After moving, if Brit used the Flying special power for any part of his movement, you must roll the 20-sided die. If you roll 1-4, Brit may not attack this turn.

IMPENETRABLE SKIN
When Brit defends against a normal or special attack, if at least one shield is rolled, the most wounds Brit can take from this attack is one.

Cecil Stedman



180	Life 4
Human	Move 5
Unique Hero	Range 5
Director	Attack 3
Cunning	Defense 3
Image	Medium 5

GOVERNMENT-FUNDED HEROES
At the start of the game, choose a Unique Hero you control. After revealing an Order Marker on this card and taking a turn with Cecil Stedman, you may either take a turn with the chosen Hero or any Agent Hero you control. If the chosen Hero is a Champion within 6 clear sight spaces of Cecil Stedman, you may roll 1 additional die when attacking with the chosen Hero this turn.

TAXPAYER TELEPORTATION TECH
Instead of moving normally, you may remove an unrevealed Order Marker from this card. If you do, you may place Cecil Stedman on any empty space within 10 spaces of his original placement. When starting to Teleport, Cecil Stedman will not take any leaving engagement attacks.

GLOBAL DEFENSE AGENCY
If Cecil Stedman is targeted for an attack by an opponent's figure, before any attack dice are rolled, you may remove an unrevealed Order Marker from this card and choose an unengaged Agent figure you control. Place the chosen figure on an empty space adjacent to Cecil Stedman or the attacking figure. After the chosen figure is placed, the attacking figure must target a figure again before any attack dice can be rolled.