


Donald Ferguson




160	Life 4
Cyborg	Move 5
Unique Hero	Range 5
Agent	Attack 4
Reserved	Defense 4
Image	Medium 5

SOLDIER COVER FIRE
If Donald Ferguson inflicts one or more wounds on an opponent's figure, you may move one Soldier figure you control that is within 8 clear sight spaces of Donald Ferguson up to 4 spaces.

ARM ROCKETS SPECIAL ATTACK
Range 4. Attack 4 + Special.
If Donald Ferguson has 2 or more Wound Markers on this card, subtract 2 dice from this special attack. After attacking with this special attack, Donald Ferguson may attack one additional time.

CYBERNETIC REPAIR X
At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.

Angel Liam




200	Life 6
Undead	Move 6
Unique Hero	Range 1
Protector	Attack 5
Brooding	Defense 4
Dark Horse	Medium 5

DARK AVENGER
Immediately after a friendly figure within 3 spaces of Angel rolls defense dice against a normal attack, you may move Angel adjacent to the defending figure, if possible. If Angel ends this move also engaged with the attacking figure, you may roll 1 unblockable attack die against that figure. When Angel uses Dark Avenger, he will take any leaving engagement attacks.

THE DEMON WITHIN
After taking a turn with Angel, if he inflicted one or more wounds with his normal attack, you must roll the 20-sided die. If you roll 1-4, choose an opponent to take control of Angel. Remove all Order Markers from this card, then give this card to the chosen opponent. If Angel is controlled by a player that did not control Angel at the start of the game, Angel cannot use his Dark Avenger special power and rolls one additional attack die.

HEALING
At the end of the round, remove 1 Wound Marker from this card.

The Crow Eric Draven



190	Life 5
Undead	Move 5
Unique Hero	Range 5
Revenant	Attack 4
Vengeful	Defense 4
Caliber	Medium 5

LIVE FOR VENGEANCE
At the start of the game, choose an opponent's Unique Hero that is not The Crow and place the black Crow Marker on the chosen figure's card. While your Crow Marker is on another Army Card, that figure rolls one fewer defense die and The Crow will not take wounds from any attack. If the figure with your Crow Marker on its card is removed from the battlefield or receives one or more wounds from a normal or special attack, place your Crow Marker on this card.

SET THE WRONG THINGS RIGHT
If the Crow Marker is on this card and any other figure you control is attacked and destroyed by an opponent's Unique Hero that is not The Crow, you may place the Crow Marker on the attacking Hero's Army Card.

DOUBLE ATTACK
When The Crow attacks, he may attack one additional time.

The Mask Stanley Ipkiss




355	Life 7
Human	Move 8
Event Hero	Range 6
Prankster	Attack 4
Wild	Defense 4
Dark Horse	Medium 5

REALITY WARP 13
Start the game with 5 plaid Warped Reality Markers on this card. Before taking a turn with The Mask, if you have at least 1 Warped Reality Marker on this card, you may choose any opponent's Unique Hero adjacent to The Mask. Roll the 20-sided die. If you roll 13 or higher, place a Warped Reality Marker on the chosen Hero's Army Card. All of that Hero's special powers are negated during The Mask's turns.

PARTY TIME!
When The Mask inflicts one or more wounds with a normal attack, The Mask may attack one additional time. Before rolling attack dice for that attack, you may remove up to 2 Warped Reality Markers from this card. For each Warped Reality Marker removed, add 1 automatic skull to whatever is rolled.

YOU GOT NOTHING ON ME, PUNK!
Anytime The Mask is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may instead remove one Warped Reality Marker from this card and ignore that attack.

Witchblade Sara Pezzini




325	Life 4
Human	Move 5
Unique Hero	Range 5
Protector	Attack 3
Dedicated	Defense 2
Image	Medium 5

WITCHBLADE SPECIAL ATTACK
Range 1 + Special. Attack 7 + Special.
Before attacking with this special attack, special powers of all Angels, Demons, and Undead within 3 spaces of Witchblade are negated until the end of this turn. When attacking with this special attack, you may subtract any number of attack dice from your roll, to a minimum of 5 attack dice, and add that number to this special attack's Range number for this turn. Witchblade cannot use this special attack if she moved with her Flying special power this turn.

BIO-ADAPTIVE DEFENSE 5
When rolling defense dice, roll additional dice equal to the Attack number of the attacking figure, up to a maximum of 5 additional dice.

HEALING FACTOR
After taking a turn with Witchblade, remove 1 Wound Marker from this Army Card.

Lurker




25	Life 1
Undead	Move 3
Common Hero	Range 1
Devourer	Attack 2
Mindless	Defense 1
Image	Medium 3

LYING IN WAIT
At the start of the game, before rolling for initiative, place each Lurker in your army on an empty space so that it is unengaged and not in a Start Zone.

ZOMBIE APOCALYPSE
After revealing an Order Marker on this card and taking a turn with a Lurker, you may take a turn with up to 5 other common Undead Devourers you control.

VIRAL INFECTION
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

Roamer




20	Life 1
Undead	Move 4
Common Hero	Range 1
Devourer	Attack 3
Ravenous	Defense 2
Image	Medium 5

UNDYING HUNGER
Before moving, choose an opponent's figure on the battlefield that is not an Android, Construct, or Undead. Add 1 to this Roamer's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +2, if this Roamer ends its move engaged with the chosen figure.

VIRAL INFECTION
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

Walker




50	Life 1
Undead	Move 4
Common Hero	Range 1
Devourer	Attack 2
Relentless	Defense 2
Image	Medium 5

WALKING DEAD
After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately move each Walker you control up to 2 spaces. If a Walker ends this move engaged with one or more enemy figures that he was not engaged with at the beginning of this move, you may immediately choose one figure that Walker is engaged with and roll 1 unblockable attack die against that figure. When moving with Walking Dead, a Walker will take any leaving engagement attacks.

VIRAL INFECTION
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

Scarlet Spider Ben Reilly



190	Life 5
Clone	Move 6
Unique Hero	Range 1
Crime Fighter	Attack 4
Enthusiastic	Defense 3
Marvel	Medium 5

IMPACT WEBBING SPECIAL ATTACK
Range 4. Attack 4.
Start the game with 3 white Webbing Markers on this card. If Scarlet Spider inflicts one or more wounds on a Unique Hero with this special attack, you may place a Webbing Marker from this card on the defending figure's Army Card. Before another figure with your Webbing Marker on its card moves, that player must roll the 20-sided die. If that player rolls 1-12, that figure may not move. If that player rolls 13 or higher, return all your Webbing Markers from that card to this card.

SPIDEY-SENSES 9
If Scarlet Spider is attacked and at least 1 skull is rolled, roll the 20-sided die. Subtract 4 from the roll if the attacking figure is a Symbiote. If you roll 9 or higher, Scarlet Spider takes no damage and may immediately use his Swing Line 4 special power.

SWING LINE 4
Instead of his normal move, Scarlet Spider may use his Swing Line. Swing Line has a move of 4. When counting spaces for Scarlet Spider's Swing Line movement, ignore elevations. Scarlet Spider may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Scarlet Spider may not Swing Line more than 40 levels up or down in a single Swing Line. If Scarlet Spider is engaged when he starts to Swing Line, he will not take any leaving engagement attacks.