



Doombot



95	Life 2
Android	Move 6
Uncommon Hero	Range 5
Deceiver	Attack 5
Loyal	Defense 6
Marvel	Medium 5

Decoy of Doom
If you control Doctor Doom, and he is destroyed, roll the 20-sided die. If you roll 6 or higher, remove all but one wound marker from Doctor Doom's Army Card, destroy one Doombot you control, and place Doctor Doom on the space previously occupied by the destroyed Doombot. You may only roll once for all Decoy of Doom special powers each time Doctor Doom is destroyed.

Human Torch Johnny Storm




225	Life 5
Mutate	Move 6
Unique Hero	Range 6
Adventurer	Attack 4
Brash	Defense 4
Marvel	Medium 5

Flame On 4
Before moving Human Torch with his Flying special power, and after receiving any damage from leaving engagement attacks that may apply, you must immediately roll the 20-sided die once for each figure engaged with Human Torch. If you roll 4 or higher, that figure receives two wounds. Figures with the Lava Resistant special power are not affected by Flame On 4.

Supernova Special Attack
Range Special. Attack 7.
All figures within 2 spaces of Human Torch are affected by Supernova Special Attack. Roll attack dice once for all affected figures. Each affected figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by Supernova Special Attack. After using Supernova Special Attack, all of Human Torch's special powers are negated, and his range is reduced 1 for the entire game.

Lava Resistant
Human Torch never rolls for molten lava or lava field damage and does not have to stop in molten lava spaces.

Invisible Woman Susan Richards




215	Life 5
Mutate	Move 5
Unique Hero	Range 4
Adventurer	Attack 3
Merciful	Defense 0
Marvel	Medium 5

Fantastic Force Field 4
All Adventurers and Scientists you control within 4 clear sight spaces of Invisible Woman add 4 to their defense dice. All other figures you control within 4 clear sight spaces of Invisible Woman add 2 to their defense dice. Fantastic Force Field 4 affects Invisible Woman.

Invisibility
Invisible Woman can move through all figures, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

Mister Fantastic Reed Richards



235	Life 5
Mutate	Move 6
Unique Hero	Range 2
Scientist	Attack 4
Brilliant	Defense 5
Marvel	Medium 7


Fantastic Leader 4
After revealing an Order Marker on this card and before taking a turn with Mister Fantastic, you may roll the 20-sided die.

- If you roll 1-3, nothing happens;
- If you roll 4-11, you may immediately take a turn with one Adventurer Hero you control;
- If you roll 12-17, you may immediately take a turn with up to two Adventurer Heroes you control;
- If you roll 18 or higher, you may immediately take a turn with up to three Adventurer Heroes you control.

Stretch Walk 25
Instead of his normal move, Mister Fantastic may use Stretch Walk. Stretch Walk has a move of 3. When counting spaces Stretch Walk, ignore elevations. Mister Fantastic may stretch over water without stopping, stretch over figures without becoming engaged, and stretch over obstacles such as ruins. Mister Fantastic may not stretch more than 25 levels up or down in a single stretch. If Mister Fantastic is engaged when he starts to stretch, he will not take any leaving engagement attacks.

Rubber Wrap
All opponents' small or medium figures that enter or occupy a space adjacent to Mister Fantastic may not move. Figures affected by Rubber Wrap cannot be moved by any special power on any Army Card or glyph.

Mole Man Harvey Elder




100	Life 4
Human	Move 4
Unique Hero	Range 4
Ruler	Attack 4
Eccentric	Defense 4
Marvel	Medium 4

Subterranean Senses
If Mole Man is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If Mole Man is on a rock space, add 2 to your roll. If he is on a dungeon space, add 4 to your roll. If he is on a shadow space, add 6 to your roll. If you roll 1-15, roll defense dice normally. If you roll 16 or higher, Mole Man takes no damage.

Tunnel Surprise
Mole Man may only use Tunnel Surprise once per game. After revealing an Order Marker on this card and before moving Mole Man normally, you may choose an empty non-water space within 5 spaces of Mole Man that is not higher or lower than 3 levels from Mole Man's base. Place Mole Man on the chosen space. After placing Mole Man, you may choose up to 4 Molooids you control that were adjacent to Mole Man prior to him being placed with Tunnel Surprise. Place the chosen Molooids adjacent to Mole Man. When Mole Man and any chosen Molooids use Tunnel Surprise, they will not take any leaving engagement attacks.

Swarm Distraction
When Mole Man attacks an opponent's figure, the opponent's figure rolls 1 fewer defense die for each Subterranean figure you control engaged with the opponent's figure, to a minimum of 1 defense die.

Moloid



10	Life 1
Moloid	Move 5
Common Hero	Range 1
Subterranean	Attack 2
Subservient	Defense 1
Marvel	Medium 4


Loyal to One Ruler
At the start of the game, choose one Unique Ruler Hero you control to be the One Ruler for all Molooids you control. After revealing an Order Marker on this card and before taking a turn with a Moloid, you may first take a turn with its chosen One Ruler. Any Moloid rolls 1 additional attack die when its chosen One Ruler is within 2 clear sight spaces.

Subterranean Swarm
After revealing an Order Marker on this card and before moving a Moloid, roll the 20-sided die.

- If you roll 1-10, you may move and attack with up to 5 Molooids you control.
- If you roll 11-18, you may move and attack with up to 7 Molooids you control.
- If you roll 19 or higher, you may move and attack with up to 10 Molooids you control.

Cave Dwellers
While occupying a rock, dungeon or shadow space, a Moloid adds 1 die to its defense.

Puppet Master Phillip Masters




140	Life 3
Human	Move 5
Unique Hero	Range 1
Puppeteer	Attack 2
Manipulative	Defense 2
Marvel	Medium 5

String Pull 14
After revealing an Order Marker on this card and taking a turn with Puppet Master, you may choose a Unique Hero within clear sight of Puppet Master. Roll the 20-sided die. If you roll 14 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the String Pull. All Order Markers that were on the chosen Hero's card will stay on the card. After using String Pull, you may use it one additional time.

Reactive Mind Control
If Puppet Master is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 8 or higher, Puppet Master takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before Reactive Mind Control. Figures moved with Reactive Mind Control will not take any leaving engagement attacks.

She-Hulk Jennifer Walters



310	Life 6
Mutate	Move 7
Unique Hero	Range 1
Adventurer	Attack 7
Confident	Defense 4
Marvel	Medium 5

Gamma Healing
Before rolling for initiative, if She-Hulk has one or more Order Markers on her card, you may remove 1 Wound Marker from this card.

Hard Body
When rolling defense dice, roll one additional die for each skull rolled by the attacking figure.

Super Leap 8
Instead of her normal move, She-Hulk may Super Leap. Super Leap has a move of 8. When counting spaces for She-Hulk's Super Leap movement, ignore elevations. She-Hulk may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. She-Hulk may not leap more than 40 levels up or down in a single leap. If She-Hulk is engaged when she starts to leap, he will take any leaving engagement attacks. She-Hulk rolls 3 fewer attack dice on any turn that she chooses to Super Leap.

Skrull Warriors



110	Life 1
Skrull	Move 6
Common Squad	Range 6
Warriors	Attack 4
Arrogant	Defense 4
Marvel	Medium 4

Skrull Champion's Inspiration
All Skrull Warriors within clear sight of a Skrull Champion you control are considered inspired. Inspired Skrull Warriors add 1 extra attack die and 1 extra defense die. If a Skrull Champion you control receives one or more wounds, Skrull Warriors can no longer be considered inspired for the rest of the round.