

Super Skrull *Kl'rt*



340	Life 6
Skrull	Move 6
Unique Hero	Range 2
Champion	Attack 6
Malevolent	Defense 6
Marvel	Medium 5

Rock Wall Bounce Back 3

If an adjacent small or medium figure attacks Super Skrull with a normal attack, and Super Skrull rolls at least 3 shields, Super Skrull takes no damage, the attacking figure receives one wound, and you may Bounce Back the figure by placing it on any empty same-level or lower space within 3 spaces of Super Skrull. A figure moved by Rock Wall Bounce Back 3 never takes any leaving engagement attacks. A non-flying figure moved lower by Rock Wall Bounce Back can receive any falling damage that may apply.

Partial Invisibility

Super Skrull can move through all figures and is never attacked when leaving an engagement. If Super Skrull is not engaged with an opponent's figure, he cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

Lava Resistant

Super Skrull never rolls for molten lava or lava field damage and does not have to stop in molten lava spaces.



The Thing *Ben Grimm*



325	Life 6
Mutate	Move 5
Unique Hero	Range 1
Adventurer	Attack 6
Gruff	Defense 6
Marvel	Medium 5

Clobberin' Time

Before attacking with The Thing, you may choose one other Adventurer or Scientist Hero you control within 4 clear sight spaces of The Thing. Add 1 die to The Thing's attack for each Wound Marker on the chosen figure's Army Card. If The Thing adds 4 or more attack dice to his normal attack with Clobberin' Time, he may attack one additional time.

Rock Wall Defense 4

If an adjacent figure attacks The Thing with a normal attack, and The Thing rolls at least 4 shields, The Thing takes no damage, and the attacking figure receives one wound.



Killer Croc *Waylon Jones*



200	Life 5
Metahuman	Move 5
Unique Hero	Range 1
Criminal	Attack 6
Ferocious	Defense 6
DC	Medium 5

Croc Headlock

If Killer Croc rolls a skull against a small or medium figure leaving an engagement with him, that figure may not leave the engagement with Killer Croc this turn and must immediately end its turn.

Death Roll

Instead of moving and attacking, you may choose one small or medium figure adjacent to Killer Croc. Roll the 20-sided die, adding 4 to the roll if Killer Croc is on a water space. If you roll 14 or higher, the chosen figure receives one wound. You may continue rolling for Death Roll until you do not roll 14 or higher or the chosen figure is destroyed.



Scarecrow *Jonathan Crane*



140	Life 4
Human	Move 5
Unique Hero	Range 1
Criminal	Attack 3
Insane	Defense 3
DC	Medium 5

Fear Gas

Start the game with a Glyph of Fear Gas on this card. After moving and before attacking, you may remove the Glyph of Fear Gas from this card and place it power-side up on an empty space within 5 spaces that is no more than 12 levels above Scarecrow's base. At the end of the round, instead of removing this Glyph of Fear Gas from the game, place it on this card.

Enhanced Fear Effect

All figures affected by a Glyph of Fear Gas roll 2 fewer defense dice against Scarecrow.

Crippling Terror

Immediately after any opponent's numbered Order Marker is revealed, you may roll the 20-sided die. If you roll 11 or higher, all figures in clear sight of Scarecrow that are affected by a Glyph of Fear Gas may not move, attack or use any special power this turn.

Mister Mxyzptlk



240	Life 1
Imp	Move 4
Event Hero	Range 6
Trickster	Attack 4
Tricky	Defense 4
DC	Small 3

Antagonizing Trickster

At the start of the game, choose a Unique Hero. Before the chosen Unique Hero takes any turn, you must roll the 20-sided die. If you roll 17 or higher and Mister Mxyzptlk has been previously destroyed, remove all Wound Markers from this card and place him on any unoccupied space adjacent to the chosen Unique Hero. If you roll 17 or higher and Mister Mxyzptlk is on the battlefield, the chosen Unique Hero receives one wound and must immediately end its turn.

5th Dimensional Being

When rolling attack dice against an opponent's figure, you may remove one unrevealed Order Marker at random from the defending figure's card if at least one blank is rolled.

Kltpzxm

Before rolling defense dice, you must first roll the 20-sided die. If you roll 1-4, Mister Mxyzptlk is destroyed. Mister Mxyzptlk cannot receive any wounds or be destroyed by any means other than the Kltpzxm special power.



Absorbing Man *Carl Creel*



260	Life 6
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 2
Gullible	Defense 5
Marvel	Medium 5

POWER ABSORB

Before moving, you may remove all Absorption Markers from this card and choose an adjacent destructible object or an adjacent figure to Power Absorb. Roll the 20-sided die. If you roll a 7 or higher, place Absorption Markers on this card equal to the defense number on the chosen destructible object or figure's card. Add one to Absorbing Man's attack number for each Absorption Marker on this card. Anytime Absorbing Man receives any number of wounds, remove one Absorption Marker from this card for each wound he receives.

BALL AND CHAIN SWING SPECIAL ATTACK

Range 1. Attack 5.

If Absorbing Man has not attempted Power Absorb this round, he may attack with Ball And Chain Swing Special Attack. Any figure adjacent to Absorbing Man is affected by Ball And Chain Swing Special Attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately.

ADAPTATION

Before moving, you may remove all Absorption Markers from this card. If there are no Absorption Markers on this card, Absorbing Man does not have to stop his movement when entering a water space, Slippery Ice and Heavy Snow only count as 1 space when moving, and Absorbing Man never rolls for molten lava damage or lava field damage.



Baron Von Strucker *Wolfgang*



210	Life 5
Mutate	Move 5
Unique Hero	Range 5
Mastermind	Attack 4
Ruthless	Defense 5
Marvel	Medium 5

Intelligence Network

If you win initiative and there is at least one Order Marker on this card, you may immediately move up to 4 Terrorists you control up to 4 spaces each if at least one Terrorist figure moved with Intelligence Network ends its move engaged with an enemy figure. Terrorists moved by Intelligence Network will not take any leaving engagement attacks.

Satan's Claw Special Attack

Range 1. Attack 5.

Figures with the Electrically Charged special power add 1 automatic shield to whatever is rolled when defending against Satan's Claw Special Attack. Androids and figures on water spaces subtract 1 shield when defending against Satan's Claw Special Attack.

Death Spore Release

Instead of attacking, you may choose up to 3 different figures within 2 clear sight spaces of Baron Von Strucker. One at a time, roll the 20-sided die for each chosen figure. If you roll 8 or higher, the chosen figure receives a wound. Androids and figures with the Super Strength special power and destructible objects are not affected by Death Spore Release.



Chronos *David Clinton*



75	Life 4
Human	Move 5
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 3
DC	Medium 5

Temporal Marker 2

Start the game with 2 Glyphs of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Chronos' movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Chronos previously occupied this turn.

Time Bandit

Once per round after taking a turn with Chronos, you may immediately place him on this card and remove all Wound Markers from this card. Order Markers may still be placed and revealed on this card. Whenever you or an opponent reveals an Order Marker, if Chronos is on this card and not destroyed, you may immediately remove 1 unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, then place Chronos on the space that the Glyph of Temporal Displacement previously occupied. When Chronos uses Time Bandit he will only take leaving engagement attacks from figures with the Temporal Defense special power.



Doctor Light *Arthur Light*



190	Life 5
Metahuman	Move 5
Unique Hero	Range 5
Inventor	Attack 4
Vindictive	Defense 5
DC	Medium 5

Blinding Light

Opponents' figures within 5 clear sight spaces of Doctor Light cannot use attacks or special powers that require clear sight. Figures with the Sensory Assault or Radar Sense special power are not affected by Blinding Light.

Power over Light

Energy Constructs cannot roll any defense dice against Doctor Light's normal attack.

Sensory Assault

If Doctor Light has clear sight on a non-adjacent figure's Target Point, Doctor Light rolls 1 additional attack die when attacking that figure.

