


## Gorilla Grodd




<b>225</b>	<b>Life 5</b>
Simian	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Telepath	<b>Attack 6</b>
Devious	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**Psychokinetic Defense**  
When rolling defense dice against a figure that does not have the Mental Shield special power, Gorilla Grodd always add one automatic shield to whatever is rolled.

**Cognizant Control 16**  
After revealing an Order Marker on this cards and taking a turn with Gorilla Grodd, you may choose any Unique Hero figure in clear sight of Gorilla Grodd. Roll the 20-sided die. Add one to your roll for each Wound Marker on this card. If you roll 16 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before the Cognizant Control. All Order Markers that were on the chosen Hero's card will stay on the card.

## Graviton *Franklin Hall*




<b>400</b>	<b>Life 6</b>
Mutate	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Physicist	<b>Attack 5</b>
Egocentric	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Reverse Gravity**  
After moving and instead of attacking, you may choose one small or medium figure within 4 clear sight spaces of Graviton. Roll the 20-sided die. If you roll 9 or higher, place the chosen figure on an empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die. If you roll 11 or higher, the figure receives 1 wound. Chosen figures do not take any leaving engagement attacks. When Graviton uses Reverse Gravity, he may use Reverse Gravity 2 additional times.

**Gravitational Grasp 9**  
Any time an opponent wound begin the movement of Graviton or a figure within 4 clear sight spaces of Graviton, you may first roll the 20-sided die. If you roll 9 or higher, the figure may not be moved and may not attack with a normal attack this turn.

**Gravitational Shield**  
When rolling defense for Graviton, if there are at least two unrevealed Order Markers on this card, add one automatic shield to whatever is rolled.

## Kang *Nathaniel Richards*



<b>270</b>	<b>Life 4</b>
Human	<b>Move 4</b>
Uncommon Hero	<b>Range 5</b>
Conqueror	<b>Attack 5</b>
Calculating	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Temporal Marker 1**  
Start the game with 1 Glyph of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Kang's movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Kang previously occupied this turn.

**Time Warp**  
After taking a turn with this Kang, you may remove one unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, place this Kang on the space the Glyph of Temporal Displacement previously occupied, and take one additional turn with this Kang. During this additional turn, Kang may not use his Temporal Marker 1 special power. When Kang uses Time Warp he will only take leaving engagement attacks from figures with the Temporal Defense Special Power.

**Temporal Defense**  
Once per round, if this Kang or any friendly figure within 3 spaces of this Kang is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.

## Lex Luthor



<b>280</b>	<b>Life 4</b>
Human	<b>Move 7</b>
Unique Hero	<b>Range 5</b>
Criminal	<b>Attack 4</b>
Treacherous	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>

**Kryptonite Blast Special Attack**  
**Range 4. Attack 3.**  
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by Kryptonite Blast Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Kryptonian figures roll 3 fewer defense dice against Kryptonite Blast Special Attack. Lex Luthor cannot be affected by his own Kryptonite Blast Special Attack.

**Kryptonian Armor**  
When rolling defense against a normal attack, you may count one blank rolled as an extra shield.

**Treacherous Tactics**  
Anytime Lex Luthor would receive one or more wounds, you may instead destroy any figure you control adjacent to Lex Luthor.

## Loki *Loki Laufeyson*




<b>420</b>	<b>Life 7</b>
Asgardian	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Trickster	<b>Attack 6</b>
Treacherous	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**God of Mischief**  
Start the game with an additional "X" Order Marker. At the start of any round, when placing Order Markers, you may place the additional "X" Order Marker on any card you control as long as at least two Order Markers are placed on this card. If you place the addition "X" Order Marker, after rolling for initiative, roll the 20-sided die. If you roll 1-4, choose an opponent to remove one unrevealed Order Marker at random from one army card you control.

**God of Evil**  
If Loki receives one or more wounds, you may choose a figure within 3 clear sight spaces of Loki and roll the 20-sided die, adding 4 to the roll if the chosen figure has the Valiant personality. If you roll 1-16, place Wound Markers normally. If you roll 17 or higher, the chosen figure receives the wounds instead of Loki.

**Deceptive Teleportation**  
After taking a turn with Loki, you may reveal an "X" Order Marker on this card and place Loki on an empty space within 8 spaces. When Loki starts to Teleport, he will not take any leaving engagement attacks.

## Madame HYDRA *Ophelia Sarkissian*




<b>140</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 7</b>
Mastemind	<b>Attack 4</b>
Ruthless	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**Lead by Example**  
If Madame HYDRA destroys 1 or more opponent's figures in a round, you may add 1 die to the attack of all Terrorist figures you control for the remainder of that round.

**Venomous Strikes Special Attack**  
**Range 2. Attack 2.**  
When attacking an opponent's small or medium figure with Venomous Strikes Special Attack, if Madame HYDRA rolls a skull on every die, the defending figure cannot roll any defense dice. If Madame HYDRA destroys a figure with Venomous Strikes Special Attack, she may attack again with Venomous Strikes Special Attack.

**Necessary Sacrifices**  
Anytime Madame HYDRA rolls defense dice against an attack and would receive 1 or more wounds, you may choose 1 Terrorist or Criminal figure you control adjacent to Madame HYDRA. The chosen figure receives any wounds from the attack instead of Madame HYDRA.

## Mandarin *Gene Khan*




<b>280</b>	<b>Life 5</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Conqueror	<b>Attack 5</b>
Tyrannical	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**Makluan Ring Collection**  
Start the game with the Glyph of Makluan Electromagnetic Rings, the Glyph of Makluan Energy Rings, and the Glyph of Makluan Matter Rings on this card. Mandarin cannot lose these Equipment Glyphs by any means unless he is destroyed.

**Mento-Intensifier Ring**  
An opponent may never take temporary or permanent control of Mandarin or any figure you control that is adjacent to Mandarin

## M.O.D.O.K *George Tarleton*




<b>360</b>	<b>Life 6</b>
Clone	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Conqueror	<b>Attack 4</b>
Conniving	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Psonian Force Field X**  
Once per round, if M.O.D.O.K. is attacked and at least one skull is rolled, you may choose to reveal the "X" Order Marker on this card. After revealing the "X" Order Marker the opponent's turn immediately ends, and M.O.D.O.K. receives no wounds.

**Designed Only For Killing**  
After moving and instead of attacking, you may choose an opponent's figure within 4 clear sight spaces of M.O.D.O.K. Roll the 20-sided die, subtracting 2 from the roll for each opponent's figure adjacent to the chosen figure. If you roll 8 or higher, the chosen figure receives one wound. You may continue to choose figures and roll for Designed Only For Killing until you fail to roll 8 or higher. You may not target the same figure more than once in the same turn.

**Psonian Command**  
If M.O.D.O.K. inflicts at least one wound with his normal attack on an opponent's Unique Hero that is not a Telepath, 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 Psonian Command. All Order Markers that were on the chosen Hero's card will stay on the card.

## Professor Zoom *Eobard Thawne*



<b>250</b>	<b>Life 4</b>
Metahuman	<b>Move 12</b>
Unique Hero	<b>Range 1</b>
Psychopath	<b>Attack 5</b>
Obsessive	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**Superspeed**  
Professor Zoom may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Professor Zoom, if Professor Zoom did not use his Negative Speed Force Special Attack this turn, Professor Zoom may move up to an additional 4 spaces.

**Negative Speed Force Special Attack**  
**Range 1. Attack 2.**  
Instead of moving and attacking normally with Professor Zoom, you may move Professor Zoom up to 8 spaces. Every time Professor Zoom engages one or more opponent's figures during this move, you may choose one of those figures to attack. You may continue attacking with Professor Zoom in this manner each time Professor Zoom engages a figure. Opponent's figures without the Superspeed special power roll 1 few defense die against Negative Speed Force Special Attack.

**Speed Dodge 4**  
When Professor Zoom defends against an attack, and you roll at least one black, Professor Zoom takes no damage and may immediately move up to 4 spaces.