

Kingpin *Wilson Fisk*



220	Life 5
Human	Move 5
Unique Hero	Range 1
Kingpin	Attack 5
Cunning	Defense 6

Marvel

Medium 5

Defense 6

Organized Crime

After revealing an Order Marker on this card and before taking a turn with Kingpin, you may take a turn with one of the following that you control:

- a Criminal Hero or Criminal Squad; or
- an Assassin Hero or Assassin Squad; or
- a Crime Lord

Giant-Man *Hank Pym*



180	Life 4
Mutate	Move 7
Unique Hero	Range 1
Scientist	Attack 5
Self-Doubting	Defense 7

Marvel

Huge 8

Defense 7

Gigantic Reach

Giant-Man may add 1 to his range when attacking a figure whose base is more than 6 levels higher than his height or 6 levels lower than his base.

Giant Swat

If an opponent's small or medium figure moves adjacent to Giant-Man, you may roll the 20-sided die. If you roll 15 or higher, the opponent's figure receives one wound and you may place the figure on any unoccupied space within 2 spaces of Giant-Man. Figures can be affected by Giant Swat only as they move into engagement with Giant-Man. Figures moved by Giant Swat never take any leaving engagement attacks. A non-flying figure will receive any falling damage that may apply.

Giant Defense

When rolling defense dice against a normal attack from a figure that is not Huge, if you roll at least shield, the most wounds Giant-Man can take from this attack is one.



Bucky *James Barnes*



60	Life 4
Human	Move 5
Unique Hero	Range 1
Scout	Attack 3
Patriotic	Defense 3

Marvel

Medium 4

Defense 3

Super Soldier Scout

After revealing an Order Marker on a Unique Soldier's Hero's card you control and before taking a turn with that Unique Soldier Hero, if Bucky is within 6 clear sight spaces of that Unique Soldier Hero, you may take an immediate turn with Bucky. If Bucky does not attack during this turn, he may move two additional spaces.

Machine Gun Special Attack

Range 5. Attack 3.

If Bucky's Machine Gun Special Attack inflicts a wound, he may attack again with his Machine Gun Special Attack. Bucky may continue attacking with his Machine Gun Special Attack until he does not inflict a wound. He may not attack the same figure more than once.

Fatality *Yrra Cynril*



300	Life 6
Xanshian	Move 6
Unique Hero	Range 1
Warrior	Attack 6
Vengeful	Defense 6

DC

Medium 5

Defense 6

Green Lantern Retribution

Anytime Fatality's normal attack is ignored by a figure with the Green Power Battery special power, Fatality may immediately attack again with her normal attack.

Energy Staff Special Attack

Range 5. Attack 4.

Figures defending against this special attack cannot roll more than 5 defense dice. If Fatality inflicts one or more wounds with this special attack, she may attack one additional time with this special attack.



Quicksilver *Pietro Maximoff*



215	Life 5
Mutant	Move 9
Unique Hero	Range 1
Outcase	Attack 4
Conflicted	Defense 7

Marvel

Medium 5

Defense 7

Superspeed

Quicksilver 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 Quicksilver, if Quicksilver did not use his Whirlwind Vortex Special Attack this turn, Quicksilver may move up to an additional 4 spaces.

Whirlwind Vortex Special Attack

Range 1. Attack 1 + Special.

Instead of moving and attacking normally, choose an adjacent figure to attack. Move Quicksilver up to 6 spaces before attacking. Quicksilver may not move onto the same space twice, and he must remain adjacent to the chosen figure for the entire move. Add 1 die to Quicksilver's attack for each space he moved onto during this Whirlwind Vortex Special Attack.

Scarlet Witch *Wanda Maximoff*



285	Life 4
Mutant	Move 6
Unique Hero	Range 4
Sorceress	Attack 4
Unstable	Defense 4

Marvel

Medium 5

Defense 4

Hex Sphere Disturbance 5

After an opponent rolls attack dice against Scarlet Witch, you may roll the 20-sided die. If you roll 5 or higher, your opponent must re-roll all attack dice that show skulls. Hex-Sphere Disturbance can be used only once for each attack.

Chaos Magic Curse

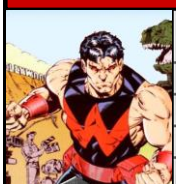
Start the game with 3 red Curse Markers on this card. After moving and before attacking, you may choose an opponent's figure within 8 clear sight spaces of Scarlet Witch. If the chosen figure is not a Unique Hero or Event Hero, remove a Curse Marker from this card and destroy the chosen figure. If the chosen figure is a Unique Hero or Event Hero, place a Curse Marker on the chosen figure's card. Figures that have a red Curse Marker on their card must roll the 20-sided die before taking a turn. If they roll 1-8, they may not use any special powers on their Army Card for that turn.

Magical Defense

When Scarlet Witch is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Scarlet Witch can take for this attack is one.



Wonder Man *Simon Williams*



350	Life 6
Mutate	Move 6
Unique Hero	Range 1
Celebrity	Attack 8
Loyal	Defense 6

Marvel

Medium 5

Defense 6

Ionic Imbalance

Whenever Wonder Man would receive more than one wound from a normal or special attack, before placing Wound Markers, you may roll the 20-sided die.

- If you roll 1 or less, all figures adjacent to Wonder Man receive two wounds and Wonder Man is destroyed.
- If you roll 2-5, place Wound Markers normally.
- If you roll 6-16, the most wounds Wonder Man can receive from this attack is one.
- If you roll 17 or higher, Wonder Man takes no wounds from the attack, and all figures adjacent to Wonder Man receive one wound.

Celebrity Status

Common Human figures adjacent to Wonder Man roll 1 fewer defense die to a minimum of 1 die.



Hercules



360	Life 8
Olympian	Move 6
Unique Hero	Range 1
Champion	Attack 7
Arrogant	Defense 7

Marvel

Medium 5

Defense 7

Test of Might

Start the game with one brown Challenge Marker on this card. After revealing an Order Marker on this card and before taking a turn with Hercules, you may choose any Unique or Event Hero that is within 5 clear sight spaces of Hercules and place your Challenge Marker on the chosen figure's Army Card. The chosen figure and Hercules add 2 additional dice when attacking each other with normal attacks. When Hercules or the chosen figure is destroyed, place your Challenge Marker back on this card.

Herculean Tackle

Instead of his normal move, if he is not engaged, Hercules may use Herculean Tackle. Herculean Tackle has a move of 5. When counting spaces for Herculean Tackle, ignore elevations. Hercules may move over water without stopping, move over figures without becoming engaged, and move over obstacles such as ruins. Hercules may not move more than 25 levels up or down in a single tackle. After moving you may switch Hercules with an opponent's adjacent small or medium figure. Figures moved by Herculean Tackle never take any leaving engagement attacks.

Olympian Fortitude

Whenever Hercules would be destroyed, he instead receives two wounds.



Vision *Victor Shade*



285	Life 6
Android	Move 6
Unique Hero	Range 4
Avenger	Attack 5
Calculating	Defense 6

Marvel

Medium 5

Defense 6

Density Control

Vision can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Vision cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight. Vision may not be moved by any special power on an opponent's Army Card.

Physical Disruption

Instead of attacking, Vision may attempt a Physical Disruption. To do this, choose an adjacent figure and roll the 20-sided die.

- If you roll 1-10, nothing happens.
 - If you roll 11-13, the chosen figure receives 1 wound.
 - If you roll 14-16, the chosen figure receives 2 wounds.
 - If you roll 17-19, the chosen figure receives 3 wounds.
 - If you roll 20 or higher, the chosen figure receives 4 wounds.
- After rolling for Physical Disruption, Vision cannot use his Density Control special power for the remainder of the round.

