


Spider-Man Peter Parker



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| 250 | Life 5 |
| Mutate | Move 6 |
| Unique Hero | Range 4 |
| Crime Fighter | Attack 4 |
| Tricky | Defense 3 |
| Marvel 1 | Medium 5 |

Spidey-Senses 9
If Spider-Man 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 a 9 or higher, Spider-Man takes no damage and may immediately use his Web Swing 2 special power.

Web Swing 2
Instead of his normal move, Spider-Man may use Web Swing. Web Swing has a move of 2. When counting spaces for Web Swing, ignore elevations. Spider-Man may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Spider-Man may not Web Swing more than 40 levels up or down in a single Web Swing. If Spider-Man is engaged when he starts to Web Swing, he will not take any leaving engagement attacks. After using Web Swing 2, you may use it two additional times.

Web Slinger
If Spider-Man did not move this turn, before attacking, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Spider-Man. Place Spider-Man adjacent to the chosen figure or place the chosen figure adjacent to Spider-Man. If Spider-Man attacks the chosen figure this turn, the chosen figure rolls 2 fewer defense dice. Figures moved by Web Slinger will not take any leaving engagement attacks.

Jewel Jessica Jones



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| 150 | Life 5 |
| Mutate | Move 5 |
| Unique Hero | Range 1 |
| Fighter | Attack 4 |
| Intuitive | Defense 6 |
| Marvel 1 | Medium 5 |


Power Fluctuations
Before taking a turn with Jewel, roll the 20-sided die.

- If you roll 1-5, Jewel may not use the Flying or Super Strength special powers for the remainder of this turn.
- If you roll 6-15, nothing happens.
- If you roll 16 or higher, add one to Jewel's Attack number for the remainder of this turn.

Psychological Vulnerability
When Jewel defends against a normal or special attack from a Telepath or a figure with a Manipulative personality, roll one fewer defense die.

Fighter Loyalty
If Jewel is adjacent to a Unique Fighter Hero you control, add one die to her attack and defense.

Beyonder



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| 2500 | Life 40 |
| Entity | Move 5 |
| Event Hero | Range 1 |
| Deity | Attack 7 |
| Inquisitive | Defense 6 |
| Marvel 1 | Medium 5 |

Mere Pawns
After revealing an Order Marker on this card, and instead of taking a turn with Beyonder, you may roll the 20-sided die.

- If you roll 1-9, your turn immediately ends.
- If you roll 10-17, choose one Unique Hero within 10 clear sight spaces.
- If you roll 18 or higher, choose up to two Unique Heroes within 10 clear sight spaces.

Take temporary control of each figure and immediately take a turn with each chosen figure. At the end of the turn, control of each chosen figure returns to the player who controlled the figure before Mere Pawns was used.

Supreme Summoning
After moving and before attacking, you may choose one figure within clear sight of Beyonder. You may either place the chosen figure on any empty space adjacent to Beyonder or choose another figure within clear sight of Beyonder and switch the chosen figures. Figures moved by Supreme Summoning never take any leaving engagement attacks.

Never-Ending Battle
Any figure within clear sight of Beyonder that would be automatically destroyed instead receives four wounds.

Captain Marvel Mar-Vell



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| 400 | Life 5 |
| Kree | Move 6 |
| Unique Hero | Range 6 |
| Champion | Attack 5 |
| Valiant | Defense 5 |
| Marvel 1 | Medium 5 |

Nega-Bands
Start the game with the Glyph of Nega-Bands on this card. Captain Marvel cannot lose the Glyph of Nega-Bands by any means unless he is destroyed.

Cosmic Awareness
If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 4 from the roll. When rolling defense against an attack, add one automatic shield to whatever is rolled. All excess shields count as unblockable hits on the attacking figure.

Stealth Flying
When Captain Marvel starts to fly, he will not take any leaving engagement attacks.

Master Mold




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| 520 | Life 10 |
| Android | Move 4 |
| Event Hero | Range 1 |
| Conqueror | Attack 7 |
| Efficient | Defense 7 |
| Marvel 1 | Huge 28 |

Sentinel Production
If you win initiative this round, before revealing any Order Markers, you may remove an Order Marker from this card to roll the 20-sided die. If you roll 16 or higher, remove any Wound Markers from the Army Card of a previously destroyed Sentinel you control and place that Sentinel on an empty space adjacent to Master Mold. You may continue to remove Order Markers and roll for Sentinel Production until there are no Order Markers on this card.

Sentinel Directive
After revealing an Order Marker on this card and instead of taking a turn with Master Mold, you may move up to 3 Sentinels you control or attack with up to 3 Sentinels you control. Sentinels must be within 8 clear sight spaces of Master Mold before moving or attacking with Sentinel Directive.

Mutant-Seeking Missiles Special Attack
Range 5 + Special. Attack 3.
After attacking with this special attack, Master Mold may attack 2 additional times. You may add 3 to the Range of this special attack when attacking a Mutant.

Super-Skrull RI'ndd




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| 280 | Life 5 |
| Skrull | Move 5 |
| Unique Hero | Range 8 |
| Champion | Attack 4 |
| Vindictive | Defense 5 |
| Marvel 1 | Medium 5 |

Tactical Teleport
After each attack with Super-Skrull, you may place him on any empty space within 3 spaces of his current placement. When Super-Skrull uses Tactical Teleport, he will not take any leaving engagement attacks.

Furious Claws
Adjacent figures subtract 1 defense die when attacked by Super-Skrull. After attacking an adjacent figure, and after choosing whether or not to use Tactical Teleport, Super-Skrull may attack an adjacent figure one additional time.

Steel Skin
When rolling defense dice against a normal attack, Super-Skrull adds 1 automatic shield to whatever is rolled. Super-Skrull never rolls for lava field or molten lava damage.

Black Adam Theo Adam



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| 380 | Life 7 |
| Human | Move 8 |
| Unique Hero | Range 1 |
| Antagonist | Attack 7 |
| Vindictive | Defense 7 |
| DC | Medium 5 |


Stamina of Shu
If you lose initiative and there is at least one Order Marker on this card, you may remove 1 Wound Marker from this card.

Wisdom of Zehuti
After revealing an Order Marker on this card, you may switch 2 other Order Markers on Army Cards you control. Revealed Order Markers or Order Markers on Army Cards of destroyed figures may be switched.

Power of Aton Lightning Strike
After attacking with Black Adam, you may roll the 20-sided die. If you roll 16 or higher the defending figure receives 1 wound. If the defending figure does not have the Super Strength special power it receives 1 additional Wound.

Courage of Mehen
If an opponent chooses Black Adam for any special power and rolls the 20-sided die, and they roll 18 or lower, the opponent's figure using the power immediately receives one wound.

Captain Marvel Billy Batson



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| 360 | Life 7 |
| Human | Move 8 |
| Unique Hero | Range 1 |
| Champion | Attack 7 |
| Righteous | Defense 7 |
| DC | Medium 5 |


Wisdom of Solomon
After an opponent reveals an Order Marker and before that opponent takes a turn, you may choose 1 unrevealed Order Marker on this card and place it on any other Army Card you control, or choose 1 unrevealed Order Marker on any other Army Card you control and place it on this card.

Stamina of Atlas
If you win initiative and there is at least one Order Marker on this card, you may remove 1 Wound Marker from this card.

Power of Zeus
When Captain Marvel is attacked by an opponent's figure that has the Magical Defense special power, the most wounds Captain Marvel can take for this attack is one.

Courage of Achilles
If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 2 from the roll.

Doctor Fate Kent Nelson



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| 290 | Life 5 |
| Human | Move 5 |
| Unique Hero | Range 5 |
| Mystic | Attack 5 |
| Resolute | Defense 5 |
| DC | Medium 5 |

Teleportation Spell
Instead of moving and attacking with Doctor Fate, you may choose a friendly figure within 4 clear sight spaces. Place Doctor Fate on any unoccupied space on the battlefield. You may then place the chosen figure on any empty space adjacent to Doctor Fate. Figures moved by this special power will not take any leaving engagement attacks and cannot be placed adjacent to any enemy figures. Doctor Fate can only use this special power once per round.

Helm of Nabu
Anytime after you have rolled the 20-sided die, you may immediately remove any unrevealed Order Markers from this card. Add one to the roll for each unrevealed Order Marker you remove. Helm of Nabu cannot be used when rolling the 20-sided die for an Event Hero.

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