


### Banshee *Sean Cassidy*




160	Life 4
Mutant	Move 6
Unique Hero	Range 1
Agent	Attack 4
Daring	Defense 5
Marvel 1	Medium 5

**Sonic Scream Special Attack**  
**Range Special. Attack 4.**  
 Choose 4 spaces in a straight line from Banshee. All figures on those spaces and all figures adjacent to those 4 spaces are affected by this special attack. Banshee is not affected by this special attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

**Sonic Flying**  
 When using the Flying special power, Banshee may add 3 to his Move number. If he does, he cannot attack this turn.

### Storm *Ororo Monroe*




220	Life 5
Mutant	Move 6
Unique Hero	Range 4
Leader	Attack 5
Wild	Defense 5
Marvel 1	Medium 5

**Gale Force Winds**  
 Instead of taking a turn with Storm, you may choose a space on the battlefield. All figures on that space and adjacent to that space are affected. Place each affected figure on any unoccupied space up to 2 spaces from its original placement. Moved figures never take any leaving engagement attacks. A non-flying figure moved lower can receive any falling damage that may apply. Gale Force Winds can only be used once per round.

**Lightning Tempest Special Attack**  
**Range Special. Attack 4, 3, and 2.**  
 All figures that do not have the Electrically Charged special power that are within 2 spaces of Storm are affected by this special attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Storm must attack 2 additional times, rolling 1 fewer attack die for each subsequent attack. This special attack can only be used once per round.

**Blinding Rain**  
 Storm and all friendly figures within 5 clear sight spaces of Storm never take any leaving engagement attacks.

### Dazzler *Alison Blaire*




100	Life 4
Mutant	Move 5
Unique Hero	Range 5
Entertainer	Attack 3
Ambitious	Defense 4
Marvel 1	Medium 5

**Dazzled**  
 Start the game with 3 white Dazzle Markers on this card. After taking a turn with Dazzler, you may choose an opponent's Unique Hero within 5 clear sight spaces and place a Dazzle Marker on its Army Card. A figure with one or more Dazzle Markers on its card subtracts 1 from its Move, Range, Attack, and Defense numbers to a minimum of 1. Figures with the Sensory Assault or Radar Sense special power are not affected by Dazzled. At the end of each round, all of your Dazzle Markers are returned to this Army Card.

**Sensory Assault**  
 If Dazzler has clear sight on a non-adjacent figure's Target Point, Dazzler rolls 1 additional attack die when attacking that figure with a normal attack.

### Psylocke *Elizabeth Braddock*



250	Life 5
Mutant	Move 6
Unique Hero	Range 4
Telepath	Attack 4
Determined	Defense 5
Marvel 1	Medium 5


**Psychic Knife**  
 After moving and instead of attacking, you may choose an adjacent figure and roll the 20-sided die.

- If you roll 1-9, nothing happens;
- If you roll 10-16, the chosen figure receives 1 wound;
- If you roll 17-19, the chosen figure receives 2 wounds, and you may remove 1 unrevealed Order Marker at random from the chosen figure's Army Card;
- If you roll 20 or higher, the chosen figure is destroyed.

Destructible objects are not affected by Psychic Knife.

**Master Martial Artist**  
 When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled, and all excess shields count as unblockable hits on the attacking figure.

### Sabretooth *Victor Creed*




290	Life 7
Mutant	Move 6
Unique Hero	Range 1
Outcast	Attack 5
Vicious	Defense 5
Marvel 1	Medium 5

**Feral Instinct**  
 If Sabretooth destroys an opponent's figure with a normal or special attack, he may move up to 1 space and attack again with his normal attack. For each subsequent normal attack with Feral Instinct, roll 1 fewer attack die.

**Devastating Pounce Special Attack**  
**Range Special. Attack 6.**  
 Choose a non-adjacent figure within 4 clear sight spaces whose base is not higher or lower than 6 levels from the base of Sabretooth. Before attacking, place Sabretooth adjacent to the chosen figure. If the chosen figure is destroyed with this special attack, immediately place Sabretooth on the space previously occupied by the chosen figure. If the figure is not destroyed, place one Wound Marker on this card. When Sabretooth is moved by this special attack, he will take any leaving engagement attacks.

**Healing Factor X**  
 After taking a turn with Wolverine, remove one wound Marker from this card. At the end of the round, if you reveal your X Order Marker on any Army Card you control with the Healing Factor X special power, remove one Wound Marker from each Army Card you control with the Healing Factor X special power.

### Avalanche *Dominikos Petrakis*




145	Life 5
Mutant	Move 5
Unique Hero	Range 1
Outcast	Attack 4
Destructive	Defense 4
Marvel 1	Medium 5

**Earthquake Special Attack**  
**Range Special. Attack 3.**  
 All non-flying figures within 4 spaces of Avalanche are affected by Earthquake Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures without the Super Strength special power roll 1 fewer defense die when defending against Avalanche's Earthquake Special Attack.

**Outcast Ambush**  
 After revealing an Order Marker on this card and attacking with the Earthquake Special Attack, you may move up to four Unique Outcast Heroes you control up to 4 spaces each. Outcasts moved with Outcast Ambush will not take leaving engagement attacks.

### Destiny *Irene Adler*




55	Life 6
Mutant	Move 5
Unique Hero	Range 5
Outcast	Attack 1
Perceptive	Defense 2
Marvel 1	Medium 5

**Probability Precognition**  
 When you roll the 20-sided die for a special power on an Army Card you control, if there is at least one unrevealed Order Marker on this card, you may add 3 to the roll for any Mutant Outcast special powers, or 1 to the roll for any other Mutant special powers.

**Deadly Crossbow**  
 When Destiny attacks a non-adjacent figure, add 1 automatic skull to whatever is rolled.

### Magneto *Erik Lehnsherr*




375	Life 5
Mutant	Move 5
Unique Hero	Range 7
Outcast	Attack 5
Self-Righteous	Defense 7
Marvel 1	Medium 5

**Mutant Recruitment**  
 At the start of the game, you may choose one Unique Mutant Hero's Army Card you control. For this game the chosen card's class is Outcast, regardless of what is listed on the card.

**Magnetic Assault 9**  
 After moving and instead of attacking, you may choose one figure within 4 clear sight spaces of Magneto. Roll the 20-sided die. If you roll 9 or higher, throw the chosen figure by placing it on any empty space within 4 spaces of its original placement. After the figure is placed, it receives one wound. Thrown figures do not take any leaving engagement attacks. When Magneto uses his Magnetic Assault, he may use his Magnetic Assault one additional time.

**Mental Shield**  
 An opponent may never take temporary or permanent control of Magneto.

### Juggernaut *Cain Marko*



340	Life 7
Human	Move 5
Unique Hero	Range 1
Outcast	Attack 6
Unyielding	Defense 7
Marvel 1	Large 5

**Unstoppable Force**  
 Juggernaut's movement cannot be stopped by any special power on an Army Card. Juggernaut may move through all figures and will not take any leaving engagement attacks.

**Running Charge Special Attack**  
**Range Special. Attack 5 + Special.**  
 Move Juggernaut up to 4 spaces in a straight line. Roll 5 + X attack dice for each figure Juggernaut moved through during this special attack. X is the number of spaces between each figure and Juggernaut's placement before this special attack.

**Mental Shield**  
 An opponent can never take temporary or permanent control of Juggernaut.