


Jubilee Jubilation Lee




60	Life 4
Mutant	Move 5
Unique Hero	Range 1
Sidekick	Attack 3
Naive	Defense 3
Marvel	Medium 4

Mutant Sidekick
After revealing an Order Marker on a Mutant card you control and taking a turn with that Mutant, if Jubilee is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Jubilee. You may not take any additional turns with other Sidekicks you control.

Fireworks Special Attack
Range 4. Attack 2 or 4.
Start the attack with 4 attack dice and choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. You may attack with 2 or 4 attack dice until all 4 attack dice have been rolled. Attack dice are rolled once for all figures. Each affected figure rolls defense dice separately. Jubilee is not affected by her own special attack.

Rogue Anna Marie




300	Life 5
Mutant	Move 5
Unique Hero	Range 1
Rebel	Attack 6
Conflicted	Defense 6
Marvel	Medium 5

Draining Touch
Start the game with 1 black Drain Marker. Instead of attacking, you may choose an adjacent figure that is not an Android or a destructible object. Roll the 20-sided die. If you roll 11 or higher, the chosen figure receives one wound, and you may place your Drain Marker on the chosen figure's Army Card if it is a Unique Hero. The Drain Marker can be moved from any Army Card to any other Army Card. At the end of the round or when Rogue is destroyed, remove your Drain Marker from the chosen figure's card.

Power Transfer
While your Drain Marker is on a chosen figure's card, Rogue must use the Attack and Defense numbers and may use any special powers on that card. If a special power refers to the chosen figure or the chosen figure's card, it refers to Rogue or Rogue's card instead. A chosen figure that has a Drain Marker on its card may not use any special powers on its card.

Shadowcat Kitty Pryde




80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Protector	Attack 3
Loyal	Defense 4
Marvel	Medium 4

Phase Touch
If Shadowcat is adjacent to only one friendly figure, that friendly figure cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

Phase Fists
Androids roll 2 fewer defense dice against Shadowcat's normal attack.

Intangibility
Shadowcat can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Shadowcat cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.


Strong Guy Guido Carosella



215	Life 5
Mutant	Move 5
Unique Hero	Range 1
Bruiser	Attack 6
Jocular	Defense 6
Marvel	Medium 5

Kinetic Redirection
If Strong Guy would receive 1 or more wounds from a normal attack, roll the 20-sided die. If you roll 1-11, place Wound Markers normally. If you roll 12 or higher, you may immediately move Strong Guy up to 4 spaces. After this move, you may choose one figure adjacent to Strong Guy. The chosen figure receives any wounds Strong Guy would have received from that attack. If Strong Guy does not end his Kinetic Redirection move adjacent to a figure, place Wound Markers normally. When Strong Guy moves using Kinetic Redirection, he will take any leaving engagement attacks.

Magma Amara Aquilla




170	Life 4
Mutant	Move 5
Unique Hero	Range 1
Adventurer	Attack 3
Fierce	Defense 6
Marvel	Medium 5

Eruption
Start the game with 3 molten lava tiles on this card. After moving and instead of attacking, you may remove a molten lava tile from this card and place it on either the space Magma occupies or any empty land space within 3 spaces of Magma, if the molten lava tile fits normally onto that space.

Lava Projectiles Special Attack
Range 6. Attack 5 + Special.
Magma may only use Lava Projectiles Special Attack while on a molten lava space. When Magma uses her Lava Projectiles Special Attack to attack a figure with the Lava Resistant special power, roll 2 fewer attack dice.

Lava Resistant
Magma never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

Solovar




260	Life 5
Simian	Move 5
Unique Hero	Range 1
King	Attack 4
Diplomatic	Defense 4
DC	Medium 5

Simian Inspiration
If all Order Markers for a round are placed on Simian Army Cards, and at least one Order Marker is placed on this card, then all other Simians you control become inspired. Inspired Simians add 1 to their Move number and add 1 extra defense die for the rest of the round or until Solovar receives one or more wounds.

Negotiation
Before moving, you may choose one Unique Hero adjacent to Solovar and remove one unrevealed Order Marker at random from the chosen figure's Army Card. Negotiation cannot be used against figures with the Insane personality and can only be used once per round. Solovar cannot attack the chosen figure on the same turn that he uses Negotiation.

Telepathic Solidarity
Solovar has the class of Telepath in addition to the class listed on this card. When rolling defense dice against a figure that is not a Telepath, Solovar always adds one automatic shield to whatever is rolled.

Black Cat Felicia Hardy




135	Life 4
Mutate	Move 6
Unique Hero	Range 1
Thief	Attack 4
Seductive	Defense 4
Marvel	Medium 5

Cat Burglar
Black Cat can move through all figures and never takes leaving engagement attacks. After moving and before attacking, if there is not a glyph on this card, you may choose a figure that Black Cat moved through this turn with at least one Equipment Glyph on its card and place a glyph from that card on this card.

Expert Climbing
When counting spaces for Black Cat's movement, elevation changes up to 2 levels count as one space. You may ignore Black Cat's height of 5 when climbing. Black Cat never takes falling damage or major falling damage.

Bad Luck Aura
When an opponent rolls the 20-sided die for a figure within 4 clear sight spaces of Black Cat, you may subtract 2 from the roll. When an opponent's figure attacks Black Cat and at least one skull is rolled, roll the 20-sided die. If you roll 13 or higher, your opponent must re-roll all attack dice that show skulls. Bad Luck Aura can only be used once for each attack.

Deadshot Floyd Lawton




150	Life 4
Human	Move 5
Unique Hero	Range 7
Outlaw	Attack 4
Relentless	Defense 5
DC	Medium 5

Sniper Targeting
If Deadshot does not move this turn, you may add 3 to his Range number and 1 automatic skull to whatever is rolled when he attacks a non-adjacent figure.

Finish the Job
After Deadshot inflicts one or more wounds on a figure with his normal attack, if that figure has only 1 life remaining, Deadshot may attack that figure one additional time.

Killer Penguins



65	Life 1
Androids	Move 4
Unique Squad	Range 6
Minions	Attack 2
Awkward	Defense 3
DC	Small 3

Crime Lord Bonding
After revealing an Order Marker on this card and before taking a turn with the Killer Penguins, you may first take a turn with any Crime Lord you control.

Sub-Machine Gun Special Attack
Range 4. Attack 1.
After a Killer Penguin attacks with this special attack, it may attack with this special attack 2 additional times.

Ice Resistance
Slippery Ice and Heavy Snow only count as 1 space when moving. Add 1 die to a Killer Penguin's defense while on an ice or snow space.