

## Frost Giant



<b>220</b>	<b>Life 5</b>
Etin	<b>Move 7</b>
Uncommon Hero	<b>Range 1</b>
Warrior	<b>Attack 5</b>
Ferocious	<b>Defense 7</b>
<b>Marvel</b>	<b>Huge 9</b>

**Freezing Touch 14**  
Start the game with one Ice Rock Destructible Object on this card. Instead of attacking, if the Ice Rock is on this card, you may choose one adjacent small or medium enemy figure that is not an Etin. Roll the 20-sided die. If you roll 14 or higher, switch the chosen figure with the Ice Rock on this card. The chosen figure will not take any leaving engagement attacks.

**Frost Bite**  
At the end of each round, if a figure that was chosen for Freezing Touch 14 is on this card and has not been destroyed, roll a single attack die. If a skull is rolled, the chosen figure receives one wound. If a blank is rolled and the chosen figure has Super Strength, destroy the Ice Rock. Whenever the Ice Rock from this card is destroyed, place it on this card and switch it with the chosen figure on this card if possible. Players cannot lose the game if one or more of their figures is still affected by Freezing Touch.

**Ice Resistance**  
Slippery Ice and Heavy Snow only count as 1 space when moving. Add 1 die to this Frost Giant's defense while on an ice or snow space.

## Laufey



<b>360</b>	<b>Life 10</b>
Etin	<b>Move 7</b>
Unique Hero	<b>Range 1</b>
King	<b>Attack 7</b>
Ferocious	<b>Defense 7</b>
<b>Marvel</b>	<b>Huge 13</b>

**Quest for Eternal Winter**  
Start the game with the Glyph of Casket of Ancient Winters on this card. After moving and before attacking, if the Glyph of Casket of Ancient Winters is on this card, you may roll the 20-sided die. After rolling, you may reveal an "X" Order Marker on this card to add 5 to your roll. If you roll 15 or higher, place the Glyph of Casket of Ancient Winters power-side up on any space Laufey occupies.

**Frost Giant Raid**  
After revealing an Order Marker on this card and instead of taking a turn with Laufey, you may take a turn with up to two Frost Giants you control within 8 clear sight spaces of Laufey. When taking a turn with this special power, a Frost Giant may add 2 to its move if it ends its move adjacent to an opponent's figure.

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

## Winter Soldier

*James Barnes*



<b>240</b>	<b>Life 5</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 7</b>
Assassin	<b>Attack 4</b>
Cold	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**Assassin Activation**  
Whenever Winter Soldier is placed on the battlefield at the start of the game or with his Cryogenic Stasis special power, you may choose one Unique Hero to be Winter Soldier's Mark. When your opponent reveals an Order Marker on the card of the Mark, you may immediately move Winter Soldier up to 2 spaces.

**Marked for Death Special Attack**  
**Range 10. Attack 4 + Special.**  
Winter Soldier may only attack his Mark with this special attack. If Winter Soldier did not move this turn, or is adjacent to his Mark, add 2 dice to this special attack.

**CRYOGENIC STASIS**  
If his Mark has been destroyed and Winter Soldier is not the only figure you control, place Winter Soldier on this card and remove up to 2 Wound Markers from this card. When Winter Soldier uses Cryogenic Stasis, he will not take any leaving engagement attacks. Before placing Order Markers each round, if Winter Soldier has been placed on this card, but has not been destroyed, you may place him in your Start Zone.

## Captain Cold

*Leonard Snart*



<b>90</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Rogue	<b>Attack 3</b>
Greedy	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**Cold Run Special Attack**  
**Range 4. Attack 3.**  
For each skull rolled when attacking with this special attack, the defending figure rolls 1 fewer defense die. Figures with the Ice Resistance special power cannot be targeted for this special attack. If Captain Cold inflicts one or more wounds with this special attack, you may take an immediate turn with any Unique Rogue Hero you control within clear sight of Captain Cold.

**Frozen Molecular Field**  
Opponents' figures must count all land spaces within 4 spaces of Captain Cold as Heavy Snow instead of their normal terrain types, and all non-land spaces within 4 spaces of Captain Cold as Slippery Ice instead of their normal terrain types. Ladder rungs are not affected by Frozen Molecular Field.

## Multiple Man

*Jamie Madrox*



<b>30</b>	<b>Life 1</b>
Mutant	<b>Move 5</b>
Common Hero	<b>Range 1</b>
Investigator	<b>Attack 3</b>
Conflicted	<b>Defense 2</b>
<b>Marvel</b>	<b>Medium 5</b>

**Multiplicity**  
After revealing an Order Marker on this card and before moving a Multiple Man figure, roll the 20-sided die.

- If you roll 1-4, you may move and attack with 1 Multiple Man figure you control.
- If you roll 5-12, you may move and attack with up to 3 Multiple Man figures you control.
- If you roll 13-17, you may move and attack with up to 5 Multiple Man figures you control.
- If you roll 18 or higher, you may move and attack with up to 7 Multiple Man figures you control.

**Dupes 17**  
When a Multiple Man you control receives one or more wounds from a normal or special attack, you may roll the 20-sided die before removing that figure. If you roll 17 or higher, ignore any wounds that figure just received and, if possible, place one of your previously destroyed Multiple Man figures adjacent to the defending Multiple Man.

## Ghost Rider

*Johnny Blaze*



<b>380</b>	<b>Life 7</b>
Demon	<b>Move 9</b>
Unique Hero	<b>Range 1</b>
Spirit	<b>Attack 6</b>
Vengeful	<b>Defense 7</b>
<b>Marvel</b>	<b>Medium 5</b>

**Hellfire Motorcycle**  
Ghost Rider does not take leaving engagement attacks. When counting spaces for Ghost Rider's movement, count elevation changes of up to 2 levels as one space and ignore terrain effects of water, lava, heavy snow and slippery ice. You may ignore Ghost Rider's height when moving up levels of terrain.

**Penance Stare 19**  
Anytime an opponent's Unique Hero destroys a figure you control with a normal or special attack, you may place the destroyed figure on the attacking Hero's Army Card. Instead of attacking with Ghost Rider, you may choose an adjacent Unique Hero. Roll the 20-sided die. Add 1 to the roll for each figure that was placed on the chosen figure's card by this special power, up to a maximum of +4. If you roll 19 or higher, destroy the chosen figure.

## Iron Man

*Tony Stark*



<b>360</b>	<b>Life 6</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Guardian	<b>Attack 8</b>
Arrogant	<b>Defense 4</b>
<b>Marvel</b>	<b>Large 6</b>

**Hulkbuster**  
When rolling defense dice, roll one additional defense die for each skull rolled by the attacking figure. If the attacking figure is adjacent, count all excess shields rolled as unblockable hits on the attacking figure.

**Immovable**  
Iron Man may not be moved by any special power on an Army Card unless the player controlling Iron Man allows him to be moved.

## Wendigo

*Paul Cartier*



<b>350</b>	<b>Life 7</b>
Mutate	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Creature	<b>Attack 7</b>
Cursed	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 6</b>

**Cannibal Craving**  
If Wendigo destroys a figure other than an Android or a destructible object with his normal attack, you may remove 1 Wound Marker from this card. If the destroyed figure was a Unique Hero or Event Hero, you may take one additional turn with Wendigo.

**Super Leap**  
Instead of his normal move, Wendigo may use Super Leap. Super Leap has a move of 10. When counting spaces for Wendigo's Super Leap movement, ignore elevations. Wendigo may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Wendigo may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Wendigo will take any leaving engagement attacks. Wendigo rolls 3 fewer attack dice on any turn that he chooses to use Super Leap.

## Abomination

*Emil Blonsky*



<b>360</b>	<b>Life 7</b>
Mutate	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Creature	<b>Attack 7</b>
Ferocious	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 6</b>

**Slither**  
Abomination does not have to stop his movement when entering water spaces.

**Super Throw 8**  
After attacking, choose an adjacent figure that is not Huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 8 or higher, you may throw the figure by placing it on any empty space within 4 spaces of Abomination. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of Abomination or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

**Super Leap**  
Instead of his normal move, Abomination may Super Leap. Super Leap has a move of 10. When counting spaces for Abomination's Super Leap movement, ignore elevations. Abomination may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Abomination may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Abomination will take any leaving engagement attacks. Abomination rolls 3 fewer attack dice on any turn that he chooses to Super Leap.