

Red Hulk *Thaddeus Ross*



370	Life 8
Mutate	Move 6
Unique Hero	Range 1
Creature	Attack 8
Calculating	Defense 6
Marvel	Medium 6

Overheated

At the end of an opponent's turn, place a red Heat Marker on this card if Red Hulk received two or more wounds that turn. Red Hulk rolls 1 fewer attack die for each Heat Marker on this card. A maximum of 3 Heat Markers can be on this card at the same time.

Releasing the Heat

At the beginning of each round, remove one Heat Marker from this card, if possible. At the end of each round, roll one unblockable attack die for each Heat Marker on this card against each figure without the Lava Resistance special power adjacent to Red Hulk.

Super Leap

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



Bruce Banner



70	Life 2
Mutate	Move 5
Unique Hero	Range 1
Scientist	Attack 2
Reserved	Defense 3
Marvel	Medium 5

Secret Identity

You may draft one other Bruce Banner figure that is not a Scientist. Choose which figure will start the game on the battlefield. You can control only one Bruce Banner figure on the battlefield at a time.

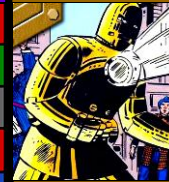
Monster Within

Anytime this figure receives one or more wounds or is destroyed, switch this figure, if possible, with another Bruce Banner figure you control. Switched figures will not take any leaving engagement attacks.

Puny Human

At the end of each round, if you control a different unengaged Bruce Banner figure on the battlefield that has at least one wound, switch with this figure. After switching the figures, you may remove up to three Wound Markers from the other figure's card. Switched figures will not take any leaving engagement attacks.

Iron Man *Tony Stark*



150	Life 4
Human	Move 5
Unique Hero	Range 1
Avenger	Attack 5
Arrogant	Defense 5
Marvel	Medium 5

Magnetic Turbo Insulators II

After moving and before attacking, you may choose a small or medium figure within 4 clear sight spaces of Iron Man. Roll the 20-sided die. If you roll 9 or higher, you may place the chosen figure on any unoccupied space within 4 spaces of its original placement. The chosen figure will not take any leaving engagement attacks but will take any falling damage that may apply. After using Magnetic Turbo Insulators, Iron Man may use it one additional time.

Monobeam Special Attack

Range 3. Attack 4.

If a Unique Hero receives one or more wounds from this special attack, you may remove one unrevealed Order Marker at random from that hero's Army Card.



Iron Man *Tony Stark*



220	Life 4
Human	Move 6
Unique Hero	Range 1
Protector	Attack 5
Arrogant	Defense 6
Marvel	Medium 5

Repulsor Ray Special Attack

Range 6. Attack 4.

If Iron Man inflicts one or more wounds on a small or medium figure with this special attack, you may choose up to 3 empty spaces in a straight line from the defending figure and place that figure on any of the chosen spaces. A figure moved by this special attack never takes any leaving engagement attacks and cannot be placed closer to Iron Man than its original placement. A figure moved by this special attack can receive any falling damage that may apply.

Circuitry Reroute 11

When Iron Man receives enough wounds to be destroyed, before removing Iron Man from the battlefield, roll the 20-sided die. If you roll 11 or higher, ignore any wounds. After using the Circuitry Reroute special power, Iron Man may not use any special power on this card for the remainder of the game.



Iron Man *Tony Stark*



250	Life 4
Human	Move 6
Unique Hero	Range 1
Crime Fighter	Attack 5
Arrogant	Defense 6
Marvel	Medium 5

Repulsor Beam Special Attack

Range 6. Attack 4.

If Iron Man inflicts one or more wounds on a small or medium figure with this special attack, you may choose up to 3 empty spaces in a straight line from the defending figure and place that figure on any of the chosen spaces. A figure moved by this special attack never takes any leaving engagement attacks and cannot be placed closer to Iron Man than its original placement. A figure moved by this special attack can receive any falling damage that may apply. When Iron Man attacks with this special attack, he may attack one additional time.

Uni-Beam Special Attack

Range Special. Attack 6.

Choose 4 spaces in a straight line from Iron Man. All figures on those spaces who are in line of sight are affected by this special attack. Roll 6 attack dice once for all affected figures. Each affected figure rolls defense dice separately. After attacking with this special attack, roll the 20-sided die. If you roll 16 or higher, remove all Wound Markers from this card, and Iron Man cannot use any special power on this card for the remainder of the game.



Iron Man *Tony Stark*



280	Life 4
Human	Move 6
Unique Hero	Range 5
Engineer	Attack 4
Arrogant	Defense 6
Marvel	Medium 5

Slave Circuit

You may draft this figure into the same army with any other Tony Stark figures that do not have the class of Engineer. At the start of the game, all other Tony Stark figures you control are chosen for Slave Circuit and have the species of Android, instead of what is listed on the card. After revealing an Order Marker on this card and taking a turn with this Iron Man, you may take a turn with one other Tony Stark figure you control.

Pulse Bolt Special Attack

Range 4. Attack 3 + Special.

Count the minimum number of spaces between Iron Man and the defending figure and add one die to this special attack for each space counted.

Electronic Countermeasure

Iron Man cannot be targeted for non-adjacent attacks.



War Machine *James Rhodes*



270	Life 4
Human	Move 6
Unique Hero	Range 4
Soldier	Attack 4
Disciplined	Defense 6
Marvel	Medium 5

Auto Chain Gun

When a figure that was not within 4 clear sight spaces of War Machine prior to moving ends its movement within 4 clear sight spaces of War Machine, you may immediately roll the 20-sided die. If you roll 11 or higher, the figure receives 1 wound. Continue rolling for Auto Chain Gun until the figure is destroyed or you do not roll 11 or higher.

Amor Piercing Rocket Launcher Special Attack

Range 6. Attack 2.
Only non-adjacent figures can be attacked with this special attack. For each skull rolled, the defending figure subtracts 1 die from its defense. After attacking with this special attack, War Machine may attack two additional times.

Targetting Computer

Reduce War Machine's Range number by 1 for each Wound Marker on this Army Card. Add 1 automatic skull to whatever is rolled when War Machine attacks a non-adjacent figure with his normal attack.



Bad Cops



55	Life 1
Human	Move 5
Common Squad	Range 5
Lawmen	Attack 3
Corrupt	Defense 3
DC	Medium 5

On the Take

If you do not control a Unique Lawman Hero, all Bad Cops instead have the class of Criminal.

Shakedown

After attacking an opponent's adjacent figure with a normal attack, if the defending figure is still engaged with the attacking Bad Cop, your opponent may immediately reveal and remove one unrevealed Order Marker from any Army Card that opponent controls. If your opponent does not reveal and remove an Order Marker, the attacking Bad Cop may attack one additional time, adding 1 die to its attack number. Figures with the Super Strength special power are not affected by Shakedown.

Arkham Inmates



60	Life 1
Human	Move 4
Common Squad	Range 1
Psychopaths	Attack 3
Insane	Defense 2
DC	Medium 5

Aggravated Assault

After rolling defense dice for an Arkham Inmate, you may move him up to 5 spaces, if possible. If he ends his movement adjacent to the attacking figure, the attacking figure receives 1 wound. When moving with Aggravated Assault, an Arkham Inmate will take any leaving engagement attacks.

Frantic Disengage

If a figure rolls for a leaving engagement attack against an Arkham Inmate and does not roll a skull, the figure receives 1 wound.