


Vulture *Adrian Toomes*



90	Life 4
Human	Move 5
Unique Hero	Range 4
Thief	Attack 3
Vengeful	Defense 5
Marvel	Medium 5


VULTURE GRAB
After moving with the Flying special power, you may either:

- Choose a small or medium figure that Vulture passed over this turn and place the chosen figure adjacent to Vulture. Figures moved by this special power will not take any leaving engagement attacks; or
- Choose a figure equipped with an Equipment Glyph that Vulture passed over this turn and place the chosen figure's Equipment Glyph on this card. If there is already an Equipment Glyph on this card, you may instead place the chosen figure's Equipment Glyph on any empty space Vulture passed over this turn.

Figures under overhangs can never be chosen for this special power.

STEALTH FLYING
When Vulture starts to fly, he will not take any leaving engagement attacks.

Boomerang *Frederick Myers*




130	Life 4
Human	Move 5
Unique Hero	Range 5
Assassin	Attack 3
Precise	Defense 4
Marvel	Medium 5

Shattering Special Attack
Range 5. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Boomerang can be affected by this special attack.

Screamerang Special Attack
Range 5. Attack 3.
If an opponent rolls the 20-sided die for a figure attacked by this special attack, you may subtract 3 from the roll, or 6 from the roll if the chosen figure is a Symbiote.

Returning Boomerang
If Boomerang does not inflict one or more wounds when attacking an opponent's non-adjacent figure with his normal attack, he may attack that figure one additional time with his normal attack, even if he is engaged during the additional attack.

Chameleon *Dimitri Kravinoff*




100	Life 4
Human	Move 5
Unique Hero	Range 5
Spy	Attack 3
Tricky	Defense 3
Marvel	Medium 5

Impersonate
Before placing Order Markers for each round, choose an opponent's medium Unique Hero on the battlefield to be Chameleon's Impersonated Hero. While the Impersonated Hero is on the battlefield, Chameleon cannot be attacked by, targeted or chosen for special powers by, or take any leaving engagement attacks from any figure in the Impersonated Hero's army except for the Impersonated Hero.

Framed!
If Chameleon inflicts one or more wounds on any figure in the Impersonated Hero's army other than the Impersonated Hero, immediately remove all Order Markers from the Impersonated Hero's Army Card.

Hydro-Man *Morris Bench*




190	Life 5
Mutate	Move 5
Unique Hero	Range 3
Thief	Attack 5
Greedy	Defense 6
Marvel	Medium 5

Water Manipulation
Start the game with 3 water tiles on this card. Instead of attacking, you may remove a water tile from this card and place it on either the space Hydro-Man occupies or any empty land space within 3 spaces of Hydro-Man, if the water tile fits normally onto that space.

Water Tunnel
If Hydro-Man ends his normal movement on a water space, you may immediately place him on any empty same-level water space within 5 spaces. When Hydro-Man starts to Water Tunnel, he will not take any leaving engagement attacks.

Tidal Wave Special Attack
Range Special. Attack 4.
Hydro-Man may only use this special attack while on a water space. Choose up to 4 spaces in a straight line from Hydro-Man. All figures on those 4 spaces and all figures adjacent to those 4 spaces are affected by this special attack. Hydro-Man and all Huge figures are not affected by this special attack. Each figure rolls defense dice separately. You may place each affected figure that receives one or more wounds from this special attack on an empty space up to 3 spaces from its original placement. A figure moved by this special attack never takes leaving engagement attacks and cannot be placed closer to Hydro-Man than its original placement.

Rhino *Aleksei Sytsevich*




220	Life 6
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 5
Relentless	Defense 5
Marvel	Medium 6

Rhino Charge
After moving normally with Rhino, if he is not engaged, you may move Rhino up to 3 spaces in a straight line. Add 1 die to his attack for each space moved with Rhino Charge.
After using the Rhino Charge special power, if Rhino attacked and did not inflict one or more wounds, roll 1 unblockable attack die. If you roll a skull, Rhino receives a wound.

Tough
When rolling defense dice against a normal attack, Rhino always adds one automatic shield to whatever is rolled.

Weak-Minded 2
If any player rolls the 20-sided die to take temporary or permanent control of Rhino, that player may add 2 to the roll.

Scorpion *Mac Gargan*




200	Life 5
Mutate	Move 7
Unique Hero	Range 1
Criminal	Attack 5
Insane	Defense 6
Marvel	Medium 5

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

Tail Whip
When Scorpion attacks with his normal attack, you may choose one figure that is adjacent to both Scorpion and the defending figure. If the defending figure receives one or more wounds from Scorpion's normal attack, the chosen figure receives a wound.

Acid Tail Blast Special Attack
Range 4. Attack 3.
If Scorpion inflicts one or more wounds with this special attack, roll the 20-sided die for Acid Damage. If you roll 13 or higher, add 1 additional Wound Marker to the defending figure's card and roll again for Acid Damage. Continue rolling for Acid Damage until the figure is destroyed or you do not roll 13 or higher.

Shocker *Herman Schultz*




160	Life 4
Human	Move 5
Unique Hero	Range 4
Thief	Attack 4
Egotistical	Defense 5
Marvel	Medium 5

Vibroshock Knockback
After an opponent rolls defense dice against Shocker's normal attack, if the defending figure is within 4 clear sight spaces of Shocker, you may Knockback the defending figure by placing it on an empty space up to X spaces from its current position. X is equal to the number of skulls rolled in the attack. A figure moved by this special power never takes any leaving engagement attacks and cannot be placed closer to Shocker than its original placement. A figure moved by this special power can receive any falling damage that may apply. When Shocker attacks using his normal attack, he may attack one additional time.

Shockwave Special Attack
Range 3. Attack 5.
Destructible objects roll 4 fewer defense dice against this special attack. If Shocker destroys a destructible object with this special attack, all medium or large figures adjacent to that destructible object receive one wound.

Recoil
After attacking with a normal or special attack, if you rolled a skull on every die and there are one or more Wound Markers on this card, Shocker receives one wound.

Bizarro




310	Life 6
Htraeian	Move 6
Unique Hero	Range 1
Adversary	Attack 6
Confused	Defense 7
DC	Medium 5

Freeze Vision
Before taking a turn with Bizarro, you may choose a figure within 4 clear sight spaces of Bizarro. Roll the 20-sided die. If you roll 16 or higher, the chosen figure rolls 1 fewer defense die this turn.

Heat Breath Special Attack
Range 1. Attack 2 + Special.
Choose a figure to attack. All figures adjacent to the chosen figure are affected. Bizarro cannot be affected by this special attack. Roll 2 attack dice once for all affected figures. For each skull rolled, roll 1 additional attack die. Continue rolling an additional attack die for each skull rolled until no skulls are rolled.

Villainous Duty
When a friendly figure within 3 spaces of Bizarro would roll defense dice against an enemy figure's normal attack, Bizarro must move adjacent to the attacking figure, if possible. The attacking figure receives one wound and the defending figure takes no damage. If Bizarro cannot move adjacent to the attacking figure, you must choose a figure adjacent to Bizarro, if possible, to receive one wound and the defending figure rolls defense dice normally. When Bizarro uses Villainous Duty, he will take any leaving engagement attacks.

Brainiac *Vril Dox*



800	Life 12
Coluan	Move 6
Event Hero	Range 4
Conqueror	Attack 6
Calculating	Defense 6
DC	Medium 5

Miniaturized Collection
Start the game with the Glyph of Shrinking Ray Gun on this card. Brainiac cannot lose this Equipment Glyph by any means unless he is destroyed. After moving and before attacking, you may choose a Tiny Unique Hero within 4 clear sight spaces and roll the 20-sided die. If you roll 18 or higher, place the figure on this card.

Telepathic Manipulation
When an Order Marker is revealed on any other Army Card in play that does not have the Mental Shield special power, you may immediately choose a figure from that Army Card. Roll the 20-sided die. If you roll 7 or higher, you may inflict a wound on a figure adjacent to the chosen figure.

12th Level Intellect
After any attack dice, defense dice, or the 20-sided die is rolled for Brainiac or any figure within clear sight of Brainiac, you may immediately remove an "X" Order Marker from this card and add or subtract a skull, shield, blank, or 1 from that roll.