

Ragdoll Peter Merzell, Jr.

	100	Life 4
	Human	Move 6
	Unique Hero	Range 1
	Outlaw	Attack 3
	Insane	Defense 6
DC	Medium 5	

Contortionist
Ragdoll never takes leaving engagement attacks and may move through all figures. After Ragdoll rolls defense dice against an attack, you may immediately move Ragdoll one space for each blank rolled.

Clingy
After a figure ends its movement, if that figure was adjacent to Ragdoll during its movement, you may immediately place Ragdoll adjacent to that figure, if possible.

Mysterio Holographs

	35	Life 1
	Illusion	Move 5
	Unique Squad	Range 1
	Decoys	Attack 1
	Tricky	Defense 0
Marvel	Medium 5	

Holographic Projections
Before taking a turn with Mysterio, you may move the Mysterio Holographs or place a previously destroyed Mysterio Holograph on any empty space within 4 clear sight spaces of Mysterio.

Stealth Flying
When a Mysterio Holograph starts to fly, it will not take any leaving engagement attacks.

Lockheed

	60	Life 3
	Dragon	Move 6
	Unique Hero	Range 1
	Companion	Attack 3
	Loyal	Defense 5
Marvel	Medium 5	

Mutant Protector's Pet
At the beginning of the game, you may choose one Unique Mutant Protector you control to be Lockheed's Companion. After revealing an Order Marker on this card and before taking a turn with Lockheed, you may take a turn with Lockheed's Companion.

Fire Snort Special Attack
Range 2. Attack 3.
Choose a figure to attack. You may also choose a figure adjacent to the targeted figure to be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Lockheed and figures with the Lava Resistant special power are not affected by this special attack.

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

Invincible Markus Grayson

	360	Life 6
	Viltrumite	Move 7
	Unique Hero	Range 1
	Champion	Attack 6
	Determined	Defense 6
Image	Medium 5	

Viltrumite Endurance
When defending against a normal attack from a figure who is not a Viltrumite, if at least one shield is rolled, the most wounds Invincible can take from this attack is one. If there are 4 or more wounds on this card at the start of any round, you may remove 1 Wound Marker from this card.

Super Punch Special Attack
Range 1. Attack 2 + Special.
Instead of moving and attacking normally with Invincible, you may move Invincible up to 8 spaces in a straight line. After moving, choose a figure to attack, adding 1 die to this attack for each space Invincible moved this turn. Any figures adjacent to the chosen figure are also affected by this special attack. Invincible is not affected by his own special attack. Roll attack dice once for all affected figures. Each figure rolls defense separately.

Iron Man Tony Stark

	270	Life 4
	Human	Move 6
	Unique Hero	Range 6
	Agent	Attack 4
	Arrogant	Defense 6
Marvel	Medium 5	

Stealth Dodge
When Iron Man rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Stealth Flying
When Iron Man starts to fly, if he is engaged he will not take any leaving engagement attacks.

Hyper Speed 4
After taking a turn with Iron Man, Iron Man may move up to an additional 4 spaces.

Dum Dum Dugan Timothy Dugan

	90	Life 4
	Human	Move 5
	Unique Hero	Range 5
	Agent	Attack 4
	Loyal	Defense 4
Marvel	Medium 5	

Marksmanship
After moving and before attacking, you may subtract any number of Dum Dum Dugan's attack dice from your roll, to a minimum of 1 attack die, and add that number to Dum Dum Dugan's Range number for this turn.

Commando Backup
If Dum Dum Dugan attacks a figure engaged with any other Agent you control, he may attack one additional time.

Diversion
Agents you control do not take leaving engagement attacks from opponents' figures that are within 5 clear sight spaces of Dum Dum Dugan.

Black Widow Natalia Romanova

	170	Life 5
	Human	Move 6
	Unique Hero	Range 7
	Agent	Attack 4
	Deceptive	Defense 4
Marvel	Medium 5	

Espionage
If you win initiative, before revealing your first Order Marker, you may immediately move Black Widow up to 5 spaces. When moving with Espionage, Black Widow can move through all figures and is never attacked when leaving an engagement.

Widow's Bite
When Black Widow attacks a non-adjacent figure within 3 clear sight spaces and inflicts one or more wounds, you may add one additional wound. Destructible objects are not affected by Widow's Bite.

Close Combat Expert
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.

Nick Fury

	220	Life 5
	Human	Move 5
	Unique Hero	Range 6
	Agent	Attack 4
	Dauntless	Defense 4
Marvel	Medium 5	

Helicarrier Drop Team
At the start of the game, choose up to 3 other Agent figures in your Army. The chosen figures and Nick Fury are the Helicarrier Drop Team. The Drop Team does not start the game on the battlefield. Once per game, before initiative is rolled, you may place the Drop Team on any empty spaces on the battlefield. You cannot place them adjacent to each other or other figures.

Director of S.H.I.E.L.D.
After revealing an Order Marker on this card and instead of taking a turn normally with Nick Fury, you may immediately choose one Common or Unique Hero you control to take a turn with. Nick Fury may be that chosen hero. If the chosen hero is an Agent, you may also take a turn with an Agent Squad you control. You may choose which unit to activate first.

Adaptive Camouflage
For each defense die Nick Fury receives from height advantage or terrain when defending against a non-adjacent attack, Nick Fury receives one additional defense die.

Mockingbird Barbara Morse

	130	Life 4
	Human	Move 5
	Unique Hero	Range 4
	Agent	Attack 4
	Sarcastic	Defense 5
Marvel	Medium 5	

Pole Vault
After moving and before attacking, if Mockingbird moved at least 3 spaces and is unengaged, she may Pole Vault. Pole Vault has a move of 3. When counting spaces for Pole Vault, ignore elevations. Mockingbird may vault over water without stopping, vault over figures without becoming engaged, and vault over obstacles such as ruins. Mockingbird may not vault more than 6 levels up or down in a single vault. After using Pole Vault, Mockingbird may attack any or all adjacent figures with her normal attack. Roll each attack separately.

Mocking Words
Anytime Mockingbird is targeted for an adjacent or non-adjacent normal attack by a figure within 3 clear sight spaces of her, you may roll the 20-sided die. If you roll 11 or higher, the attacking figure rolls 1 fewer attack die if it attacks Mockingbird this turn. Androids are not affected by Mockingbird's Mocking Words.

Counter Strike
When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.