


Hawkeye Clint Barton



150	Life 4
Human	Move 5
Unique Hero	Range 9
Agent	Attack 3
Precise	Defense 4
Marvel	Medium 5


Grapple Arrow
Once per turn, instead of moving or instead of attacking, you may use Hawkeye's Grapple Arrow. Choose an unoccupied space within 3 spaces of Hawkeye and no more than 25 levels below his base or above his height. Place Hawkeye on the chosen space. When Hawkeye uses Grapple Arrow, he will take any leaving engagement attacks.

Trick Arrows Special Attacks
Range 8. Attack 3.
Choose a non-adjacent figure and before attacking with this special attack, choose one of the following effects:

- choose up to two figures within 2 clear sight spaces of the targeted figure to be affected by this attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately; or
- the defending figure rolls 1 fewer defense die; or
- if you inflict one or more wounds on the defending figure, immediately roll one unblockable attack die for each wound inflicted this turn.

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.

Yellowjacket Hank Pym




120	Life 4
Mutate	Move 5
Unique Hero	Range 1
Scientist	Attack 4
Innovative	Defense 4
Marvel	Medium 5

Shrinking Ray Gun
Start the game with the Glyph of Shrinking Ray Gun on this card.

Yellow Jacket Sting Special Attack
Range 2. Attack 2.
Instead of moving and attacking normally with Yellowjacket, you may move Yellowjacket up to 5 spaces. Yellowjacket can attack up to 2 times with this special attack at any point before, during, or after this move as long as he is on a space where he could end his movement. When defending against this special attack, a figure that is not a destructible object cannot roll more than 2 defense dice.

Tigra Greer Nelson




170	Life 5
Mutate	Move 7
Unique Hero	Range 1
Fighter	Attack 5
Fierce	Defense 5
Marvel	Medium 5

Berserker Rage 3
When Tigra attacks, she may attack 1 additional time for each Wound Marker on this card, up to a maximum of 3 total attacks in a single turn.

Stealth Leap 12
Instead of her normal move, Tigra may use Stealth Leap 12. Stealth Leap 12 has a move of 3. When counting spaces for Stealth Leap 12, ignore elevations. Tigra may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Tigra may not leap more than 12 levels up or down in a single leap. When Tigra starts her Stealth Leap 12, she will not take any leaving engagement attacks.

Fear of Water
Before Tigra can move onto a water space, you must first roll one defense die. If you roll a shield, Tigra's movement immediately ends and she cannot attack this turn.

Falcon Sam Wilson




140	Life 4
Mutate	Move 6
Unique Hero	Range 1
Protector	Attack 4
Patriotic	Defense 4
Marvel	Medium 5

Redwing Distraction
When Falcon is attacked by an adjacent figure with a normal attack and at least 1 skull is rolled, subtract 1 skull from whatever is rolled.

Six Billion Pairs of Eyes
When Falcon or a figure you control within 4 clear sight spaces of Falcon attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece.

Aerial Advantage
While Falcon can use his Flying special power, he is always considered to have height advantage on non-flying figures.

Jocasta




180	Life 6
Android	Move 5
Unique Hero	Range 4
Adventurer	Attack 4
Selfless	Defense 6
Marvel	Medium 5

Self-Sacrifice
If a friendly figure within 3 clear sight spaces of Jocasta is attacked and would receive one or more wounds, Jocasta may move adjacent to that figure, if possible, and receive those wounds instead. If she does, the attacking figure receives the same number of wounds. When Jocasta uses Self-Sacrifice, she will take any leaving engagement attacks.

Repelling Force Field
Whenever Jocasta is attacked with a normal attack from an adjacent figure and takes no damage, you may choose up to X empty spaces in a straight line from the attacking figure and place the attacking figure on any of the chosen spaces. X is the number of defense dice that show a blank. A figure moved by this special power never takes any leaving engagement attacks and can receive any falling damage that may apply.

Ultron Imperative 4
Whenever Jocasta is chosen for Ultron's Program Transmission 20 special power, add 4 to the 20-sided die roll.

Blade Eric Brooks



230	Life 5
Dhampir	Move 5
Unique Hero	Range 4
Hunter	Attack 4
Driven	Defense 5
Marvel	Medium 5

Vampiric Tracking
Before taking a turn with Blade, you may choose any figure on the battlefield that is not an Android or destructible object. Add 1 to Blade's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +3 for Vampiric Tracking. If you do, Blade may attack only the chosen figure this turn.

Day Walker
Blade can move through all figures and is never attacked when leaving an engagement. After moving and before attacking, you may choose a figure that Blade moved through this turn. If the figure is not an Undead or Lycanthrope figure, roll 1 unblockable attack die against the chosen figure. If the figure is an Undead or Lycanthrope figure, roll 2 unblockable attack dice against the chosen figure.

Silver Weapons
When Blade attacks, he may attack one additional time. Undead and Lycanthrope figures roll 2 fewer defense dice against Blade's normal attack.

Shang-Chi




230	Life 5
Human	Move 6
Unique Hero	Range 1
Fighter	Attack 2
Disciplined	Defense 4
Marvel	Medium 5

Phantom Walk
Shang-Chi can move through all figures and is never attacked when leaving an engagement.

Master of Kung-Fu
Shang-Chi may attack any time before, during or after moving as long as he is on a space where he could end his movement. When attacking with Shang-Chi, he may either roll 2 additional attack dice or attack with his normal attack up to three times.

Master Martial Artist
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, and all excess shields count as unblockable hits on the attacking figure.

Dagger Tandy Bowen



105	Life 4
Mutate	Move 5
Unique Hero	Range 5
Fighter	Attack 3
Loyal	Defense 4
Marvel	Medium 5

Sensory Assault
If Dagger has clear sight on a non-adjacent figure's Target Point, Dagger rolls 1 additional attack die when attacking that figure.

Light Daggers Special Attack
Range 5. Attack 1.
Androids, destructible objects, and Undead figures are not affected by this special attack. Dagger does not require clear sight on the targeted figure. Figures cannot roll defense dice against this special attack. If a Unique Hero receives one or more wounds from this special attack, you may roll the 20-sided die. If you roll 15 or higher, you may remove one Order Marker at random from that Unique Hero's Army Card. When Dagger attacks with this special attack, she may attack one additional time. She cannot attack the same figure more than once.

Cloak Tyrone Johnson



195	Life 4
Mutate	Move 6
Unique Hero	Range 2
Recluse	Attack 4
Brooding	Defense 5
Marvel	Medium 4

Darkforce Hunger
Before placing Order Markers, if Dagger is not within 5 clear sight spaces of Cloak, Cloak receives one wound.

Dimension of Darkness
Before attacking, you may choose one figure within 2 spaces of Cloak that is not an Event Hero or a destructible object and roll the 20-sided die. If you roll 16 or higher, place the chosen figure on this card. At the end of each round, if one or more figures that were chosen for Dimension of Darkness are on this card, roll a single attack die for each figure, one at a time. If a skull is rolled, the chosen figure receives one wound. Remove one Wound Marker from this card for each wound inflicted with Dimension of Darkness. If a blank is rolled, place the chosen figure on any space adjacent to Cloak. If Cloak is destroyed, remove all figures from this card and place them on empty spaces adjacent to the space previously occupied by Cloak. Figures that cannot be placed are automatically destroyed.

Aura of Darkness
Cloak and any figures within 2 spaces of Cloak take leaving engagement attacks only from figures with the Sensory Assault special power and roll one fewer defense die against normal attacks from figures with the Sensory Assault special power.