


Cyclops Scott Summers




190	Life 4
Mutant	Move 5
Unique Hero	Range 8
Leader	Attack 4
Determined	Defense 4
Marvel	Medium 5

Mutant Field Commander
After revealing an Order Marker on this card, instead of moving Cyclops, you may rearrange any unrevealed Order Markers on Army Cards you control that are in play and immediately move any other Mutant you control within 8 clear sight spaces of Cyclops up to 4 spaces.

Telepathic Rapport
After revealing an Order Marker on this card, instead of attacking, you may take a turn with any Unique Telepath Hero you control.

Optic Blast Special Attack
Range Special. Attack 5.
Choose 7 spaces in a straight line from Cyclops. All figures on those spaces who are in line of sight are affected by Cyclops's Optic Blast Special Attack. Roll 5 attack dice once for all affected figures. Affected figures roll defense dice separately.

Iceman Bobby Drake




150	Life 4
Mutant	Move 5
Unique Hero	Range 6
Adventurer	Attack 4
Confident	Defense 5
Marvel	Medium 5

Deep Freeze Special Attack
Range 4. Attack 5.
If an opponent's Unique Hero receives at least one wound from Deep Freeze Special Attack, roll the 20-sided die. If you roll a 16 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card. When Iceman uses his Deep Freeze Special Attack to attack a figure with the Ice Resistance special power, roll one fewer attack die.

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

Ice Slide 4
Instead of his normal move, Iceman may use Ice Slide 4. Ice Slide 4 has a move of 4. When counting spaces for Ice Slide 4, ignore elevations. Iceman may slide over water without stopping, slide over figures without becoming engaged, and slide over obstacles such as ruins. Iceman may not slide more than 20 levels up or down in a single Ice Slide. Iceman may not slide over molten lava. If Iceman is engaged when he starts to Ice Slide, he will take any leaving engagement attacks.

Jean Grey




180	Life 4
Mutant	Move 5
Unique Hero	Range 4
Telepath	Attack 4
Merciful	Defense 5
Marvel	Medium 5

Telekinesis 12
After moving and before attacking, you may choose either Jean Grey, a small or medium figure within 4 clear sight spaces of Jean Grey, or a small or medium destructible object within 4 clear sight spaces of Jean Grey. Roll the 20-sided die. Add 1 to the roll for each Telepath you control adjacent to Jean Grey. If you roll a 12 or higher, you may place the chosen figure or object on any empty space within 4 spaces of its original placement. After the figure or object is placed, you may roll the 20-sided die for damage. If you roll an 11 or higher, the figure or object receives 1 wound. Chosen figures do not take any leaving engagement attacks.

Psionic Grip 12
Any time an opponent would begin the movement of Jean Grey, a figure within 4 clear sight spaces of Jean Grey, or a destructible object within 4 clear sight spaces of Jean Grey, you may first roll the 20-sided die. Add 1 to the roll for each Telepath you control adjacent to Jean Grey. If you roll a 12 or higher, the figure or destructible object may not be moved.

Magneto Erik Lehnsherr




310	Life 4
Mutant	Move 5
Unique Hero	Range 7
Revolutionary	Attack 5
Determined	Defense 5
Marvel	Medium 5

Magnetic Throw
After moving and instead of attacking, you may choose one small or medium destructible object or figure within 4 clear sight spaces of Magneto. Roll the 20-sided die. If you roll a 6 or higher, throw the chosen object or figure by placing it on any empty space within 4 spaces of its original placement. After the object or figure is placed, you may roll the 20-sided die for throwing damage. If you roll an 11 or higher, the thrown object or figure receives 1 wound. Thrown figures do not take any leaving engagement attacks. When Magneto uses his Magnetic Throw, he may use his Magnetic Throw one additional time.

Magnetic Shield
Start the game with the Magnetic Shield Marker on this card. After revealing an Order Marker on this card, you may place or remove the Magnetic Shield Marker. While the Magnetic Shield Marker is on Magneto's card, when rolling defense dice, you may add 1 automatic shield to whatever is rolled. Magneto may not use Magnetic Throw while the Magnetic Shield Marker is on this card.

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

Mystique Raven Darkholme




165	Life 5
Mutant	Move 6
Unique Hero	Range 7
Agent	Attack 4
Tricky	Defense 4
Marvel	Medium 5

Incognito
When Mystique is adjacent to an opponent's small or medium figure, all opponents' figures must be adjacent to Mystique to attack her. Mystique may attack non-adjacent figures when she is engaged.

Engagement Strike 13
If an opponent's small or medium figure moves adjacent to Mystique, roll the 20-sided die. If you roll a 13 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with Mystique.

Disengage
Mystique is never attacked when leaving engagements.

Pyro St. John Allerdyce




120	Life 4
Mutant	Move 5
Unique Hero	Range 1
Outcast	Attack 3
Wild	Defense 4
Marvel	Medium 5

Living Flames Special Attack
Range 5 + Special. Attack 4.
The first target of Living Flames Special Attack must be within a Range of 5. After attacking with Living Flames Special Attack, you may choose a figure that was adjacent to the defending figure at the beginning of that attack and attack that chosen figure with Living Flames Special Attack. You may continue attacking with Living Flames Special Attack in this manner until you have attacked up to 6 figures. A figure cannot be attacked more than once in a turn with Living Flames Special Attack. Figures with the Fire Weakness special power roll one fewer defense die when defending against Living Flames Special Attack. Figures with the Lava Resistant special power cannot be targeted with Living Flames Special Attack.

Engulf 11
Before moving, Pyro may roll the 20-sided die once for each adjacent enemy figure. If you roll an 11 or higher, that figure receives one wound. Figures with the Lava Resistant special power are not affected by Engulf 11.

Sentinel




160	Life 4
Android	Move 4
Uncommon Hero	Range 4
Hunter	Attack 5
Relentless	Defense 7
Marvel	Huge 20

Mutant Detection
Add 2 to your initiative roll for every Sentinel you control that has at least one Mutant figure within 4 clear sight spaces of it.

Mutant Alert
After a Sentinel you control rolls attack dice against an opponent's Mutant figure, you may immediately move up to 3 other Sentinels you control that did not attack this turn up to 4 spaces each.

Sentinel Networking
After revealing an Order Marker on this card, instead of taking a turn with this Sentinel, you may take a turn with any other Sentinel you control.

Toad Mortimer Toynbee




95	Life 4
Mutant	Move 6
Unique Hero	Range 1
Outcast	Attack 4
Subservient	Defense 4
Marvel	Medium 4

Caustic Phlegm Special Attack
Range 2. Attack 2.
When attacking with Caustic Phlegm Special Attack, each skull rolled counts as one additional hit.

Tongue Lash 12
After moving and before attacking, you may choose one non-adjacent small or medium figure within 3 clear sight spaces of Toad whose base is not higher or lower than 3 levels from Toad's base. Roll the 20-sided die. If you roll a 12 or higher, place the chosen figure on any empty space adjacent to Toad. If the chosen figure is engaged when it is moved by Toad's Tongue Lash 12, it will take any leaving engagement attacks.

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

Colossus Piotr Rasputin



260	Life 6
Mutant	Move 5
Unique Hero	Range 1
Protector	Attack 6
Disciplined	Defense 6
Marvel	Medium 5

Fastball Special
Instead of attacking, you may choose an adjacent, unengaged, small or medium figure you control. Throw the chosen figure by placing it on any empty space within 5 spaces of Colossus. If the chosen figure has the Healing Factor X special power, you may place it on any empty space within 7 spaces of Colossus. Fastball Special may only be used if the thrown figure can be placed in clear sight of Colossus and adjacent to an enemy figure that is not engaged with Colossus. After placing the figure, immediately choose one enemy figure adjacent to the thrown figure and roll the 20-sided die. If you roll a 1, the thrown figure receives one wound. If you roll an 11 or higher, the chosen enemy figure receives one wound.

Steel Skin
When rolling defense dice against a normal attack, Colossus always adds one automatic shield to whatever is rolled. Colossus never rolls for molten lava damage or lava field damage.