


## Merlyn




<b>160</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 8</b>
Assassin	<b>Attack 2</b>
Arrogant	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**Archer Rivalry**  
At the start of the round, add 1 to Merlyn's Range number for each Order Marker placed on a Unique Archer Hero's card up to a maximum of +3 for the Archer Rivalry special power.

**Deadly Shot**  
When attacking with Merlyn, each skull rolled counts as an additional hit.

## Spoiler

*Stephanie Brown*



<b>50</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Loner	<b>Attack 3</b>
Reckless	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>


**Sidekick Shadow**  
After revealing an Order Marker on a Sidekick Hero you control and taking a turn with that Sidekick, if Spoiler is within 6 clear sight spaces of that Sidekick, you may take an immediate turn with Spoiler. You may not take any additional turns with other figures you control.

**Crime Spoiler**  
If you win initiative, you may choose a Crime Lord or Criminal adjacent to Spoiler to receive a wound.

**Bat-Grapple 3**  
Instead of her normal move, Spoiler may use her Bat-Grapple. Bat-Grapple has a move of 3. When counting spaces for Bat-Grapple, ignore elevations. Spoiler may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. Spoiler may not grapple more than 30 levels up or down in a single grapple. When moving with Bat-Grapple, she will not take any leaving engagement attacks.

## Baron Zemo

*Heinrich Zemo*



<b>170</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Mastermind	<b>Attack 4</b>
Brilliant	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>


**Masters of Evil**  
At the start of the game, you may choose up to 5 other Unique Heroes you control and place a black Masters of Evil Marker on each of their cards. After revealing an Order Marker on this card and instead of taking a turn with Baron Zemo, you may take a turn with a figure you control with a Masters of Evil Marker on its card. Baron Zemo and a figure with a Masters of Evil Marker on its card receive 1 additional attack die when attacking a figure with the Patriotic personality or with an Avenger Marker on its card.

**Adhesive X Trap**  
When a figure within 5 clear sight spaces of Baron Zemo begins its turn, you may immediately reveal an "X" Order Marker on this card. If you do, that figure cannot move, attack, or use any special power on any Army Card or Glyph this turn.

**Mental Shield**  
An opponent may never take temporary or permanent control of Baron Zemo.

## Morbius

*Michael Morbius*




<b>250</b>	<b>Life 6</b>
Mutate	<b>Move 7</b>
Unique Hero	<b>Range 1</b>
Creature	<b>Attack 6</b>
Tormented	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**The Living Vampire**  
After attacking an adjacent figure that is not an Android, destructible object or Undead, remove 1 Wound Marker from this card if the defending figure received one or more wounds. If the defending figure did not receive any wounds, you must place a Wound Marker on this card and roll the 20-sided die. Add 2 to your roll for each Wound Marker on this card. If you roll 18 or higher, you must take another turn with Morbius.

**Stealth Flying**  
When Morbius starts to fly, he will not take any leaving engagement attacks.

## Siryn

*Theresa Cassidy*




<b>140</b>	<b>Life 4</b>
Mutant	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Investigator	<b>Attack 4</b>
Tiery	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**Sonic Scream Special Attack**  
**Range Special. Attack 4.**  
Choose 4 spaces in a straight line from Siryn. All figures on those spaces and all figures adjacent to those 4 spaces are affected by this special attack. Siryn is not affected by this special attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

**Vocal Trance 14**  
Instead of attacking, you may choose a Unique Hero within 3 clear sight spaces of Siryn and roll the 20-sided die. If you roll 14 or higher, take temporary control of that Hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Vocal Trance.

## Uncle Sam



<b>240</b>	<b>Life 6</b>
Entity	<b>Move 7</b>
Unique Hero	<b>Range 1</b>
Spirit	<b>Attack 4</b>
Patriotic	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>


**I Want You!**  
At the start of the game, you may choose any Unique Army Card you control. For this game the chosen card's personality is Patriotic instead of what is listed on the card.

**American Pride**  
Uncle Sam rolls one additional attack and defense die for each other Patriotic figure you control, up to a maximum of +3 dice for American Pride.

**Invulnerable**  
Any time Uncle Sam would be destroyed, he instead receives 1 wound.

## Judge Dredd

*Joe Dredd*



<b>240</b>	<b>Life 5</b>
Clone	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Judge	<b>Attack 5</b>
Unyielding	<b>Defense 5</b>
<b>2000AD</b>	<b>Medium 5</b>

**I AM THE LAW**  
After attacking with a special attack, Judge Dredd may immediately attack one additional time with a special attack. Criminals roll 1 fewer defense die against Judge Dredd's attacks.


**LAWGIVER INCENDIARY SPECIAL ATTACK**  
**Range 7. Attack 3.**  
Destructible objects roll 2 fewer defense dice against this special attack. If this special attack inflicts one or more wounds, you may roll 1 unblockable attack die against the defending figure. Figures with the Lava Resistant special power are not affected by this special attack.

**LAWGIVER RICOCHET SPECIAL ATTACK**  
**Range Special. Attack 3.**  
Choose a non-adjacent figure within 5 clear sight spaces of Judge Dredd, and choose one additional figure within 3 clear sight spaces of the first chosen figure. Attack the first figure. If it receives one or more wounds, you may attack the additional chosen figure.

**LAWGIVER HIGH EXPLOSIVE SPECIAL ATTACK**  
**Range 5. Attack 4.**  
Choose a figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately.

## Carnage

*Cletus Kasady*



<b>280</b>	<b>Life 6</b>
Symbiote	<b>Move 6</b>
Unique Hero	<b>Range 2</b>
Psychopath	<b>Attack 6</b>
Insane	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>


**Symbiote Senses 13**  
If Carnage is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, Carnage takes no damage and may immediately use his Tendril Swing 3 special power.

**Tendril Swing 3**  
Instead of his normal move, Carnage may use his Tendril Swing. Tendril Swing has a move of 3. When counting spaces for Carnage's Tendril Swing movement, ignore elevations. Carnage may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Carnage may not Tendril Swing more than 40 levels up or down in a single Tendril Swing. When Carnage uses Tendril Swing, he will not take any leaving engagement attacks. After using Tendril Swing 3, you may use it one additional time.

**Kill Crazy**  
When Carnage destroys an opponent's figure with his normal attack, he may attack again. Roll 1 additional attack die for each figure he destroyed this turn. Carnage may continue attacking with his normal attack until he does not destroy a figure.

## Lizard

*Curtis Connors*



<b>200</b>	<b>Life 6</b>
Mutate	<b>Move 7</b>
Unique Hero	<b>Range 1</b>
Creature	<b>Attack 6</b>
Conflicted	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

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

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

**Regeneration**  
Instead of attacking with Lizard, roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.