

Impossible Man




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| 430 | Life 10 |
| Poppupian | Move 6 |
| Event Hero | Range 3 |
| Prankster | Attack 5 |
| Tricky | Defense 8 |
| Marvel 1 | Medium 5 |

Shapeshifting Prankster
 Before taking a turn with Impossible Man, you may choose an adjacent Unique Hero. Roll the 20-sided die, adding 8 to your roll if the chosen figure is an Adventurer or Scientist. If you roll 16 or higher, for this turn you may use any special powers on the chosen figure's Army Card. If the special power refers to the chosen figure or the chosen figure's card, it refers to Impossible Man or Impossible Man's card instead.

Ignored
 If a Unique or Event Hero starts its turn engaged with Impossible Man, the figure may choose to ignore Impossible Man. A figure that ignores Impossible Man cannot target him for any attacks or special powers this turn. If Impossible Man is ignored, he receives one wound and cannot make any leaving engagement attacks this turn.

Poppupian Pup
 When Impossible Man defends against an attack, and you roll at least two blanks, Impossible Man takes no damage and you may immediately place him on any empty space up to 6 spaces away. When Impossible Man starts to pop, he will not take any leaving engagement attacks.

Mad Thinker




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| 180 | Life 4 |
| Human | Move 5 |
| Unique Hero | Range 1 |
| Strategist | Attack 2 |
| Calculating | Defense 5 |
| Marvel 1 | Medium 5 |

Mind Games
 After revealing a numbered Order Marker on this card, before taking a turn, you may move any one unrevealed Order Marker on one opponent's card to one other card that opponent controls. You may not place Order Markers on any cards not in play and you may never reveal an opponent's Order Marker when using Mind Games.

Android Affinity
 After revealing an Order Marker on this card and instead of taking a turn with Mad Thinker, you may take a turn with a Unique Android Hero you control. After this turn, you may immediately remove any unrevealed Order Marker from this card and take one additional turn with Mad Thinker or any Unique Android Hero you control. You may only use Android Affinity to take an additional turn once per round.

Malice *Susan Richards*




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| 300 | Life 5 |
| Mutate | Move 6 |
| Unique Hero | Range 4 |
| Tormentor | Attack 4 |
| Malicious | Defense 4 |
| Marvel 1 | Medium 5 |

Bubble Suffocation
 Start the game with two white Bubble Markers on this card. Before attacking, you may choose a figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 9 or higher, and the figure is not a Unique Hero, it receives a wound. If you roll 6 or higher, and the figure is a Unique Hero, place a Bubble Marker from this card onto its card. After revealing a numbered Order Marker on this card, you may roll an unblockable attack die, one at a time, against any figures other than Malice with one of your Bubble Markers on their cards. Whenever Malice receives one or more wounds, return all your Bubble Markers in play to this card. If a figure with one of your Bubble Markers on its card is destroyed, return that Bubble Marker to this card.

Force Field Daggers Special Attack
Range 6. Attack 3.
 Malice can only use this special attack if there is at least 1 Bubble Marker on this card. After rolling attack dice, you may immediately remove 1 Bubble Marker from this card and add 2 automatic skulls to whatever is rolled. Bubble Markers removed from this card using this power are returned to this card at the end of the round.

Personal Force Field
 When defending with Malice, if there is at least 1 Bubble Marker on this card, one shield will block all damage.

Dragon Man




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| 320 | Life 6 |
| Android | Move 6 |
| Unique Hero | Range 1 |
| Creature | Attack 6 |
| Ferocious | Defense 6 |
| Marvel 1 | Huge 9 |

Tail Smash
 When attacking with Dragon Man's normal attack, you may choose for the attack to also affect all figures adjacent to the defending figure except Dragon Man. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Fire Breath Special Attack
Range 4. Attack 5.
 Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack except Dragon Man. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately. If Dragon Man inflicts 1 or more wounds on a figure with this special attack, after placing those wounds, you may roll 1 unblockable attack die against that figure. Figures with the Lava Resistant special power are not affected by this special attack.

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

Red Ghost *Ivan Kragoff*




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| 200 | Life 4 |
| Mutate | Move 4 |
| Unique Hero | Range 1 |
| Physicist | Attack 4 |
| Envious | Defense 5 |
| Marvel 1 | Medium 5 |

Super-Ape Command
 After revealing an Order Marker on this card, before taking a turn with Red Ghost, you may take a turn with up to three Super-Apes you control.

Intangibility
 Red Ghost can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Red Ghost cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight.

Trapster *Peter Petruski*



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| 75 | Life 4 |
| Human | Move 5 |
| Unique Hero | Range 5 |
| Criminal | Attack 3 |
| Unfortunate | Defense 4 |
| Marvel 1 | Medium 5 |

Paste Pot 13
 Start the game with 3 white Paste Pot markers on this card. Before attacking, you may choose any small or medium opponent's figure that is not an Event Hero and is within 5 clear sight spaces of Trapster. Roll the 20-sided die, subtracting 1 from the roll if the chosen figure has a Tricky personality. If the figure is a common or squad figure and you roll 13 or higher, destroy the figure. If the figure is a Unique Hero and you roll 13 or higher, place a Paste Pot Marker on that figure's Army Card. Figures other than Trapster with Paste Pot Markers on their cards may not move or be moved by any power on any Army Card. At the end of each round all of your Paste Pot Markers are returned to this Army Card.

Wizard *Bentley Wittman*




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| 140 | Life 4 |
| Human | Move 5 |
| Unique Hero | Range 4 |
| Criminal | Attack 3 |
| Brilliant | Defense 4 |
| Marvel 1 | Medium 5 |

Power Gloves
 When Wizard attacks an adjacent figure with his normal attack, add 2 dice to his attack and he has the Super Strength special power. When Wizard attacks a non-adjacent figure with his normal attack, he may attack one additional time.

Force Field X
 If Wizard is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card to ignore the attack.

Criminal Leadership
 All other Criminals you control move one additional space.

Skrull Infiltrator



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| 10 | Life 1 |
| Skrull | Move 6 |
| Common Hero | Range 1 |
| Agent | Attack 2 |
| Deceptive | Defense 2 |
| Marvel 1 | Medium 5 |

Secret Invasion
 Skrull Infiltrators do not start the game on the battlefield. Skrull Infiltrators can only enter the battlefield when a small or medium figure that is not a Skrull Infiltrator is destroyed. You may replace that figure immediately, if possible, with one of your own Skrull Infiltrators that has not yet been placed on the battlefield.

Super-Ape *Igor*



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| 130 | Life 5 |
| Simian | Move 7 |
| Unique Hero | Range 5 |
| Minion | Attack 1 |
| Loyal | Defense 2 |
| Marvel 1 | Small 3 |

Shapeshifting
 At the start of the round, you may place or remove any number of brown Shapeshift Markers on this card. Subtract 1 from this Super-Ape's Move and Range numbers and add 1 to this Super-Ape's Attack and Defense numbers for each Shapeshift Marker on this card. A maximum of 4 Shapeshift Markers can be on this card.