



Super-Ape *Mikhailo*

	200	 Life 5
Simian	Move 6	
Unique Hero	Range 1	
Minion	Attack 6	
Loyal	Defense 4	
Marvel	Medium 4	

Super Throw 12



After attacking, you may choose an adjacent figure that is not Huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 12 or higher, throw the figure by placing it on any empty space within 4 spaces of this Super-Ape. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of this Super-Ape or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

Enhanced Durability

When this Super-Ape is attacked with a normal attack, the most wounds he can receive from that attack is one.



Super-Ape *Peotor*

	170	 Life 4
Simian	Move 6	
Unique Hero	Range 5	
Minion	Attack 4	
Loyal	Defense 5	
Marvel	Medium 4	

Magnetic Toss 9



After moving and instead of attacking, you may choose one small or medium figure within 3 clear sight spaces of this Super-Ape. Roll the 20-sided die. If you roll 9 or higher, toss the chosen figure by placing it on any empty space within 3 spaces of its original placement. Tossed figures do not take any leaving engagement attacks.

Gravitational Grasp 12

Any time an opponent would begin the movement of this Super-Ape or a figure within 4 clear sight spaces of this Super-Ape, you may first roll the 20-sided die. If you roll 12 or higher, the figure may not be moved and may not attack with a normal attack this turn.



Archangel *Warren Worthington III*

	260	 Life 6
Mutant	Move 7	
Unique Hero	Range 3	
Horseman	Attack 4	
Vengeful	Defense 6	
Marvel	Medium 5	

Avenging Angel

After Archangel or any figure you control within 3 clear sight spaces of Archangel rolls defense dice against a normal attack from an opponent's figure, you may immediately move Archangel up to 7 spaces.

Razor Wing Slash



After moving, you may choose up to 3 figures Archangel passed over with his Flying special power. Roll the 20-sided die once for each figure. If you roll 17 or higher, the chosen figure receives a wound.

Stealth Flying

When Archangel starts to fly, if he is engaged, he will not take any leaving engagement attacks.



Blink *Clarice Ferguson*

	145	 Life 4
Mutant	Move 5	
Unique Hero	Range 5	
Rebel	Attack 4	
Determined	Defense 5	
Marvel	Medium 5	



Blink!

Instead of moving and attacking normally with Blink, you may choose to use Blink! Before Blinking, you may choose an adjacent tiny, small, medium, or large figure. Place Blink on any empty space within 8 clear sight spaces of her previous position. After placing Blink, you may place the chosen figure on any empty space adjacent to Blink. Figures moved with this special power will not take any leaving engagement attacks.

Phase Javelin

If a figure receives at least one wound from Blink's normal attack, you may roll the 20-sided die. Place the chosen figure on an empty space exactly X spaces away from its original placement, where X equals the number rolled. Figures moved with this special power will not take any leaving engagement attacks.

Killer Bee

	15	 Life 1
Insect	Move 6	
Common Hero	Range 1	
Drone	Attack 1	
Subservient	Defense 2	
Marvel	Tiny 1	

TINY MOUNT

Before moving a Killer Bee, you may choose an adjacent, friendly Tiny Unique Hero adjacent to that Killer Bee that is not engaged with a Tiny figure. After moving that Killer Bee, place the chosen figure on an empty space adjacent to that Killer Bee.

BEE STING 13

After moving a Killer Bee, you may choose one figure adjacent to that Killer Bee and roll the 20-sided die. If you roll 13 or higher, place a Wound Marker on the chosen figure's Army Card and destroy that Killer Bee.



Silver Surfer *Norrin Radd*

	400	 Life 6
Zenn-Lavian	Move 8	
Unique Hero	Range 5	
Adventurer	Attack 6	
Noble	Defense 6	
Marvel	Medium 5	

The Power Cosmic

Before rolling attack or defense dice, you may remove any number of unrevealed Order Markers from this card and add that number of skulls or shields to your roll.

Energy Transmutation

When Silver Surfer defends against an adjacent attack, you may remove a Wound Marker from this card if he has any excess shields.

Cosmic Speed

Silver Surfer never takes leaving engagement attacks. After rolling attack or defense dice for Silver Surfer, you may immediately move Silver Surfer up to 2 spaces.



Galactus

	1600	 Life 28
Taaen	Move 0	
Event Hero	Range 12	
Devourer	Attack 7	
Insatiable	Defense 6	
Marvel	Huge 32	

Herald of Galactus

At the start of the game, you may choose a Unique Hero on the battlefield to be Galactus' Herald. Before taking a turn with Galactus, you may place him within 4 spaces of his Herald. If his Herald is a figure you control, when Galactus is adjacent to his Herald, add 2 to your roll for Devourer of Worlds. When Galactus is placed with this special power, he will not take any leaving engagement attacks. Galactus cannot be moved by any other means.

Devourer of Worlds



After taking a turn with Galactus, you may roll the 20-sided die. If you roll:

- 1-2, Galactus receives one wound;
- 3-15, choose up to three unoccupied terrain pieces, glyphs, destructible objects, or obstacles such as ruins on the battlefield;
- 16 or higher, choose up to five unoccupied terrain pieces, glyphs, destructible objects, or obstacles on the battlefield.

Remove the chosen items from the battlefield. If there are no unoccupied terrain pieces, glyphs, destructible objects, or obstacles, Galactus may destroy one figure instead.



Apocalypse *En Sabah Nur*

	620	 Life 9
Mutant	Move 5	
Event Hero	Range 4	
Conqueror	Attack 6	
Methodical	Defense 6	
Marvel	Medium 6	

Horsemen of the Apocalypse

At the start of the game, you may choose up to 4 Unique Mutant Heroes you control and place a red Horseman Marker on each of their cards. While a figure has a Horseman Marker on its card, its class is Horseman instead of what is listed on the card. After revealing an Order Marker on this card, instead of taking a turn with Apocalypse, you may take a turn with a Horseman you control within clear sight of Apocalypse. Any Horseman figure you control has the Super Strength special power and adds 1 to its Attack number for the remainder of the game.

Apocalyptic Technology

After Order Markers are placed and before initiative is rolled for the first round, you may place up to two different Equipment Glyphs on this card. Apocalypse can equip glyphs as if he were a Unique Hero and can equip a glyph even if there is an Equipment Glyph on this card, up to a maximum of 2. If Apocalypse would lose an Equipment Glyph, you may choose which Equipment Glyph he loses. Apocalypse never loses more than one Equipment Glyph at a time unless he is destroyed.

Survival of the Fittest

If Apocalypse would receive one or more wounds from a non-adjacent attack, you may choose a figure without the Super Strength special power adjacent to Apocalypse to receive those wounds instead.



Buffy Summers

	210	 Life 5
Human	Move 6	
Unique Hero	Range 1	
Slayer	Attack 5	
Determined	Defense 5	
Dark Horse	Medium 5	

The Chosen One

At the start of the game, choose an opponent's Unique or Event Hero. When Buffy Summers attacks the chosen Hero with a normal attack, all blanks rolled count as skulls.

Slayer Training

Undead and Demon figures roll 2 fewer defense dice against Buffy Summers' normal attack. Buffy Summers may attack any or all figures adjacent to her with her normal attack. Roll each attack separately.

Crossbow Special Attack

Range 5. Attack 3 + Special.

When Buffy Summers attacks a figure that is exactly 2 spaces away with this special attack, roll 2 additional attack dice. After attacking with this special attack, Buffy Summers may attack with this special attack one additional time.