



## Black King *Sebastian Shaw*

|   |                 |   |
|---|-----------------|---|
|  | <b>220</b>      |  |
|   | Mutant          | <b>Move 5</b>   |
|   | Unique Hero     | <b>Range 1</b>  |
|   | Industrialist   | <b>Attack 4</b>   |
|   | Ambitious       | <b>Defense 3</b>  |
| <b>Marvel 1</b>   | <b>Medium 5</b> |   |



### Hellfire Club Influence

Start the game with 3 black Investment Markers on this card. Before another Mutant figure you control attacks with a normal attack, you may reveal an "X" Order Marker on this card and remove any number of Investment Markers from this card. Add one automatic skull to that attack for each Investment Marker removed.

### Kinetic Energy Absorption

Add 1 to Black King's Attack and Defense numbers for each Wound Marker on this card. If Black King has 2 or more Wound Markers on this card, he gains the Super Strength special power.

## Reverend Stryker *William Stryker*

|  |                 |   |
|--|-----------------|---|
|  | <b>70</b>       |  |
|  | Human           | <b>Move 5</b>   |
|  | Unique Hero     | <b>Range 1</b>  |
|  | Reverend        | <b>Attack 2</b>   |
|  | Fanatical       | <b>Defense 2</b>  |
| <b>Marvel 1</b>  | <b>Medium 5</b> |   |

### Purge The Wicked

When a Citizen you control with clear sight of Reverend Stryker attacks a Mutant, it receives 1 additional attack die.



### Blind Devotion

Anytime Reverend Stryker would receive 1 or more wounds from an attack, you may choose an adjacent Common Human figure you control to receive those wounds instead.

### Telepathic Block 9

If Reverend Stryker or any figure adjacent to Reverend Stryker is targeted for an attack from a Telepath, roll the 20-sided die. If you roll 9 or higher, that Telepath's turn immediately ends.

## Dark Phoenix *Jean Grey*

|   |                 |   |
|---|-----------------|---|
|  | <b>490</b>      |  |
|   | Entity          | <b>Move 7</b>   |
|   | Event Hero      | <b>Range 4</b>  |
|   | Telepath        | <b>Attack 6</b>   |
|   | Ruthless        | <b>Defense 7</b>  |
| <b>Marvel 1</b>   | <b>Medium 5</b> |   |

### From The Ashes

You may draft a Jean Grey figure with the Unstable personality. If you do, Dark Phoenix does not start the game on the battlefield. When your Unstable Jean Grey is destroyed, switch her with Dark Phoenix.

### Psionic Wave



After moving and before attacking, you must roll 1 unblockable attack die against each figure within 2 spaces of Dark Phoenix, one at a time. If a figure receives a wound, you may place it on any empty space within 2 spaces of its original placement.

### Phoenix Fire

Anytime Dark Phoenix receives one or more wounds or is destroyed, you must immediately roll 1 unblockable attack die against each adjacent figure, one at a time.



## Satanus



|   |                   |   |
|---|-------------------|---|
|  | <b>350</b>        |  |
|   | Tyrannosaurus Rex | <b>Move 6</b>   |
|   | Unique Hero       | <b>Range 1</b>  |
|   | Devourer          | <b>Attack 7</b>   |
|   | Ferocious         | <b>Defense 6</b>  |
| <b>2000AD</b>   | <b>Huge 12</b>    |   |

### Chomping Frenzy 12

Instead of moving and attacking normally with Satanus, you may move Satanus up to 5 spaces. Each time Satanus enters a space, as long as he is on a space where he may end his movement, you may choose an adjacent figure that is not tiny. If the chosen figure has only one Life remaining, destroy it. Otherwise, roll the 20-sided die. Subtract 2 from the roll if the chosen figure has the Super Strength special power. If you roll 12 or higher, the chosen figure receives 2 wounds. Satanus cannot choose the same figure more than once and will take any leaving engagement attacks when using this special power.



## Yellow Lantern *Lyssa Drak*

|   |                 |  |
|---|-----------------|--|
|  | <b>240</b>      |  |
|   | Talokian        | <b>Move 5</b>  |
|   | Unique Hero     | <b>Range 1</b>   |
|   | Insurgent       | <b>Attack 2</b>  |
|   | Terrifying      | <b>Defense 3</b>   |
| <b>DC</b>   | <b>Medium 5</b> |  |

### Yellow Power Battery 3

Start the game with 3 yellow Battery Markers on this card. Add one to this Yellow Lantern's Move, Range, Attack, and Defense numbers for each yellow Battery Marker on this card.

### Book of Parallax



When rolling for initiative, if all your Order Markers are placed on Yellow Lantern cards, add 2 to your roll for each yellow Battery Marker on this card.

### Yellow Power Shield

Anytime this Yellow Lantern is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one yellow Battery Marker from this card and ignore that attack.



## Piledriver *Brian Philip Callusky*

|   |                 |   |
|---|-----------------|---|
|  | <b>190</b>      |  |
|   | Mutate          | <b>Move 6</b>   |
|   | Unique Hero     | <b>Range 1</b>  |
|   | Criminal        | <b>Attack 5</b>   |
|   | Cruel           | <b>Defense 5</b>  |
| <b>Marvel 1</b>   | <b>Medium 5</b> |   |

### The Wrecking Crew 14

After taking a turn with Piledriver, you may roll the 20-sided die. Add 3 to your roll if Piledriver destroyed a figure this turn. If you roll 14 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Piledriver. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

### Pounding Fists

Figures without the Super Strength special power roll 1 fewer defense die against Piledriver's normal attack. If Piledriver inflicts one or more wounds with his normal attack, he may attack the same figure one additional time.



## Thunderball *Eliot Franklin*

|   |                 |   |
|---|-----------------|---|
|  | <b>190</b>      |  |
|   | Mutate          | <b>Move 5</b>   |
|   | Unique Hero     | <b>Range 4</b>  |
|   | Criminal        | <b>Attack 5</b>   |
|   | Resentful       | <b>Defense 6</b>  |
| <b>Marvel 1</b>   | <b>Medium 5</b> |   |

### The Wrecking Crew 14



After taking a turn with Thunderball, you may roll the 20-sided die. Add 3 to your roll if Thunderball destroyed a figure this turn. If you roll 14 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Thunderball. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

### Ball And Chain Slam Special Attack Range 1. Attack 4.

Choose a figure to attack. All figures adjacent to the chosen figure are affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Thunderball is not affected by this special attack. After attacking with this special attack, you may place each figure that received one or more wounds from this special attack within 1 space of its original placement. A figure moved by this special attack never takes any leaving engagement attacks but will take any falling damage that may apply.



## Bulldozer *Henry Camp*

|   |                 |  |
|---|-----------------|--|
|  | <b>190</b>      |  |
|   | Mutate          | <b>Move 7</b>  |
|   | Unique Hero     | <b>Range 1</b>   |
|   | Criminal        | <b>Attack 5</b>  |
|   | Undisciplined   | <b>Defense 5</b>   |
| <b>Marvel 1</b>   | <b>Medium 5</b> |  |

### The Wrecking Crew 14

After taking a turn with Bulldozer, you may roll the 20-sided die. Add 3 to your roll if Bulldozer destroyed a figure this turn. If you roll 14 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Bulldozer. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

### Charging Headbutt

If Bulldozer attacks a figure that was at least 2 spaces away before Bulldozer moved this turn, add 1 automatic skull to whatever is rolled. If Bulldozer attacks a figure that was at least 4 spaces away before Bulldozer moved this turn, add 2 automatic skulls to whatever is rolled. Charging Headbutt may only be used if Bulldozer used his normal move for all of his movement this turn.



## Wrecker *Dirk Garthwaite*

|   |                 |   |
|---|-----------------|---|
|  | <b>230</b>      |  |
|   | Mutate          | <b>Move 5</b>   |
|   | Unique Hero     | <b>Range 1</b>  |
|   | Criminal        | <b>Attack 4</b>   |
|   | Destructive     | <b>Defense 5</b>  |
| <b>Marvel 1</b>   | <b>Medium 5</b> |   |

### The Wrecking Crew 10

After taking a turn with Wrecker, you may roll the 20-sided die. Add 3 to your roll if Wrecker destroyed a figure this turn. If you roll 10 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Wrecker. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

### Crowbar Throw

Wrecker may subtract 1 from his Attack number to add 4 to his Range number.

### Crowbar Demolition

If Wrecker is not engaged, instead of attacking with Wrecker, you may choose a figure within 2 spaces of Wrecker. Roll the 20-sided die. If you roll 9 or higher, you must place the chosen figure and each figure adjacent to the chosen figure on any empty spaces up to 2 spaces from their original placements, if possible. Figures moved by Crowbar Demolition will not take any leaving engagement attacks, but will take any falling damage that may apply. After a figure is placed by Crowbar Demolition, immediately roll one attack die. If you roll a skull, the placed figure receives 1 wound. Huge figures are not affected by this special power.

