




Batroc The Leaper *Georges Batroc*







	130		Life 4
Human			Move 6
Unique Hero			Range 1
Mercenary			Attack 5
Arrogant			Defense 5
Marvel	Medium 5		

Leaping Kick
If Batroc The Leaper moved with his Stealth Leap 10 special power and attacks a figure he was not adjacent to at the beginning of his turn, add 1 automatic skull to whatever is rolled.

Savate Defense
When Batroc The Leaper rolls defense dice against a normal attack from an adjacent figure, two or more shields will block all damage. If he rolls three or more shields, you may immediately move Batroc The Leaper with his Stealth Leap 10 special power.

Stealth Leap 10
Instead of his normal move, Batroc The Leaper may use Stealth Leap 10. Stealth Leap 10 has a move of 3. When counting spaces for Stealth Leap 10, ignore elevations. Batroc The Leaper may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Batroc The Leaper may not leap more than 10 levels up or down in a single leap. When Batroc The Leaper starts his Stealth Leap 10, he will not take any leaving engagement attacks.

Enchantress *Amora*







	380		Life 7
Asgardian			Move 5
Unique Hero			Range 5
Sorceress			Attack 5
Charming			Defense 5
Marvel	Medium 5		

Enchantment
After revealing an Order Marker on this card, instead of taking a turn with Enchantress, you may choose a Unique Hero you control within 4 clear sight spaces of Enchantress that does not have the Super Strength special power. Take a turn with the chosen Hero. During this turn, the chosen Hero has Super Strength and adds 2 to its Attack number.

Soul Swap
Once per game, if a figure you control is attacked by an enemy Unique Hero that is within 4 clear sight spaces of Enchantress and your defending figure receives no wounds, you may reveal an "X" Order Marker on this card. Choose a Unique Hero you control without the Mental Shield special power that is within 4 clear sight spaces of Enchantress. Players switch control of the chosen and attacking figures, and their Army Cards. Remove all Order Markers from both Army Cards. If Enchantress is destroyed, all figures and cards affected by Soul Swap return to the players who controlled them before the Soul Swap.

Magical Defense
When Enchantress is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Enchantress can take from this attack is one.







Executioner *Skurge*

	370		Life 7
Etin			Move 5
Unique Hero			Range 1
Warrior			Attack 8
Savage			Defense 6
Marvel	Medium 5		

Axe Slash Teleportation
After moving and instead of attacking, you may roll 12 combat dice. Place Executioner on any empty space within X spaces of his current location, where X equals the number of skulls rolled. You may choose one figure that was adjacent to Executioner before using this special power and place it on an empty space adjacent to Executioner. Moved figures will not take any leaving engagement attacks. If a figure other than Executioner is moved at least one space with this power, you may roll 1 unblockable attack die against that figure. This special power can only be used once per round.

Giant Killer
When Executioner attacks Huge figures, add 2 attack dice.

Whirlwind *David Cannon*







	190		Life 4
Mutant			Move 7
Unique Hero			Range 3
Criminal			Attack 4
Arrogant			Defense 7
Marvel	Medium 5		

Tornado Force Winds
Instead of moving and attacking with Whirlwind, you may place all figures that are adjacent to Whirlwind and not huge up to 3 spaces from their original placements. Moved figures never take any leaving engagement attacks but will take any falling damage that may apply. Roll an unblockable attack die, one at a time, against each placed figure.

Whirlwind Barrage Special Attack
Range 1. Attack 3.
Instead of moving and attacking normally with Whirlwind, you may move Whirlwind up to 3 spaces. Whirlwind can attack up to 3 times with this special attack at any point before, during, or after this move as long as Whirlwind is on a space where he could end his movement. After using this special attack, Whirlwind may move up to 2 additional spaces.

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







Radioactive Man *Chen Lu*

	160		Life 5
Mutate			Move 5
Unique Hero			Range 4
Physicist			Attack 5
Repentant			Defense 5
Marvel	Medium 5		

Radiation Blast Special Attack
Range Special. Attack 4.
All figures without the Environmental Suit special power within 3 clear sight spaces are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. If a figure receives one or more wounds from this special attack, roll an unblockable attack die against the defending figure. This special attack can only be used once per round.

Controlled Emissions 13
If Radioactive Man ends his turn adjacent to no friendly figures, you may roll the 20-sided die for each figure without the Environmental Suit special power engaged with Radioactive Man, one at a time. If you roll 13 or higher, the figure receives one wound.

Tiger Shark *Todd Arliss*







	240		Life 6
Mutate			Move 7
Unique Hero			Range 1
Predator			Attack 7
Savage			Defense 7
Marvel	Medium 6		

Water Strength 1
Tiger Shark does not stop his movement when entering a water space. Add 1 die to Tiger Shark's attack and defense while he is on a water space.

Water Leap
If Tiger Shark ends his normal movement on a water space, he may Water Leap. Water Leap has a move of 3. When counting spaces for Water Leap, ignore elevations. Tiger Shark may leap over figures without becoming engaged, and leap over obstacles such as ruins. Tiger Shark may not leap more than 10 levels up or down in a single leap. When Tiger Shark starts to Water Leap, he will not take any leaving engagement attacks.

Water Suit
If Tiger Shark has 3 or more Wound Markers on this card and is not occupying a water space, subtract 2 from his Attack and Defense numbers.







Grey Gargoyle *Paul Pierre Duval*

	200		Life 5
Mutate			Move 5
Unique Hero			Range 1
Thief			Attack 4
Debonair			Defense 5
Marvel	Medium 5		

Hand Of Stone
Start the game with 3 grey Stone Markers on this card. If Grey Gargoyle inflicts a wound on an adjacent Unique Hero with his normal attack, place a Stone Marker on the defending figure's card. A figure other than Grey Gargoyle with a Stone Marker on its card cannot move, roll for attacks or leaving engagement attacks, or use any special powers on its Army Card, and adds 1 additional die to its defense. At the end of each round, all of your Stone Markers are returned to this card.

Tough
When rolling defense dice against a normal attack, Grey Gargoyle always adds one automatic shield to whatever is rolled.

Living Laser *Arthur Parks*







	190		Life 4
Energy			Move 10
Unique Hero			Range 5
Criminal			Attack 3
Vengeful			Defense 5
Marvel	Medium 5		

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

Sensory Assault
If Living Laser has clear sight on a non-adjacent figure's Target Point, Living Laser rolls 1 additional attack die when attacking that figure.

Laser Barrage Special Attack
Range Special. Attack 4, 3, and 2.
Instead of moving and attacking normally, Living Laser can use Laser Barrage Special Attack. Move Living Laser up to 4 spaces in a straight line through at least one opponent's figure. All opponents' figures Living Laser moves through are affected by this special attack. Roll attack dice once for all affected figures. Defending figures roll defense dice separately. After using this special attack, you may use this special attack two additional times, rolling 1 fewer attack die for each subsequent attack.

Mister Hyde *Calvin Zabo*

	260		Life 5
Mutate			Move 5
Unique Hero			Range 1
Creature			Attack 5
Savage			Defense 5
Marvel	Medium 6		

Blind Rage
Before attacking with Mister Hyde, roll the 20-sided die.

- If you roll 1-9, Mister Hyde must attack all adjacent figures.
- If you roll 10-18, Mister Hyde may attack one adjacent figure, adding 1 die to his attack.
- If you roll 19 or higher, Mister Hyde may attack any or all adjacent figures, adding 2 dice to his attack. Roll each attack separately.

Healing Factor
After taking a turn with Mister Hyde, remove 1 Wound Marker from this Army Card.