

## Swordsman *Remy*



<b>160</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Fighter	<b>Attack 5</b>
Reformed	<b>Defense 5</b>

**Marvel**

**Medium 5**

### Swordplay

If Swordsman attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.

### Makluan Sword Special Attack

**Range 4. Attack 4 + Special.**

Before attacking with this special attack, choose one of the following:

- roll one additional attack die; or
- if you inflict one or more wounds on the defending figure, immediately roll one unblockable attack die for each wound inflicted this turn.

### Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

## Gorgon *Tomi Shishido*



<b>300</b>	<b>Life 6</b>
Mutant	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Terrorist	<b>Attack 6</b>
Fearless	<b>Defense 6</b>

**Marvel**

**Medium 6**

### Godkiller Special Attack

**Range 1. Attack 2 + Special.**

Roll 2 + X dice for this special attack. X is equal to the Life number on the defending figure's Army Card to a maximum of 8 additional dice. This special attack may only be used once per round.

### Stone Gaze

Instead of attacking with Gorgon, choose 3 spaces in a straight line from Gorgon. All figures other than destructible objects on or adjacent to those 3 spaces that are within clear sight of Gorgon are affected by Stone Gaze. One at a time, roll the 20-sided die for each affected figure. If the figure is a Squad figure and you roll 8 or higher, or a Hero figure and you roll 20 or higher, it is destroyed.

### Precognitive Strike 12

When an opponent's figure without the Mental Shield special power targets Gorgon for an adjacent attack, you may roll the 20-sided die. If you roll 12 or higher, the opponent's figure receives 1 wound and its turn immediately ends.



## Kirigi



<b>175</b>	<b>Life 6</b>
Undead	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Ninja	<b>Attack 5</b>
Relentless	<b>Defense 4</b>

**Marvel**

**Medium 5**

### Phantom Walk

Kirigi can move through all figures and is never attacked when leaving an engagement.

### Kyoketsu Shogi

After moving and before attacking, if Kirigi is not engaged at the start of his turn, you may choose a non-adjacent small or medium figure within 3 clear sight spaces of Kirigi whose base is no more than 8 levels above or below Kirigi's base. Roll one attack die. If you roll a skull, you may choose to either inflict a wound on the chosen figure or place the chosen figure adjacent to Kirigi. Figures placed by Kyoketsu Shogi do not take leaving engagement attacks. After using this special power, Kirigi may use it one additional time.

### Undead Resilience

If Kirigi receives two or more wounds from a single attack but is not destroyed, you may immediately remove up to two of those wounds.



## Black Tarantula *Carlos Lamuerto*



<b>300</b>	<b>Life 5</b>
Mutate	<b>Move 7</b>
Unique Hero	<b>Range 5</b>
Crime Lord	<b>Attack 4</b>
Ruthless	<b>Defense 5</b>

**Marvel**

**Medium 6**

### Healer X

Before moving, you may reveal an "X" Order Marker on this card to remove one Wound Marker from the Army Card of an adjacent figure that is not a destructible object or Android. After taking a turn with Black Tarantula, remove 1 Wound Marker from this Army Card.

### Eye Blast Special Attack

**Range Special. Attack 5.**

Choose 3 spaces in a straight line from Black Tarantula. All figures on those spaces who are in line of sight are affected by this special attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately. This special attack can only be used once per round.

### Close Combat Expert

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.



## Typhoid Mary *Mary Walker*



<b>120</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Assassin	<b>Attack 4</b>
Unstable	<b>Defense 4</b>

**Marvel**

**Medium 5**

### Dissociative Identity Disorder

Before taking a turn with Typhoid Mary, roll the 20-sided die.

- If you roll 1-3, she may not attack or use any other special powers for the remainder of this turn.
- If you roll 4-17, nothing happens.
- If you roll 18 or higher, she may add 2 dice to her attack or add 2 to the roll when using Pyrokinesis 14 for the remainder of this turn.

### Pyrokinesis 14

Instead of attacking, choose a figure within 4 clear sight spaces and roll the 20-sided die. If you roll 14 or higher, the figure receives a wound. You may continue to roll for Pyrokinesis until you do not inflict a wound or the figure is destroyed. Figures with the Lava Resistant special power are not affected by Pyrokinesis.

## Mentallo *Marvin Flumm*



<b>135</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Criminal	<b>Attack 3</b>
Opportunistic	<b>Defense 3</b>

**Marvel**

**Medium 5**

### Psycho-Helmet

Special powers on the cards of opponents' figures that prevent them from being targeted by non-adjacent attacks or that require clear sight do not affect Mentallo.

### Telepathic Suggestion

If Mentallo is not engaged, instead of attacking, you may choose one Unique Hero or up to three Common figures. Chosen figures must be within 10 spaces of Mentallo. For each chosen figure, roll the 20-sided die. If Mentallo was not moved during your turn, add 5 to each roll. After the 20-sided die is rolled for all chosen figures, for each figure that you rolled 13 or higher for, you may take temporary control of that figure and immediately take a turn with it. At the end of each turn, control of the chosen figure returns to the player who controlled the figure before the Telepathic Suggestion.

### Mental Shield

An opponent may never take temporary or permanent control of Mentallo.

## Purple Man *Zebediah Killgrave*



<b>165</b>	<b>Life 4</b>
Mutate	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Criminal	<b>Attack 3</b>
Manipulative	<b>Defense 4</b>

**Marvel**

**Medium 5**

### Phantom Walk

Purple Man can move through all figures and is never attacked when leaving engagements.

### Pheromone Control 14

Before moving, you may choose a Unique Hero figure within 3 clear sight spaces of Purple Man that does not have the Radar Sense special power. Roll the 20-sided die, adding 1 to the roll if Purple Man has clear sight on the chosen figure's Target Point. If you roll 14 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card. If a Hero affected by this special power is no longer within 3 clear sight spaces of Purple Man at the start of any player's turn, remove any Order Markers on that figure's Army Card and return control of the figure and that figure's Army Card to the player who controlled the figure before it became Pheromone Controlled.

### Reactive Mind Control 10

If Purple Man is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 10 or higher, Purple Man takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before the Reactive Mind Control. Figures moved with this special power will not take any leaving engagement attacks.

## Meteorite *Karla Sofen*



<b>210</b>	<b>Life 4</b>
Mutate	<b>Move 7</b>
Unique Hero	<b>Range 5</b>
Charlatan	<b>Attack 5</b>
Conflicted	<b>Defense 5</b>

**Marvel**

**Medium 5**

### Manipulation

Before moving, you may choose one Unique Hero adjacent to Meteorite and remove one unrevealed Order Marker at random from the chosen figure's Army Card. If Meteorite attacks the chosen figure this turn, subtract one skull from whatever is rolled. Manipulation cannot be used against figures with the Valiant personality and can only be used once per round.

### Intangibility

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

### Blinding Light

Opponents' figures within 5 clear sight spaces of Meteorite cannot use attacks or special powers that require clear sight. Figures with the Sensory Assault or Radar Sense special power are not affected by Blinding Light.



## Stilt-Man *Wilbur Day*



<b>150</b>	<b>Life 5</b>
Human	<b>Move 7</b>
Unique Hero	<b>Range 5</b>
Inventor	<b>Attack 4</b>
Arrogant	<b>Defense 5</b>

**Marvel**

**Large 12**

### High Stepping

When counting spaces for Stilt-Man's movement, elevation changes up to 8 levels count as one space. You may ignore Stilt-Man's height of 12 when climbing. Stilt-Man may step over water without stopping, step over figures smaller than huge without becoming engaged, and step over obstacles with a height of 8 or less.

### The Bigger They Are . . .

Stilt-Man is always considered to have height advantage over non-flying figures that have height less than 12.

### . . . The Harder They Fall

When Stilt-Man is destroyed, before removing him from the battlefield, choose 4 spaces in a straight line from Stilt-Man. Roll an unblockable attack die against each figure on the chosen spaces.

