


Livewire *Leslie Willis*

	260	 Life 5
Metahuman	Move 8	
Unique Hero	Range 4	
Antagonist	Attack 3	
Fierce	Defense 4	
DC	Medium 5	

ELECTRICITY ABSORPTION

At the end of each round, you may add one white Electrical Marker to this card. If Livewire is attacked by a figure with the Electrically Charged special power and at least 1 skull is rolled, before rolling defense dice, you may add one Electrical Marker to this card. There can be a maximum of 3 Electrical Markers on this card. If Livewire is on a water space at the end of any figure's turn, remove all Electrical Markers from this card.



POWER CHARGED

If there is at least 1 Electrical Marker on this card, Livewire gains the Flying special power, can move through all figures and obstacles such as ruins, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight. Add 1 to Livewire's Attack and Defense numbers for each Electrical Marker on this card. If Livewire inflicts one or more wounds with her normal attack, remove one Electrical Marker from this card.

SHOCK JOCK

If there are 3 Electrical Markers on this card, instead of attacking normally, you may remove all Electrical Markers from this card and roll 3 unblockable attack dice against an adjacent figure.

Brainiac 13

	750	 Life 13
Artificial Intelligence	Move 6	
Event Hero	Range 4	
Conqueror	Attack 6	
Calculating	Defense 6	
DC	Medium 6	

ARTIFICIAL INTELLIGENCE 13

After revealing an Order Marker on this card, instead of taking a turn with Brainiac 13, you may choose any Android or Cyborg Hero figure in clear sight of Brainiac 13. If you control the chosen figure, you may take an immediate turn with it; otherwise, roll the 20-sided die. If you roll 13 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card.

12TH LEVEL INTELLECT



After any attack dice, defense dice, or the 20-sided die is rolled for Brainiac 13 or any figure within clear sight of Brainiac 13, you may immediately remove an "X" Order Marker from this card and add or subtract a skull, shield, blank, or 1 from that roll.

CONTINGENCY PROGRAM 13

If Brainiac 13 would receive enough wounds to be destroyed, before removing him from the battlefield, roll the 20-sided die. Before rolling, you may choose an Android or Cyborg you control and add 6 to the roll. If you roll 13 or higher, Brainiac 13 ignores any wounds he would have received, and if you choose an Android or Cyborg, destroy it, place Brainiac 13 on the space previously occupied by the chosen figure, and remove all Wound Markers from this card.



Kryptonite Man *K. Russel Abernathy*

	120	 Life 5
Metahuman	Move 5	
Unique Hero	Range 3	
Engineer	Attack 4	
Malicious	Defense 4	
DC	Medium 5	

KRYPTONITE RADIATION

A Kryptonian figure within 3 spaces of Kryptonite Man cannot use any special power on its Army Card. At the end of a round, any Kryptonian within 3 spaces of Kryptonite Man receives 1 wound.

KRYPTONIAN KILLER

Kryptonian figures adjacent to Kryptonite Man roll 3 fewer dice when attacking or defending.

Scientist Supreme *Monica Rappaccini*

	160	 Life 4
Human	Move 5	
Unique Hero	Range 5	
Terrorist	Attack 4	
Brilliant	Defense 5	
Marvel	Medium 5	

RESEARCH PARAMETERS

At the start of the game, place a Glyph of Experimental Medicine, a Glyph of Teleportation Belt, a Glyph of Cosmic Control Rod, and a Glyph of Cosmic Cube symbol-side up into a Glyph Pool and set them aside.


HIGH-TECH RESEARCH

Before attacking with Scientist Supreme, if there are no Equipment Glyphs on this card, you may roll the 20-sided die, adding 1 to the roll for each Scientist or Terrorist figure you control adjacent to Scientist Supreme. If you roll 12 or higher, choose an Equipment Glyph from Scientist Supreme's Glyph Pool at random and place it power-side up on this card. If a glyph placed with High-Tech Research would be removed from this card by any means, remove that glyph from the game.

LEADER OF A.I.M.

After revealing an Order Marker on this card, instead of taking a turn with Scientist Supreme, you may take a turn with a squad of A.I.M. Agents or any Unique Clone Hero you control.

Diablo *Esteban De Ablo*

	140	 Life 6
Human	Move 5	
Unique Hero	Range 5	
Alchemist	Attack 3	
Brilliant	Defense 4	
Marvel	Medium 5	

SLEEP POTION 14

When an opponent reveals an Order Marker on a card that has at least one figure within 3 clear sight spaces of Diablo, roll the 20-sided die. If you roll 14 or higher, all opponents' figures within 3 clear sight spaces of Diablo cannot move, attack or use any special powers this turn. All opponents' squads activate one fewer member for each of their figures within 3 clear sight spaces of Diablo this turn.



PROTOPLASM FORM

If Diablo would receive only one wound from an attack, ignore that wound.

TELEPORTATION POTION

Instead of moving and attacking with Diablo, or if at least one blank was rolled while defending against an opponent's attack in which Diablo received more than one wound, you may place him on any unoccupied space on the battlefield. When moving with this special power, Diablo will not take any leaving engagement attacks and cannot be placed adjacent to an opponent's figure.

Deathlok *Michael Collins*

	255	 Life 5
Cyborg	Move 6	
Unique Hero	Range 5	
Engineer	Attack 5	
Analytical	Defense 6	
Marvel	Medium 5	

PLASMA BURSTS SPECIAL ATTACK

Range 5. Attack 4 + Special.

If Deathlok is not engaged, he may attack up to four times with this special attack, rolling one fewer attack die for each subsequent attack. He cannot attack the same figure more than once this turn.

NANO-HACKING 7

After revealing an Order Marker on this card and attacking with Deathlok, you may choose an opponent's Android or Cyborg figure within 5 clear sight spaces of Deathlok and roll the 20-sided die. If you roll 7 or higher, take temporary control of the chosen figure and take an immediate turn with the figure. At the end of this turn, control of the figure returns to the player who controlled the figure before the Nano-Hacking. All Order Markers that were on the chosen figure's card will stay on the card.



CYBERNETIC REPAIR X

At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.

SEEKING MY HUMANITY

At the end of the round, if Deathlok destroyed one or more Human figures this round, roll one unblockable attack die against Deathlok.

Harpoon *Kodiak Noatak*



	130	 Life 4
Mutant	Move 5	
Unique Hero	Range 5	
Marauder	Attack 4	
Relentless	Defense 4	
Marvel	Medium 5	

ENERGIZED HARPOON SPECIAL ATTACK Range 5. Attack 4.

Choose a non-adjacent figure and before attacking with this special attack, choose one of the following effects:

- add 1 automatic skull to whatever is rolled;
- or any figures adjacent to the chosen figure are also affected by this special attack. Harpoon only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately; or
- if an opponent's Unique Hero receives one or more wounds from this special attack, roll the 20-sided die. If you roll 9 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card.

Crimson Dynamo *Gennady Gavrlov*

	150	 Life 4
Human	Move 5	
Unique Hero	Range 1	
Student	Attack 5	
Opportunistic	Defense 5	
Marvel	Medium 5	

ELECTRICAL BLAST SPECIAL ATTACK Range 4. Attack 4 and 3.

Choose a figure to attack. You may also choose one other figure within 2 clear sight spaces of the targeted figure to be affected by this special attack. Roll 4 attack dice once for all figures. Each figure rolls defense dice separately. Figures with the Electrically Charged special power are not affected by Electrical Blast Special Attack.

After attacking with this special attack, Crimson Dynamo may attack 1 additional time, rolling 1 fewer attack die for the subsequent attack.



ARMOR PIERCING ROCKET LAUNCHER SPECIAL ATTACK

Range 6. Attack 2.

Only non-adjacent figures can be attacked with this special attack. For each skull rolled, the defending figure subtracts 1 die from its defense. After attacking with this special attack, Crimson Dynamo may attack two additional times.



Firebrand *Gary Gilbert*

	240	 Life 4
Human	Move 6	
Unique Hero	Range 6	
Enforcer	Attack 4	
Vindictive	Defense 6	
Marvel	Medium 5	

DUAL FLAMETHROWERS SPECIAL ATTACK

Range 2 + Special. Attack 4.

Choose a figure to attack. You may also choose 3 spaces in a straight line from the targeted figure. All figures on those spaces are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack. After attacking with this special attack, you may attack with this special attack one additional time.

LAVA RESISTANT

Firebrand never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

