


## Iron Monger *Obadiah Stane*




<b>230</b>	<b>Life 3</b>
Human	<b>Move 4</b>
Unique Hero	<b>Range 4</b>
Antagonist	<b>Attack 5</b>
Intimidating	<b>Defense 7</b>
<b>Marvel</b>	<b>Medium 6</b>

**TURBO BOOST**  
Before moving, you may add up to 3 to Iron Monger's Move number for the remainder of the turn. If you do, subtract the same number from his Range number for the remainder of the turn.

**IMPOSING PRESENCE**  
Opponents' figures engaged with Iron Monger subtract 1 die from their normal Attack number and 1 die from their Defense number, to a minimum of 1 die each.

**AIR-TO-SURFACE MISSILES SPECIAL ATTACK**  
**Range Special. Attack 2 + Special.**  
After moving with the Flying special power, you may choose up to 2 figures Iron Monger passed over this turn. One at a time, roll attack dice for each chosen figure, rolling an additional attack die if that figure does not have the Flying or Stealth Flying special power. Destructible objects roll 2 fewer defense dice against this special attack. Iron Monger may attack the chosen figures, even if he is engaged with a different figure.

## Iron Patriot *Norman Osborn*




<b>290</b>	<b>Life 5</b>
Mutate	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Leader	<b>Attack 4</b>
Unstable	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**CHAOTIC LEADERSHIP**  
While Iron Patriot is on the battlefield: if you win initiative, you may move each other figure you control with at least one Order Marker on its card up to 4 spaces. Figures moved with Chaotic Leadership will take any leaving engagement attacks that may apply. if you lose initiative, the player who won initiative may rearrange any Order Markers placed on Army Cards you control other than this card. That player may never reveal an Order Marker when using Chaotic Leadership.

**DOUBLE ATTACK**  
When Iron Patriot attacks, he may attack one additional time.

**MASTER MOTIVATOR**  
After taking a turn with Iron Patriot, if he inflicted one or more wounds with his normal attack this turn, you may take an immediate turn with any Unique Hero you control within clear sight of Iron Patriot without the Master Motivator special power.

## Titanium Man *Boris Bullski*




<b>240</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Mercenary	<b>Attack 5</b>
Merciless	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**CLOAKING SYSTEM**  
If Titanium Man has not taken a turn this round, he cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight.

**TRACTOR BEAM**  
If Titanium Man did not move this turn, before attacking, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Titanium Man. Place the chosen figure adjacent to Titanium Man. If Titanium Man attacks the chosen figure this turn, the chosen figure rolls 2 fewer defense dice. Figures moved by Tractor Beam will not take any leaving engagement attacks.

**MAGNETIC FLUX RINGS**  
Any time an opponent would begin the movement of a figure that opponent controls within 4 clear sight spaces of Titanium Man, you may first roll the 20-sided die. If you roll 8 or higher, the figure cannot use any special power or glyph on its Army Card while moving this turn.

## Predator




<b>240</b>	<b>Life 5</b>
Yautja	<b>Move 6</b>
Uncommon Hero	<b>Range 5</b>
Hunter	<b>Attack 5</b>
Relentless	<b>Defense 5</b>
<b>Dark Horse</b>	<b>Medium 6</b>

**YAUTJA CLOAKING DEVICE**  
This Predator may move through all figures and is never attacked when leaving an engagement. While occupying a non-water space, this Predator cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

**BIO-MASK TARGETING**  
When this Predator attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece. If this Predator did not move this turn and attacks a non-adjacent figure, add 1 automatic skull to whatever is rolled.

**SELF-DESTRUCT WRIST GAUNTLET**  
After rolling initiative, you may reveal an "X" Order Marker on this card. If there is a revealed "X" Order Marker on this card when you reveal your Order Marker 3, before taking your turn, each figure within 3 spaces of this Predator receives 2 automatic wounds and then this Predator is destroyed.

## Wong




<b>90</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Monk	<b>Attack 3</b>
Loyal	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**LOYAL MANSERVANT**  
At the start of the game, choose a Human figure with the Magical Defense special power that you control to be Wong's Master. After revealing an Order Marker on his Master's Army Card and before taking a turn with his Master, you may first take a turn with Wong. When Wong and his Master are adjacent, both add 1 extra die to their normal attack.

**KAN'S OATH**  
Anytime Wong is adjacent to his Master and Wong's Master rolls defense dice against an attack, you may choose to have Wong receive the wounds instead of his Master.

## Commander Rogers *Steve Rogers*




<b>250</b>	<b>Life 5</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Agent	<b>Attack 4</b>
Dedicated	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**MASTER TACTICIAN**  
At the beginning of your turn, if there is at least one unrevealed Order Marker on this card, you may rearrange any unrevealed Order Markers on Army Cards you control.

**TRAINED TO PERFECTION**  
Commander Rogers may attack any or all figures adjacent to him and adds one automatic skull when attacking an adjacent figure. Roll each attack separately.

**PHOTONIC ENERGY SHIELD**  
When defending against an attack, Commander Rogers always adds one automatic shield to whatever is rolled. When Commander Rogers defends against an attack from a figure within 5 clear sight spaces, if there are excess shields, the attacking figure receives one wound.

## Hawkeye *Clint Barton*




<b>160</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 9</b>
Archer	<b>Attack 4</b>
Cocky	<b>Defense 5</b>
<b>Marvel</b>	<b>Large 5</b>

**SKYCYCLE CARRY**  
Before moving, you may choose a tiny, small or medium common or unique Hero figure you control adjacent to Hawkeye. The chosen figure becomes the Skycycle Passenger. After moving, place the Skycycle Passenger adjacent to Hawkeye. The Skycycle Passenger will take any leaving engagement attacks.

**HAWKEYE'S ORDERS**  
After revealing an Order Marker on this card, moving normally with Hawkeye and placing the Skycycle Passenger, instead of attacking with Hawkeye, you may take a turn with the Skycycle Passenger.

**QUICK SHOT SPECIAL ATTACK**  
**Range 5. Attack 3.**  
Figures roll 2 fewer defense dice when defending against Hawkeye's Quick Shot Special Attack. After Hawkeye attacks with Quick Shot Special Attack, he may use Skycycle Carry and move up to 3 spaces. When Hawkeye moves with this special attack, he will not take any leaving engagement attacks.

## Moon Knight *Marc Spector*




<b>150</b>	<b>Life 5</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 4</b>
Fighter	<b>Attack 4</b>
Unstable	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**FRENCHIE'S AIRDROP**  
After revealing an Order Marker on this card, if Moon Knight is on the battlefield, you may immediately place him on this card. Moon Knight will take any leaving engagement attacks before being placed on this card. Order Markers may still be placed and revealed on this card normally. After revealing an Order Marker on this card, if Moon Knight is on this card and not destroyed, you may immediately place him on any empty space on the battlefield and attack with him.

**CAPE GLIDE**  
After being placed on the battlefield by Frenchie's Airdrop, or if Moon Knight ends his move 5 or more levels lower than his original placement, you may add 1 automatic skull to Moon Knight's normal attack this turn if he attacks an adjacent figure. Moon Knight never takes falling damage.

**CRESCENT DARTS**  
Instead of attacking normally with Moon Knight, you may choose up to two different figures within 5 clear sight spaces of Moon Knight. One at a time, roll the 20-sided die for each chosen figure. If you roll 9 or higher, the chosen figure receives 1 wound.

## Sharon Carter



<b>90</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Agent	<b>Attack 3</b>
Loyal	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**COVERT OPERATIONS**  
Start the game with the white Covert Operations Marker on this card. Before taking a turn with Sharon Carter, you may place or remove the Covert Operations Marker. While the Covert Operations Marker is on this card, Sharon Carter cannot attack or be targeted by an enemy figure for non-adjacent attacks or special powers that require clear sight. Remove the Covert Operations Marker anytime Sharon Carter becomes engaged with an opponent's figure.

**DISENGAGE**  
Sharon Carter is never attacked when leaving engagements.

**DOUBLE ATTACK**  
When Sharon Carter attacks, she may attack one additional time.