


## Arnim Zola




<b>200</b>	<b>1</b>	<b>Life 6</b>
Android		<b>Move 5</b>
Unique Hero		<b>Range 5</b>
Terrorist		<b>Attack 4</b>
Brilliant		<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>	

**CLONING 16**  
Before placing Order Markers for any round, you may choose any previously destroyed Unique Human or Clone Hero and roll the 20-sided die. If you roll 16 or higher, remove all Wound Markers from the chosen Hero's Army Card and place the chosen Hero on any empty space adjacent to Arnim Zola. You now control the chosen Hero and its species is now Clone instead of what is listed on its card. Cloning 16 may only be used to place one Unique Hero per game.

**REVERSE ENGINEERING 16**  
After moving and before attacking, you may choose a glyph within 3 spaces of Arnim Zola and roll the 20-sided die. If you roll 16 or higher, any figure on the chosen glyph or equipped with the chosen glyph receives one wound and the chosen glyph is destroyed.

**CONSCIOUSNESS TRANSMISSION 16**  
After attacking with Arnim Zola, you may choose an Android or Cyborg figure within 6 clear sight spaces of Arnim Zola. Roll the 20-sided die, adding 6 to the roll if you control the chosen figure. If you roll 16 or higher, destroy the chosen figure and Arnim Zola. Immediately place Arnim Zola on the space previously occupied by the chosen figure and remove all Wound Markers from Arnim Zola's card.

## Baron Zemo Helmut Zemo




<b>200</b>	<b>1</b>	<b>Life 5</b>
Human		<b>Move 6</b>
Unique Hero		<b>Range 5</b>
Mastermind		<b>Attack 4</b>
Cunning		<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>	

**BEST LAID PLANS**  
Before rolling for initiative, you may choose an opponent's Army Card. That opponent may remove one Order Marker from that Army Card. If he does not, subtract 2 from his initiative roll for each Order Marker on this card.

**MASTER OF DECEPTION**  
After revealing a numbered Order Marker on any Army Card you control, instead of taking a turn with that card, you may reveal an "X" Order Marker on this card and take a turn with any other Army Card you control.

**MASTER SWORDPLAY**  
If Baron Zemo 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. Before any of these attacks, if you reveal an "X" Order Marker on this card, you may add one automatic skull to that attack.

## Nomad Jack Monroe



<b>130</b>	<b>1</b>	<b>Life 5</b>
Human		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Vigilante		<b>Attack 5</b>
Unstable		<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>	

**STUN DISC SPECIAL ATTACK**  
**Range 3. Attack 3.**  
After attacking with this special attack, Nomad may attack one additional time with this special attack. If Nomad inflicted one or more wounds against the same opponent's figure with each attack, you may remove one Order Marker at random from that figure's Army Card.

**SHOTGUN BLAST SPECIAL ATTACK**  
**Range 5. Attack 3.**  
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. Nomad only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Nomad cannot be affected by his own Shotgun Blast Special Attack.

## U.S. Agent John Walker




<b>230</b>	<b>1</b>	<b>Life 5</b>
Mutate		<b>Move 6</b>
Unique Hero		<b>Range 1</b>
Soldier		<b>Attack 5</b>
Aggressive		<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>	

**SHIELD RICOCHET SPECIAL ATTACK**  
**Range Special. Attack 4.**  
Choose a figure within 5 clear sight spaces of U.S. Agent, and choose one additional figure within 3 clear sight spaces of the first chosen figure. Attack the first figure. If it receives one or more wounds, you may attack the additional chosen figure.

**VIBRANIUM ALLOY SHIELD**  
When defending against an attack, U.S. Agent always adds one automatic shield to whatever is rolled.

**RUTHLESS COUNTER STRIKE**  
When rolling defense dice against a normal attack from an adjacent attacking figure, if U.S. Agent is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.

## Ant-Man Eric O'Grady




<b>60</b>	<b>1</b>	<b>Life 1</b>
Human		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Agent		<b>Attack 3</b>
Self-Centered		<b>Defense 2</b>
<b>Marvel</b>	<b>Tiny 2</b>	

**AMATEUR INSECT CONTROL**  
After revealing an Order Marker on this card and before taking a turn with Ant-Man, you may first take a turn with an Insect Hero you control.

**VANISH 6**  
If Ant-Man is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-5, roll defense dice normally. If you roll 6 or higher, Ant-Man takes no damage and may immediately move up to 4 spaces. Ant-Man can vanish only if he ends his vanishing move not adjacent to any enemy figures.

**TINY STEALTH**  
Ant-Man cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from tiny figures.

## Ms. Marvel Carol Danvers




<b>350</b>	<b>1</b>	<b>Life 5</b>
Mutate		<b>Move 6</b>
Unique Hero		<b>Range 5</b>
Leader		<b>Attack 6</b>
Determined		<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>	

**AVENGER ATTACK COMMAND**  
At the start of the game, you may choose up to 2 other Unique Heroes you control and place a white Avenger Marker on each of their cards. After revealing an Order Marker on this card, instead of moving Ms. Marvel, you may take a turn with one figure you control with an Avenger Marker on its card that is within 5 clear sight spaces of Ms. Marvel.

**THE BEST DEFENSE**  
When defending against a normal attack from a figure within 5 clear sight spaces, if Ms. Marvel rolls more skulls than the attacking figure, the attacking figure receives one wound.

## Spider-Woman Jessica Drew



<b>210</b>	<b>1</b>	<b>Life 5</b>
Mutate		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Agent		<b>Attack 5</b>
Bold		<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>	

**VENOM BLAST SPECIAL ATTACK**  
**Range 4. Attack 3+Special.**  
After attacking with this special attack, Spider-Woman may attack 2 additional times, rolling only 2 attack dice for each additional attack.

**PHEROMONE DISTRACTION 16**  
When an opponent's figure that is not an Android or destructible object ends its movement adjacent to Spider-Woman, you may immediately roll the 20-sided die. If you roll 16 or higher, that figure cannot move, attack, or use any special power on any Army Card or Glyph this turn.

## Wasp Janet Van Dyne




<b>160</b>	<b>1</b>	<b>Life 3</b>
Mutate		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Leader		<b>Attack 4</b>
Intuitive		<b>Defense 5</b>
<b>Marvel</b>	<b>Tiny 2</b>	

**AVENGERS COMLINK**  
At the start of the game, you may choose one other Unique Hero you control and place a white Avenger Marker on its card. After revealing an Order Marker on this card and instead of taking a turn with Wasp, you may take a turn with any Unique Hero you control with an Avenger Marker on its card.

**WASP STING SPECIAL ATTACK**  
**Range 2. Attack 1.**  
Instead of moving and attacking normally with Wasp, you may move Wasp up to 4 spaces. Wasp can attack up to 2 times with this special attack at any point before, during, or after this move as long as Wasp is on a space where she could end her movement. When Wasp attacks a figure that is not a destructible object with this special attack, that figure cannot roll defense dice.

**TINY STEALTH**  
Wasp cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from tiny figures.

## Black Knight Dane Whitman



<b>150</b>	<b>1</b>	<b>Life 4</b>
Human		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Scientist		<b>Attack 4</b>
Valiant		<b>Defense 5</b>
<b>Marvel</b>	<b>Large 5</b>	

**EBONY SWORD**  
When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. If the defending figure has the Magical Defense special power, it is negated for this attack.

**FLYING CHARGE**  
Black Knight receives 1 additional attack die when attacking any figure that was at least 4 clear sight spaces away from him at the start of his turn.

**ABSORB AND RETURN**  
When rolling defense dice against a special attack, all excess shields count as unblockable hits on the attacking figure.