Hellcat Patsy Walker			Valkyrie Brunnhilde			Yellowjacket Hank Py		
	75	Life 4	S La	350	Life 7		190	Li
	Human	Move 6		Asgardian	Move 6		Mutate	Mo
	Unique Hero	Range 1		Unique Hero	Range 1		Unique Hero	Rang
	Adventurer Curious	Attack 4		Defender Loval	Attack 7		Scientist Conflicted	Attac
Marvel		Defense 5	Marvel		Defense 5	Marvel	Huge 8	Defens

MYSTICAL SENSES

If an opponent controls a Demon figure or a figure with the Magical Defense special power in play, after rolling for initiative each round, you may move Hellcat with her Cable-Claw 3 special power.

CABLE-CLAW 3

Instead of a normal move, Hellcat may use her Cable-Claw. Cable-Claw has a move of 3. When counting spaces for Cable-Claw, ignore elevations. Hellcat may cable-claw over water without stopping, cable-claw over figures without becoming engaged, and cable-claw over obstacles such a ruins. Hellcat may not cable-claw more than 30 levels up or down in a single Cable-Claw. If Hellcat is engaged when she starts to Cable-Claw, she will not take any leaving engagement attacks. If Hellcat ends her Cable-Claw adjacent to a figure she did not begin her turn adjacent to, she may add 1 die to her attack if she attacks that figure.

Silver Samurai Kenuichio Harada

240

Mutant

Unique Hero

Mercenary

Disciplined

Medium 5

After moving normally, you may place Silver Samurai on any

empty space within 3 spaces of his current position. When

Silver Samurai starts to teleport, he will not take any leaving

TACHYONIC KATANA SPECIAL ATTACK

Figures subtract 2 from their Defense number when defending

attack, Silver Samurai may use this special attack two additional

Green Construct Decov

50

Energy Uncommon Hero

Construct

Tricky

against this special attack. After attacking with this special

When rolling defense dice against a normal attack from an

adjacent attacking figure, all excess shields count as

unblockable hits on the attacking figure.

TELEPORTATION RING 3

engagement attacks.

Range 1, Attack 3,

COUNTER STRIKE

times

Life 5

Move 4

Range 1

Attack 5

Defense 5

Life 2

Move 6

Range 5

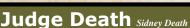
Attack 4

DRAGONFANG

When Valkyrie inflicts one or more wounds with her normal attack against a figure with the Magical Defense special power, roll one unblockable attack die against that figure.

DEATHGLOW PERCEPTION

If a Unique Hero you control within 4 clear sight spaces of Valkyrie is attacked and would receive enough wounds to be destroyed, you may move Valkyrie adjacent to that figure and ignore those wounds. If you do, roll one unblockable attack die against Valkyrie. When Valkyrie moves with Deathglow Perception, she will not take any leaving engagement attacks G



Life 5 295 Move 5 Undead



DEATH SENTENCE SPECIAL ATTACK Range 1. Attack 2.

Inique figures may not roll more than 1 defense die and Common figures may not roll defense dice against this special attack. Androids, Undead, and destructible ake a turn with any other Undead Hero you control.

control. After Judge Death has been destroyed, when a figure with Judge Death on its card attacks and destroys an opponent's figure that is not an Android, Undead, or destructible object, you may immediately replace the destroyed figure with Judge Death

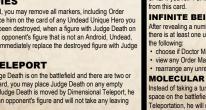
At the end of each round, if Judge Death is on the battlefield and there are two or fewer Wound Markers on this card, you may place Judge Death on any empty space on the battlefield. When Judge Death is moved by Dimensional Teleport, he may not be placed adjacent to an opponent's figure and will not take any leaving engagement attacks

Green Construct Helicopter Gunship

130

Energy

Large 6



🗖 Life 2

Move 4

6 6

6

UNHEALTHY OBSESSION

At the start of the game, you must choose another Unique Hero you control. Yellowjacket adds 2 to his Attack number when the chosen Hero is within 2 clear sight spaces. If the chosen Hero receives one or more wounds from an opponent's attack, Yellowjacket is considered Obsessed for the remainder of the round. While Yellowjacket is Obsessed, after moving on his turn, he must attack each figure within 2 spaces, if possible.

GIGANTIC REACH

Yellowjacket may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base.

GIANT DEFENSE

When rolling defense dice against a normal attack from a figure that is not huge, if you roll at least one shield, the most wounds Yellowjacket can take from this attack is one. G

Doctor Manhattan John Osterman



RECONSTITUTION

Before placing Order Markers at the start of a round, if Doctor Manhattan is destroyed, you may place him on any empty space on the battlefield and remove all but 4 Wound Markers from this card.

GROWING APATHY

fore revealing a numbered Order Marker on this card, roll the 20-sided die. Subtract X from your roll, where X is equal to the current round, up to a maximum of 12. If you roll 4 or less, remove the lowest unrevealed numbered Order Marker from this card.

INFINITE BEING

After revealing a numbered Order Marker on the card of a figure you control, if here is at least one unrevealed Order Marker on this card, you may do any or all of

choose if Doctor Manhattan is considered Tiny, Small, Medium, Large, or Huge; view any Order Markers on your opponents' cards;

rearrange any unrevealed Order Markers on Army Cards you control. MOLECULAR TELEPORTATION

nstead of taking a turn with Doctor Manhattan, you may place him on any empty space on the battlefield. When Doctor Manhattan moves with Mo eleportation, he will not take any leaving engagement attacks.

Green Construct Shield						
	20	Life 1				
	Energy	Move 0				
	Common Hero	Range 0				
	Construct					
	Resolute	Attack 0				
DC	Small 3	Defense 2				

GREEN CONSTRUCT CREATION

Green Constructs do not start the game on the battlefield. After revealing an Order Marker on Green Lantern's Army Card, you may immediately place one Green Construct in your army that is not on the battlefield on any empty space within 3 clear sight spaces of that Green Lantern. You may not create any additional Green Constructs this turn. If you no longer control any Green Lanterns, destroy all Green Constructs you control.

PERMANENT POSITION

This Green Construct can never move or attack **REINFORCED DEFENSE**

Friendly figures may add 2 dice to their defense for each adjacent Green Construct Shield. If a figure adding to its defense dice with this Green Construct Shield receives one or more wounds from an attack, this Green 6 Construct Shield is destroyed.

Medium 5 Defense 4 DC **GREEN CONSTRUCT CREATION**

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GREEN CONSTRUCT CONTROL

After revealing an Order Marker on Green Lantern's Army Card, instead of attacking with that Green Lantern, you may take a turn with any Green Construct you control. Green Construct may only attack, move, or take a turn in this manner. You may not take any additional turns with other Green Constructs this turn.

DARING DECOY

Figures engaged with this Green Construct can only attack figures that have the Daring Decoy special power. GŦ **Unique Hero** Range 7 Construct Attack 4 Uplifting Defense 5

GREEN CONSTRUCT CREATION

DC

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HEAVY MACHINE GUN SPECIAL ATTACK Range 5. Attack 4.

f this Green Construct inflicts one or more wounds with this special attack it may attack again with this special attack. This Green Construct may continue attacking with this special attack until it does not inflict Ŧ a wound. It may not attack the same figure more than once.

When Judge Death is destroyed, you may remove all markers, including Order Markers, from this card and place him on the card of any Undead Unique Hero you

DIMENSIONAL TELEPORT

objects roll defense dice normally. After revealing a numbered Order Marker on this card, if Judge Death destroys a figure with this special attack, you may immediately

DEATH NEVER DIES