


Hellcat Patsy Walker




| | |
|---------------|------------------|
| 75 | Life 4 |
| Human | Move 6 |
| Unique Hero | Range 1 |
| Adventurer | Attack 4 |
| Curious | Defense 5 |
| Marvel | Medium 5 |

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 as 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.

Valkyrie Brunnhilde




| | |
|---------------|------------------|
| 350 | Life 7 |
| Asgardian | Move 6 |
| Unique Hero | Range 1 |
| Defender | Attack 7 |
| Loyal | Defense 5 |
| Marvel | Medium 5 |

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.

Yellowjacket Hank Pym




| | |
|---------------|------------------|
| 190 | Life 4 |
| Mutate | Move 6 |
| Unique Hero | Range 1 |
| Scientist | Attack 6 |
| Conflicted | Defense 6 |
| Marvel | Huge 8 |

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.

Silver Samurai Kennichio Harada




| | |
|---------------|------------------|
| 240 | Life 5 |
| Mutant | Move 4 |
| Unique Hero | Range 1 |
| Mercenary | Attack 5 |
| Disciplined | Defense 5 |
| Marvel | Medium 5 |

TELEPORTATION RING 3
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 engagement attacks.

TACHYONIC KATANA SPECIAL ATTACK
Range 1. Attack 3.
Figures subtract 2 from their Defense number when defending against this special attack. After attacking with this special attack, Silver Samurai may use this special attack two additional times.

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.

Judge Death Sidney Death




| | |
|---------------|------------------|
| 295 | Life 5 |
| Undead | Move 5 |
| Unique Hero | Range 1 |
| Dark Judge | Attack 3 |
| Malevolent | Defense 5 |
| 2000AD | Medium 5 |

DEATH SENTENCE SPECIAL ATTACK
Range 1. Attack 2.
Unique 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 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 take a turn with any other Undead Hero you control.

DEATH NEVER DIES
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 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.

DIMENSIONAL TELEPORT
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.

Doctor Manhattan John Osterman



| | |
|------------|------------------|
| 470 | Life 7 |
| Entity | Move 7 |
| Event Hero | Range 7 |
| Recluse | Attack 7 |
| Cold | Defense 7 |
| DC | Huge 8 |


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
Before 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 there is at least one unrevealed Order Marker on this card, you may do any or all of the following:
• 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
Instead of taking a turn with Doctor Manhattan, you may place him on any empty space on the battlefield. When Doctor Manhattan moves with Molecular Teleportation, he will not take any leaving engagement attacks.

Green Construct Decoy




| | |
|---------------|------------------|
| 50 | Life 2 |
| Energy | Move 6 |
| Uncommon Hero | Range 5 |
| Construct | Attack 4 |
| Tricky | Defense 4 |
| DC | Medium 5 |

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.

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.

Green Construct Helicopter Gunship



| | |
|-------------|------------------|
| 130 | Life 2 |
| Energy | Move 4 |
| Unique Hero | Range 7 |
| Construct | Attack 4 |
| Uplifting | Defense 5 |
| DC | Large 6 |

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.

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.

HEAVY MACHINE GUN SPECIAL ATTACK
Range 5. Attack 4.
If 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 a wound. It may not attack the same figure more than once.

Green Construct Shield



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

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 Construct Shield is destroyed.