


Green Lantern *Kyle Rayner*




300	Life 4
Human	Move 5
Unique Hero	Range 1
Officer	Attack 2
Creative	Defense 2
DC	Medium 5

Green Power Battery 4
Start the game with 4 green Battery Markers on this card. Add one to this Green Lantern's Move, Range, Attack and Defense numbers for each green Battery Marker on this card.

Green Power Shield
Anytime this Green Lantern or an adjacent friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack.

Sustained Willpower
If a Green Construct you control is adjacent to this Green Lantern, an opponent's figure may not attack this Green Lantern with a normal or special attack. If an adjacent Green Construct you control is attacked with a normal or special attack and receives enough wounds to be destroyed, you may roll the 20-sided die and add 1 to the roll for each green Battery Marker on this card. If you roll a 17 or higher, the Green Construct takes no damage.

Yellow Lantern *Thaal Sinestro*




330	Life 5
Korugaran	Move 5
Unique Hero	Range 1
Insurgent	Attack 2
Terrifying	Defense 2
DC	Medium 5

Yellow Power Battery 4
Start the game with 4 yellow Battery Markers on this card. Add one to this Yellow Lantern's Move, Range, Attack and Defense numbers for each yellow Battery Marker on this card.

Yellow Power Shield
Anytime this Yellow Lantern is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one yellow Battery Marker from this card and ignore that attack.

Force of Fear Special Attack
Range 1. Attack 5.
All figures except destructible objects and figures with the Fearless or Insane personalities roll 2 fewer defense dice when attacked with this special attack. After attacking with this special attack, you may remove one yellow Battery Marker from this card and attack with this special attack one additional time.

Shadow Thief *Carl Sands*




70	Life 4
Human	Move 5
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 4
DC	Medium 5

Dimensiometer
After taking a turn with Shadow Thief, if no opponent's figures were destroyed or received any wounds this turn, you may immediately place Shadow Thief on this card. Order Markers may still be placed and revealed on this card normally. When Shadow Thief uses Dimensiometer, he will not take any leaving engagement attacks.

Shadow Theft
Whenever you or an opponent reveals an Order Marker, if Shadow Thief is on this card and not destroyed, you may immediately place Shadow Thief on any empty space on the battlefield. After placing Shadow Thief on the battlefield, if Shadow Thief does not have an equipment glyph on this card, you may choose any adjacent Unique Hero that has an equipment glyph on its card and place that equipment glyph on this card.

Green Arrow *Connor Hawke*




130	Life 4
Human	Move 5
Unique Hero	Range 8
Archer	Attack 3
Disciplined	Defense 3
DC	Medium 5

Piercing Shot
When an opponent's non-adjacent figure receives one or more wounds from Green Arrow's normal attack, roll the 20-sided die.
• If you roll a 1-11, place wound markers normally.
• If you roll a 12-17, the defending figure receives one additional wound.
• If you roll an 18 or higher, the defending figure receives two additional wounds.

Close Combat Expert
If Green Arrow is attacking an adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.

Sub-Mariner *Namor McKenzie*




250	Life 6
Atlantean	Move 6
Unique Hero	Range 1
King	Attack 6
Arrogant	Defense 6
Marvel	Medium 5

Water Dweller
While on a water space, Sub-Mariner may not be targeted by a non-adjacent attack and you may add 2 dice to his defense.

From out of the Deep
If Sub-Mariner begins his turn on a water space, you may add 2 to his move and 2 dice to his normal attack.

Water Avenger
While Sub-Mariner is on a water space, and after a friendly figure within 8 clear sight spaces of Sub-Mariner rolls defense dice against an opponent's attack, you may immediately place Sub-Mariner on an unoccupied space adjacent to that friendly figure. After moving with Water Avenger, if Sub-Mariner is adjacent to the attacking figure, the attacking figure receives one wound. When Sub-Mariner moves with Water Avenger, he will not take any leaving engagement attacks.

Molly Hayes




180	Life 5
Mutant	Move 5
Unique Hero	Range 1
Runaway	Attack 7
Enthusiastic	Defense 7
Marvel	Small 4

Power Fatigue
After moving and before attacking, if there is at least one purple Fatigue Marker on this card, roll the 20-sided die. Subtract 1 from your roll for each Fatigue Marker on this card. If you roll a 1-6, remove all Fatigue Markers from this card, Molly Hayes' turn immediately ends, and you may not take a turn with Molly Hayes or use her Invulnerable or Super Strength special powers for the remainder of the round. After taking a turn with Molly Hayes, place one Fatigue Marker on this card. A maximum of 6 Fatigue Markers can be placed on this card.

Invulnerable
Whenever Molly Hayes would be destroyed, she instead receives one wound.

Kree Scout

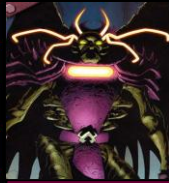


40	Life 1
Kree	Move 6
Common Hero	Range 7
Scout	Attack 3
Disciplined	Defense 4
Marvel	Medium 5

Kree Hero Bonding
After revealing an Order Marker on this card, and after taking a turn with a Kree Scout, you may immediately take a turn with any other Kree Hero you control.

Kree Tactical Teleportation
Instead of moving normally, you may choose an unengaged Kree Scout you control. Immediately place up to two unengaged Kree Heroes you control on empty spaces adjacent to the chosen Kree Scout. Figures moved with Kree Tactical Teleportation must be placed so that they are not engaged.

Annihilus




360	Life 7
Arthrian	Move 7
Unique Hero	Range 1
Conqueror	Attack 6
Nihilist	Defense 6
Marvel	Medium 5

Cosmic Control Rod
Start the game with the Glyph of Cosmic Control Rod on this card. If the Glyph of Cosmic Control Rod is not on this card at the end of a round, place one Wound Marker on this card. If the Glyph of Cosmic Control Rod is on this card at the end of a round, you may remove one Wound Marker from this card. Annihilus can only lose the Glyph of Cosmic Control Rod if he receives two or more wounds from a single attack or special power, or is destroyed.

Frantic Strength
If the Glyph of Cosmic Control Rod is not on this card at the start of Annihilus's turn, add one die to Annihilus' attack.

Chitinous Armour
When Annihilus is attacked with a normal attack from a non-adjacent figure, the most wounds he can receive from that attack is 1.

Doctor Doom *Victor von Doom*



375	Life 6
Human	Move 5
Unique Hero	Range 5
Ruler	Attack 5
Egomaniacal	Defense 6
Marvel	Medium 5

Mystic Power Drain 14
After taking a turn with Doctor Doom, you may choose any opponent's figure adjacent to him. Roll the 20-sided die. If you roll 14 or higher and the chosen figure is a Unique Hero or Event Hero, take one additional turn with Doctor Doom. During this turn and for the rest of the round, you may use any special powers on the chosen figure's Army Card. If the special power refers to the chosen figure or the chosen figure's card, it refers to Doctor Doom or Doctor Doom's card instead. If you roll 14 or higher and the chosen figure is not a Unique Hero or Event Hero, destroy the chosen figure and remove a wound from this card.

Elaborate Pit Trap 14
When an opponent's figure that moved 1 or more spaces ends its movement within 4 clear sight spaces of Doctor Doom, you may immediately roll the 20-sided die. If you roll 14 or higher, place that figure on any empty space within 4 spaces of Doctor Doom, and your opponent's turn immediately ends. If you place the figure adjacent to Doctor Doom, the figure receives a wound. Figures moved by Elaborate Pit Trap 14 will not take any leaving engagement attacks.

Mental Shield
An opponent may never take temporary or permanent control of Doctor Doom.