


Sentinel

	160	Life 4
Android	Move 4	
Uncommon Hero	Range 4	
Hunter	Attack 5	
Relentless	Defense 7	
Marvel	Huge 20	

Mutant Detection

Add 2 to your initiative roll for every Sentinel you control that has at least one Mutant figure within 4 clear sight spaces of it.

Mutant Alert

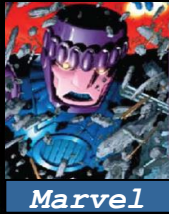
After a Sentinel you control rolls attack dice against an opponent's Mutant figure, you may immediately move up to 3 other Sentinels you control that did not attack this turn up to 4 spaces each.

Sentinel Networking

After revealing an Order Marker on this card, instead of taking a turn with this Sentinel, you may take a turn with any other Sentinel you control.



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Sinestro Corps Soldier

	110	Life 3
Korugaran	Move 5	
Uncommon Hero	Range 1	
Insurgent	Attack 2	
Terrifying	Defense 2	
DC	Medium 5	

Yellow Power Battery 2

Start the game with 2 yellow Battery Markers on this card. Add one to this Sinestro Corps Soldier's Move, Range, Attack and Defense numbers for each yellow Battery Marker on this card.

Yellow Power Shield

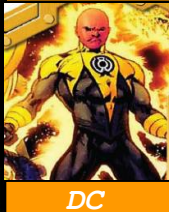
Anytime this Sinestro Corps Soldier is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense normally, you may remove one yellow Battery Marker from this card and ignore that attack.

Tactical Formation

After revealing an Order Marker on any Unique Yellow Lantern's Army Card you control, and after taking a turn with that Yellow Lantern, you may take a turn with any Sinestro Corps Soldier you control. You may not take any additional turns with other Sinestro Corps Soldiers you control.



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Doombot


	95	Life 2
Android	Move 6	
Uncommon Hero	Range 5	
Deceiver	Attack 5	
Loyal	Defense 6	
Marvel	Medium 5	

Decoy of Doom

If you control Doctor Doom, and he is destroyed, roll the 20-sided die. If you roll 6 or higher, remove all but one wound marker from Doctor Doom's Army Card, destroy one Doombot you control, and place Doctor Doom on the space previously occupied by the destroyed Doombot. You may only roll once for all Decoy of Doom special powers each time Doctor Doom is destroyed.



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	95	Life 2
Android	Move 6	
Uncommon Hero	Range 5	
Deceiver	Attack 5	
Loyal	Defense 6	
Marvel	Medium 5	

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Kang *Nathaniel Richards*




270	Life 4
Human	Move 4
Uncommon Hero	Range 5
Conqueror	Attack 5
Calculating	Defense 6
Marvel	Medium 5

Temporal Marker 1
Start the game with 1 Glyph of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Kang's movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Kang previously occupied this turn.

Time Warp
After taking a turn with this Kang, you may remove one unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, place this Kang on the space the Glyph of Temporal Displacement previously occupied, and take one additional turn with this Kang. During this additional turn, Kang may not use his Temporal Marker 1 special power. When Kang uses Time Warp he will only take leaving engagement attacks from figures with the Temporal Defense Special Power.

Temporal Defense
Once per round, if this Kang or any friendly figure within 3 spaces of this Kang is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.

Kang *Nathaniel Richards*




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Human	Move 4
Uncommon Hero	Range 5
Conqueror	Attack 5
Calculating	Defense 6
Marvel	Medium 5

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Start the game with 1 Glyph of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Kang's movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Kang previously occupied this turn.

Time Warp
After taking a turn with this Kang, you may remove one unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, place this Kang on the space the Glyph of Temporal Displacement previously occupied, and take one additional turn with this Kang. During this additional turn, Kang may not use his Temporal Marker 1 special power. When Kang uses Time Warp he will only take leaving engagement attacks from figures with the Temporal Defense Special Power.

Temporal Defense
Once per round, if this Kang or any friendly figure within 3 spaces of this Kang is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.

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Manhunter




140	Life 2
Android	Move 5
Uncommon Hero	Range 3
Hunter	Attack 5
Relentless	Defense 6
DC	Medium 5

Manhunting
At the start of the game, choose one opponent's Unique Hero for all Manhunters you control. When a numbered Order Marker is revealed on the chosen hero's card, you may immediately move this Manhunter up to 4 spaces.

Yellow Power Charge
Instead of taking a turn with this Manhunter, you may replace one previously removed yellow Battery Marker on the Army Card of a figure adjacent to a Manhunter you control if possible.

Green Power Drain
After moving and instead of attacking with this Manhunter, you may remove up to two green Battery Markers from an adjacent figure's Army Card.

Manhunter




140	Life 2
Android	Move 5
Uncommon Hero	Range 3
Hunter	Attack 5
Relentless	Defense 6
DC	Medium 5

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At the start of the game, choose one opponent's Unique Hero for all Manhunters you control. When a numbered Order Marker is revealed on the chosen hero's card, you may immediately move this Manhunter up to 4 spaces.

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Android	Move 5
Uncommon Hero	Range 3
Hunter	Attack 5
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Green Power Drain
After moving and instead of attacking with this Manhunter, you may remove up to two green Battery Markers from an adjacent figure's Army Card.

White Martian




150	Life 4
Martian	Move 7
Uncommon Hero	Range 3
Telepath	Attack 5
Predatory	Defense 5
DC	Medium 5

Mass Psychic Assault 14
After revealing an Order Marker on this card and instead of attacking with this White Martian, for each White Martian you control you may choose a figure within 3 spaces of that White Martian. You may choose the same or different figures for each White Martian you control. Roll the 20-sided die separately for each chosen figure, subtracting 4 from the roll if the chosen figure is a Telepath. If you roll 14 or higher, the chosen figure receives one wound. Figures with the Mental Shield special power and destructible objects are not affected by Mass Psychic Assault.

Intangibility
White Martian can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. White Martian cannot be targeted by opponents' non-adjacent figures for any attacks, or for any special powers that require clear sight.

Fire Weakness
If this White Martian is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

White Martian




150	Life 4
Martian	Move 7
Uncommon Hero	Range 3
Telepath	Attack 5
Predatory	Defense 5
DC	Medium 5

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Intangibility
White Martian can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. White Martian cannot be targeted by opponents' non-adjacent figures for any attacks, or for any special powers that require clear sight.

Fire Weakness
If this White Martian is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

White Martian



150	Life 4
Martian	Move 7
Uncommon Hero	Range 3
Telepath	Attack 5
Predatory	Defense 5
DC	Medium 5

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Intangibility
White Martian can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. White Martian cannot be targeted by opponents' non-adjacent figures for any attacks, or for any special powers that require clear sight.

Fire Weakness
If this White Martian is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

Frost Giant

	220	Life 5
	Etin	Move 7
	Uncommon Hero	Range 1
	Warrior	Attack 5
	Ferocious	Defense 7
Marvel	Huge 9	

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Frost Giant

	220	Life 5
	Etin	Move 7
	Uncommon Hero	Range 1
	Warrior	Attack 5
	Ferocious	Defense 7
Marvel	Huge 9	


Freezing Touch 14
Start the game with one Ice Rock Destructible Object on this card. Instead of attacking, if the Ice Rock is on this card, you may choose one adjacent small or medium enemy figure that is not an Etin. Roll the 20-sided die. If you roll 14 or higher, switch the chosen figure with the Ice Rock on this card. The chosen figure will not take any leaving engagement attacks.

Frost Bite
At the end of each round, if a figure that was chosen for Freezing Touch 14 is on this card and has not been destroyed, roll a single attack die. If a skull is rolled, the chosen figure receives one wound. If a blank is rolled and the chosen figure has Super Strength, destroy the Ice Rock. Whenever the Ice Rock from this card is destroyed, place it on this card and switch it with the chosen figure on this card if possible. Players cannot lose the game if one or more of their figures is still affected by Freezing Touch.

Ice Resistance
Slippery Ice and Heavy Snow only count as 1 space when moving. Add 1 die to this Frost Giant's defense while on an ice or snow space. 


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Ice Resistance
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Kryptonian Infiltrator

	160	Life 4
	Kryptonian	Move 6
	Uncommon Hero	Range 1
	Spy	Attack 4
	Tricky	Defense 4
DC	Medium 4	

Kryptonian Infiltrator



	160	Life 4
	Kryptonian	Move 6
	Uncommon Hero	Range 1
	Spy	Attack 4
	Tricky	Defense 4
DC	Medium 4	

Kryptonian Infiltrator

	160	Life 4
	Kryptonian	Move 6
	Uncommon Hero	Range 1
	Spy	Attack 4
	Tricky	Defense 4
DC	Medium 4	



Infiltrate
Before initiative is rolled each round, if this figure is not engaged, you may roll a single combat die. If you roll a blank, place this figure adjacent to any enemy figure.

Double Attack
When this Kryptonian Infiltrator attacks, she may attack one additional time.

Kryptonian Defense
When rolling defense against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.  



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Kryptonian Soldier

	200	Life 4
	Kryptonian	Move 6
	Uncommon Hero	Range 1
	Soldier	Attack 5
	Disciplined	Defense 5
DC	Medium 5	



Kryptonian Soldier

	200	Life 4
	Kryptonian	Move 6
	Uncommon Hero	Range 1
	Soldier	Attack 5
	Disciplined	Defense 5
DC	Medium 5	



Kryptonian Soldier

	200	Life 4
	Kryptonian	Move 6
	Uncommon Hero	Range 1
	Soldier	Attack 5
	Disciplined	Defense 5
DC	Medium 5	



Horo-Kanu Combat
When this Kryptonian Soldier attacks a squad or hero figure with a normal attack and two or more blanks are rolled, you may have the squad or hero figure ignore this attack and receive one wound.

Kryptonian Defense
When rolling defense against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.  


Horo-Kanu Combat
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Werewolf




130	Life 5
Lycanthrope	Move 6
Uncommon Hero	Range 1
Creature	Attack 4
Cursed	Defense 3
Dark Horse	Medium 5

Werewolf



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Lycanthrope	Move 6
Uncommon Hero	Range 1
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Werewolf



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Lycanthrope	Move 6
Uncommon Hero	Range 1
Creature	Attack 4
Cursed	Defense 3
Dark Horse	Medium 5

Lycanthropy Infection
Start the game with 3 brown Lycanthropy Markers on this Army Card. If there is at least 1 Lycanthropy Marker on this card and a Unique Hero receives at least 1 wound from this Werewolf's normal attack, place a Lycanthropy Marker from this card on the defending figure's Army Card. While a figure has a Lycanthropy Marker on its card, its Species is Lycanthrope instead of what is listed on the card. Androids, Cyborgs, and Undead are not affected by Lycanthropy Infection.

Stealth Pounce
Before taking a turn with this Werewolf, if he is unengaged, you may choose a figure on the battlefield. If the chosen figure does not have clear line of sight to this Werewolf, or if this Werewolf currently occupies a Shadow space, add 1 automatic skull to his normal attack against the chosen figure this turn.

Healing Factor
After taking a turn with this Werewolf, remove 1 Wound Marker from this Army Card.

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Before taking a turn with this Werewolf, if he is unengaged, you may choose a figure on the battlefield. If the chosen figure does not have clear line of sight to this Werewolf, or if this Werewolf currently occupies a Shadow space, add 1 automatic skull to his normal attack against the chosen figure this turn.


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Healing Factor
After taking a turn with this Werewolf, remove 1 Wound Marker from this Army Card.

Predator




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

Predator



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

Predator



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

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.

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Green Construct *Decoy*



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

Green Construct *Decoy*



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

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 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.

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DARING DECOY
Figures engaged with this Green Construct can only attack figures that have the Daring Decoy special power.




Rocket Red			
	150	 <i>Life 4</i>	
	Human	 <i>Move 6</i>	
	Uncommon Hero	<i>Range 5</i>	
	Soldier	<i>Attack 5</i>	
	Patriotic	<i>Defense 3</i>	
DC	Medium 5		

EXPLOSIVE BLAST SPECIAL ATTACK
Range 5. Attack 4.
Choose a figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately.

MECHA EMPATHY 16
When this Rocket Red is targeted for an attack by an Android, roll the 20-sided die. If you roll 16 or higher, that Android's turn immediately ends.

TOUGH
When rolling defense dice against a normal attack, this Rocket Red always adds one automatic shield to whatever is rolled.



 




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Shadow Demon			
	130	 <i>Life 3</i>	
	Qwardian	 <i>Move 5</i>	
	Uncommon Hero	<i>Range 1</i>	
	Destroyer	<i>Attack 3</i>	
	Deadly	<i>Defense 6</i>	
DC	Medium 5		

SWARM OF SHADOWS
After revealing an Order Marker on any other Qwardian Hero or squad you control, before taking a turn with that Army Card, you may move this Shadow Demon up to 2 spaces.

INTANGIBILITY
This Shadow Demon can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. This Shadow Demon cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

TOUCH OF DEATH 15
Before attacking with this Shadow Demon, one at a time for each Shadow Demon you control, you may choose an adjacent figure and roll the 20-sided die. If you roll 15-19, the chosen figure receives one wound. If you roll 20 or higher, the chosen figure receives three wounds.







Shadow Demon			
	130	 <i>Life 3</i>	
	Qwardian	 <i>Move 5</i>	
	Uncommon Hero	<i>Range 1</i>	
	Destroyer	<i>Attack 3</i>	
	Deadly	<i>Defense 6</i>	
DC	Medium 5		

SWARM OF SHADOWS
After revealing an Order Marker on any other Qwardian Hero or squad you control, before taking a turn with that Army Card, you may move this Shadow Demon up to 2 spaces.

INTANGIBILITY
This Shadow Demon can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. This Shadow Demon cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

TOUCH OF DEATH 15
Before attacking with this Shadow Demon, one at a time for each Shadow Demon you control, you may choose an adjacent figure and roll the 20-sided die. If you roll 15-19, the chosen figure receives one wound. If you roll 20 or higher, the chosen figure receives three wounds.







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Orange Construct <i>Stolen Identity</i>			
	100	 <i>Life 3</i>	
	Energy	 <i>Move 5</i>	
	Uncommon Hero	<i>Range 1</i>	
	Construct	<i>Attack 4</i>	
	Corrupt	<i>Defense 4</i>	
DC	Medium 5		

ORANGE CONSTRUCT CREATION
This Orange Construct does not start the game on the battlefield. Whenever an Orange Lantern or an Orange Construct you control destroys a small or medium Unique Hero, if this Orange Construct has not been placed on the battlefield, you may replace the destroyed figure with this Orange Construct and place the destroyed figure on this card. At any time, if you do not control any Orange Lanterns, destroy this Orange Construct.



ASSUMED IDENTITY
This Orange Construct can use any special powers on the Army Card of the figure that this Orange Construct replaced. If the special power refers to the chosen figure or the chosen figure's card, it refers to this figure or this card instead.




 

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Code: Blue Officer

	70	
Human	Move 5	
Uncommon Hero	Range 6	
Lawman	Attack 3	
Dauntless	Defense 5	
Marvel	Medium 5	

SUPPRESSING FIRE SPECIAL ATTACK



Range 5. Attack 3.

When this Code: Blue Officer attacks with his Suppressing Fire Special Attack, he may attack one additional time. Roll 1 fewer attack die for the subsequent attack.

RESCUE MISSION

You may add 1 to this Code: Blue Officer's Range and Attack numbers when he attacks a non-adjacent figure that is engaged with a figure you control with his normal attack. If the defending figure receives one or more wounds from this attack and is not destroyed, you may immediately move each figure you control that is still engaged with the defending figure up to 2 spaces. Figures moved by this special power will not take any leaving engagement attacks from the defending figure.

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Scourge of the Underworld

	170	
Human	Move 5	
Uncommon Hero	Range 6	
Scourge	Attack 4	
Tricky	Defense 4	
Marvel	Medium 5	

IN PLAIN SIGHT

At the start of any figure's turn, if this Scourge of the Underworld has not attacked this round, is unengaged and is within 6 clear sight spaces of a friendly figure, this Scourge has the class of Citizen in addition to the class listed on this card, cannot be attacked, and will not take any leaving engagement attacks.



SECRETS MAINTAINED

Instead of attacking with this Scourge of the Underworld, if a Unique Hero you control is within 6 clear sight spaces of this Scourge and has only 1 Life remaining, you may destroy that figure, move any unrevealed Order Markers from the destroyed figure's Army Card to this card, and take one additional turn with this Scourge, adding 2 dice to his normal attack during that turn.

JUSTICE IS SERVED!

If this Scourge of the Underworld inflicts one or more wounds on an opponent's figure with his normal attack and there is only 1 Life remaining on that figure, roll one unblockable attack die against that figure.

Scourge of the Underworld

	170	
Human	Move 5	
Uncommon Hero	Range 6	
Scourge	Attack 4	
Tricky	Defense 4	
Marvel	Medium 5	

IN PLAIN SIGHT

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Asgardian Warrior

	190	
Asgardian	Move 6	
Uncommon Hero	Range 1	
Warrior	Attack 5	
Disciplined	Defense 5	
Marvel	Medium 5	

ASGARDIAN BATTLE FORMATION

After revealing an Order Marker on this card and moving this Asgardian Warrior, you may move each Asgardian you control that was adjacent to this Asgardian Warrior before moving. Moved figures must end their moves adjacent to this Asgardian Warrior.

RANKS OF ASGARD

If this Asgardian Warrior is adjacent to at least one Unique Asgardian Hero you control, add 1 to this Asgardian Warrior's Attack and Defense numbers.

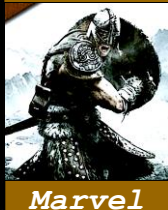
SHIELD BASH SPECIAL ATTACK

Range 1. Attack 3.

When attacking with this special attack, all shields rolled count as extra skulls.



Asgardian Warrior

	190	
Asgardian	Move 6	
Uncommon Hero	Range 1	
Warrior	Attack 5	
Disciplined	Defense 5	
Marvel	Medium 5	

ASGARDIAN BATTLE FORMATION

After revealing an Order Marker on this card and moving this Asgardian Warrior, you may move each Asgardian you control that was adjacent to this Asgardian Warrior before moving. Moved figures must end their moves adjacent to this Asgardian Warrior.

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Uncommon Hero	Range 1	
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Range 1. Attack 3.

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Black Lantern

	175	 Life 4
	Undead	 Move 4
Uncommon Hero		Range 1
Revenant		Attack 5
Relentless		Defense 4
DC	Medium 5	



DEATH SWARM

After revealing an Order Marker on this card and taking a turn with this Black Lantern, you may either move up to 4 other Uncommon Black Lanterns you control up to 4 spaces each, or take a turn with one other Uncommon Black Lantern you control.




BLACKEST NIGHT 11

If an enemy figure that is not an Android, Construct, or Undead would be destroyed by this Black Lantern's attack or special power, you may roll the 20-sided die. If you roll 11 or higher, place a black Battery Marker on each Black Lantern card you control, if possible. After rolling, if the destroyed figure was a Unique Hero, you may remove a black Battery Marker from this card. If you do, remove all Order Markers from that card, take control of that Hero and its card, and place or remove Wound Markers until the Hero has up to 2 Life remaining.

BLACK POWER RING 2

If this Black Lantern would be destroyed, you may instead remove a black Battery Marker from this card and remove all but 3 Wound Markers from this card. This Black Lantern may never have more than 2 black Battery Markers on this card.  

Black Lantern

	175	 Life 4
	Undead	 Move 4
Uncommon Hero		Range 1
Revenant		Attack 5
Relentless		Defense 4
DC	Medium 5	



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

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Star Sapphire

	140	 Life 3
	Zamaron	 Move 6
Uncommon Hero		Range 1
Lover		Attack 2
Passionate		Defense 5
DC	Medium 5	



VIOLET POWER BATTERY 2

Start the game with 2 violet Battery Markers on this card. Add 1 to this Star Sapphire's Range and Attack numbers for each violet Battery Marker on this card.




VIOLET CRYSTAL CREATION 7

Instead of attacking, you may choose a Unique Hero within 4 clear sight spaces of this Star Sapphire that is not a Star Sapphire and does not have any violet Battery Markers on its card. Place a violet Battery Marker from this card onto the chosen Hero's card. For the entire game, when any figure with your violet Battery Marker on its card that is not a Star Sapphire begins to take a turn, roll the 20-sided die. If you roll 1-6, remove that Battery Marker from the game. If you roll 7 or higher, that figure cannot move, attack, or use any special powers or Glyphs this turn. You may roll for each violet Battery Marker only once per turn.

CRYSTAL CONVERSION 20

For the entire game, when rolling for this Star Sapphire's Violet Crystal Creation special power, if you roll 20 or higher, take control of that figure's card and remove any Order Markers and your violet Battery Marker from that card.  

Star Sapphire

	140	 Life 3
	Zamaron	 Move 6
Uncommon Hero		Range 1
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

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

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Alien Drone

	120	 Life 2
	Xenomorph	 Move 6
Uncommon Hero		Range 1
Stalker		Attack 4
Menacing		Defense 5
Dark Horse	Medium 5	

STEALTH CLIMBING

While this Alien Drone is under an overhang or adjacent to an obstacle, destructible object, or space higher than its height, it cannot be targeted for any non-adjacent attacks. When moving up levels of height to move onto a space with this Alien Drone, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore this Alien Drone's height of 5 when climbing. This Alien Drone never takes falling damage or major falling damage and is never attacked when leaving an engagement.

XENOMORPH TAIL STRIKE

This Alien Drone may add 1 to its range when attacking a figure whose base is no more than 4 levels higher than its height or 4 levels lower than its base. If this Alien Drone occupies a shadow space, add one automatic skull to its attack.

ACIDIC BLOOD

Whenever this Alien Drone receives one or more wounds, before placing Wound Markers, you must immediately choose an adjacent figure that is not a Xenomorph for each wound received. Roll 1 unblockable attack die against each chosen figure. You cannot choose the same figure more than once.

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Uncommon Hero		Range 1
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This Alien Drone may add 1 to its range when attacking a figure whose base is no more than 4 levels higher than its height or 4 levels lower than its base. If this Alien Drone occupies a shadow space, add one automatic skull to its attack.

ACIDIC BLOOD

Whenever this Alien Drone receives one or more wounds, before placing Wound Markers, you must immediately choose an adjacent figure that is not a Xenomorph for each wound received. Roll 1 unblockable attack die against each chosen figure. You cannot choose the same figure more than once.

Alien Drone

	120	 Life 2
	Xenomorph	 Move 6
Uncommon Hero		Range 1
Stalker		Attack 4
Menacing		Defense 5
Dark Horse	Medium 5	

STEALTH CLIMBING

While this Alien Drone is under an overhang or adjacent to an obstacle, destructible object, or space higher than its height, it cannot be targeted for any non-adjacent attacks. When moving up levels of height to move onto a space with this Alien Drone, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore this Alien Drone's height of 5 when climbing. This Alien Drone never takes falling damage or major falling damage and is never attacked when leaving an engagement.

XENOMORPH TAIL STRIKE

This Alien Drone may add 1 to its range when attacking a figure whose base is no more than 4 levels higher than its height or 4 levels lower than its base. If this Alien Drone occupies a shadow space, add one automatic skull to its attack.

ACIDIC BLOOD

Whenever this Alien Drone receives one or more wounds, before placing Wound Markers, you must immediately choose an adjacent figure that is not a Xenomorph for each wound received. Roll 1 unblockable attack die against each chosen figure. You cannot choose the same figure more than once.