



Red Skull Johann Schmidt




220	Life 5
Clone	Move 5
Unique Hero	Range 1
Mastermind	Attack 5
Ruthless	Defense 5
Marvel	Medium 5

Ultron Ultron Pym



680	Life 13
Artificial Intelligence	Move 6
Event Hero	Range 3
Destroyer	Attack 6
Calculating	Defense 4
Marvel	Medium 5

Ronan



360	Life 6
Kree	Move 4
Unique Hero	Range 1
Accuser	Attack 5
Devout	Defense 6
Marvel	Medium 6

Cosmic Cube
Start the game with the Glyph of Cosmic Cube on this card.

Dual Lugers Special Attack
Range 5. Attack 4.
When Red Skull attacks with his Dual Lugers Special Attack, he may attack one additional time.

Master Motivator
After taking a turn with Red Skull, if he inflicted one or more wounds with his normal attack this turn, you may take an immediate turn with any other Unique Hero you control within clear sight of Red Skull without the Master Motivator special power.

Encephalo Ray Special Attack
Range 6. Attack 5.
If Ultron inflicts one or more wounds with Encephalo Ray Special Attack and the defending figure is not destroyed, instead of giving that figure any wounds, you may choose to remove all unrevealed Order Markers from that card.

Program Transmission 20
After moving and attacking with Ultron, you may choose one figure within 10 clear sight spaces of Ultron. Chosen figures must be Androids, Cyborgs, or figures other than destructible objects that received at least one wound from Ultron's Encephalo Ray Special Attack this turn. Roll the 20-sided die, adding 1 to your roll for each wound received by that figure this turn with Encephalo Ray Special Attack. If you roll 20 or higher, destroy the chosen figure and Ultron. Immediately place Ultron on the space previously occupied by the chosen figure and remove all Wound Markers from Ultron's card.

Adamantium Tough
When rolling defense dice against a normal attack, Ultron always adds one automatic shield to whatever is rolled. Ultron's defense number cannot be reduced by any special power.

Honor Bound
At the start of a game, choose an opponent's Unique or Event Hero to be Accused. Before rolling for initiative, if the chosen Accused figure is no longer on the battlefield, you may choose another opponent's Unique or Event Hero to be Accused.

Kree Tactician
Kree figures you control adjacent to Ronan add 1 extra die to their normal attack and 1 extra die to their defense.


Universal Weapon Special Attack
Range 3. Attack 6.
If Ronan's chosen Accused figure is within 3 clear sight spaces of Ronan, before attacking with this special attack, you may place all figures adjacent to Ronan on empty spaces, each within 1 space of their original placements, if possible. Figures moved by this special attack cannot be placed adjacent to Ronan, will not take any leaving engagement attacks, and will receive any falling damage that may apply. Ronan can only attack his chosen Accused figure with this special attack.

Human Torch Jim Hammond



150	Life 5
Android	Move 6
Unique Hero	Range 5
Crime Fighter	Attack 5
Dauntless	Defense 4
Marvel	Medium 5

Bodyguard



15	Life 1
Human	Move 5
Common Hero	Range 1
Criminal	Attack 3
Professional	Defense 4
DC	Medium 5

Hired Guns



130	Life 1
Human	Move 5
Unique Squad	Range 5
Criminals	Attack 3
Merciless	Defense 3
Marvel	Medium 5

Fireball Special Attack
Range 5. Attack 4.
If Human Torch inflicts 1 or more wounds on a figure with this special attack, after placing those wounds, you may choose either the defending figure or a figure adjacent to the defending figure. Roll 1 additional attack die for each wound inflicted. For each additional skull rolled, inflict 1 wound on the chosen figure. Figures with the Lava Resistant Special Power are not affected by Fireball Special Attack.


Lava Resistant
Human Torch never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

Security Detail
After revealing an Order Marker on the Army Card of any Crime Lord or Mastermind you control, instead of moving that Crime Lord or Mastermind, you may move up to 3 Bodyguards you control up to 5 spaces each. A Bodyguard moved by Security Detail will take leaving engagement attacks.

Trigger Happy
After revealing an Order Marker on any Crime Lord or Mastermind's card you control, instead of attacking with that Crime Lord or Mastermind, you may attack with the Hired Guns.


Double Attack
When each member of the Hired Guns attacks, he may attack one additional time.

Ventriloquist Arnold Wesker




90	Life 4
Human	Move 5
Unique Hero	Range 1
Crime Lord	Attack 2
Conflicted	Defense 3
DC	Medium 5

Hush Thomas Elliott



220	Life 5
Human	Move 5
Unique Hero	Range 5
Mastermind	Attack 4
Calculating	Defense 5
DC	Medium 5

Mad Hatter Jervis Tetch



90	Life 4
Human	Move 5
Unique Hero	Range 1
Mastermind	Attack 2
Insane	Defense 3
DC	Medium 4

Heist Planner
Criminals and Thieves you control that start their turn adjacent to Ventriloquist may either add 2 to their Move number if they end their movement on a glyph, or add 1 to their Move number if they end their movement on any other space.

Scarface's Tommy Gun Special Attack
Range 4. Attack 2.
After attacking with Scarface's Tommy Gun Special Attack, you may attack with Scarface's Tommy Gun Special Attack two additional times.

"You Dummy!"
After taking a turn with Ventriloquist, if Ventriloquist attacked with Scarface's Tommy Gun Special Attack and did not inflict one or more wounds on any opponent's figure this turn, roll the 20-sided die. If you roll 1-13, choose either this figure or an adjacent figure you control to receive one wound.

Obsessive Vendetta
At the start of the game, choose an opponent's Unique Hero. Hush, or any Crime Lord or Criminal you control taking a turn with Master Manipulator rolls 1 additional die when attacking the chosen figure with a normal attack.

Master Manipulator
After revealing an Order Marker on Hush's card, instead of taking a turn with Hush, you may take a turn with any Unique Hero you control within clear sight of Hush.

Surgical Strike
If Hush inflicts at least one wound on an adjacent figure with his normal attack, the defending figure receives one additional wound.

Hat Trick
Start the game with 4 green Hat Markers on this card. Before attacking, you may choose an adjacent figure. If the chosen figure is a common or squad figure, remove one unrevealed Order Marker at random from its Army Card. If the chosen figure is a Unique Hero, place a Hat Marker on its Army Card. If a figure other than Mad Hatter has a Hat Marker on its card, Order Markers cannot be revealed on its card, and if that figure receives 1 or more wounds, remove a Hat Marker from its card.

Tea Party
Once per round, after revealing an Order Marker on this card and instead of taking a turn with Mad Hatter, you may roll the 20-sided die. If you roll 6 or higher, choose up to two figures other than Mad Hatter with a Hat Marker on their cards. Take temporary control of the chosen figures and immediately take a turn with each. At the end of each turn, control of the chosen figure returns to the player who controlled the figure before the Tea Party.