


Iron Man Tony Stark




70	Life 4
Human	Move 4
Unique Hero	Range 1
Defender	Attack 4
Arrogant	Defense 5
Marvel 1	Medium 5

Propulsion Boots
 After moving and before attacking, Iron Man may use his Propulsion Boots. Propulsion Boots has a move of 5. When counting spaces for Iron Man's Propulsion Boots movement, ignore elevations. Iron Man may propel over water without stopping, propel over figures without becoming engaged, and propel over obstacles such as ruins. Iron Man may not propel more than 12 levels up or down in a single use of Propulsion Boots. When using Propulsion Boots, Iron Man will take any leaving engagement attacks. Iron Man rolls 3 fewer attacks dice on any turn that he uses Propulsion Boots.

Magnetic Turbo Insulator
 After moving and before attacking, you may choose a small or medium figure within 4 clear sight spaces of Iron Man. Roll the 20-sided die. If you roll 9 or higher, you may place the chosen figure on any unoccupied space within 4 spaces of its original placement. The chosen figure will not take any leaving engagement attacks and, when moved lower, will take any falling damage that may apply.

Ant-Man Hank Pym




30	Life 1
Mutate	Move 4
Unique Hero	Range 1
Scientist	Attack 3
Innovative	Defense 6
Marvel 1	Tiny 2

Radio Insect Control
 After revealing an Order Marker on this card and before taking a turn with Ant-Man, you may first take a turn with up to two different Insect Heroes you control.

Mighty Leap 5
 Instead of his normal move, Ant-Man may Mighty Leap. Mighty Leap has a move of 5. When counting spaces for Ant-Man's Mighty Leap movement, ignore elevations. Ant-Man may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Ant-Man may not leap more than 5 levels up or down in a single leap. Ant-Man cannot attack on any turn that he moves with Mighty Leap.

Tiny Stealth
 Ant-Man cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from Tiny figures.

Fire Ant Swarm



10	Life 1
Insect	Move 4
Common Hero	Range 1
Scavenger	Attack 1
Irritating	Defense 1
Marvel 1	Tiny 1

Swarm Tunneling
 If you win initiative, you may immediately place each Fire Ant Swarm you control on any unoccupied land space within 5 spaces of its current location. A Fire Ant Swarm cannot be placed on any space that is higher or lower than 5 levels from its original placement. Fire Ant Swarms moved with Swarm Tunneling will not take any leaving engagement attacks.

Poison Sting
 Instead of attacking, choose an adjacent figure. Roll the 20-sided die, adding 1 to the roll for each other Fire Ant Swarm you control adjacent to the chosen figure. If you roll 16 or higher, the chosen figure receives one wound. Continue rolling for Poison Sting until the chosen figure does not receive a wound. Destructible objects are not affected by Poison Sting.

Incredible Hulk Bruce Banner



380	Life 7
Mutate	Move 5
Unique Hero	Range 1
Creature	Attack 6
Angry	Defense 6
Marvel 1	Medium 6

Rage Enhanced DNA
 At the end of an opponent's turn, place the red Rage Marker on this card if Hulk received two or more wounds that turn. If the Rage Marker is on this card, add one die to Incredible Hulk's attack and defense for each Wound Marker on this card.

Soothe the Beast
 Before rolling for initiative each round, if Incredible Hulk is not adjacent to any enemy figure, remove the Rage Marker from this card.

Super Leap
 Instead of his normal move, Incredible Hulk may use his Super Leap. Super Leap has a move of 10. When counting spaces for Hulk's Super Leap movement, ignore elevations. Hulk may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Hulk may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Hulk will take any leaving engagement attacks. Roll 3 fewer attack dice on any turn that Hulk moves with Super Leap.

Wasp Janet van Dyne




50	Life 1
Mutate	Move 5
Unique Hero	Range 1
Adventurer	Attack 1
Tenacious	Defense 4
Marvel 1	Tiny 2

Wasp Sting Special Attack
Range 2. Attack 1.
 Instead of moving and attacking normally with Wasp, you may move Wasp up to 4 spaces. Wasp can attack up to 2 times with this special attack at any point before, during, or after this move as long as Wasp is on a space where she could end her movement. When Wasp attacks a figure that is not a destructible object with this special attack, that figure cannot roll defense dice.

Tiny Stealth
 Wasp cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from Tiny figures.

Daring Decoy
 Figures engaged with Wasp can only attack figures that have the Daring Decoy special power.

Captain America Steve Rogers




240	Life 5
Human	Move 6
Unique Hero	Range 1
Soldier	Attack 6
Patriotic	Defense 5
Marvel 1	Medium 5

Avengers Assemble
 At the start of the game, you may choose up to 5 other Unique Heroes you control and place a white Avenger Marker on each of their cards. While there is a revealed Order Marker on this card, any figure you control with an Avenger Marker on its card adds 1 extra die to its normal attack and 1 extra die to its defense when that figure is within clear sight of Captain America.

Shield Throw Special Attack
Range 5. Attack 4.
 When Captain America attacks with his Shield Throw Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

Vibranium Alloy Shield
 When defending against an attack, Captain America always adds one automatic shield to whatever is rolled.

Doctor Strange Steven Strange



300	Life 6
Human	Move 5
Unique Hero	Range 4
Sorcerer	Attack 5
Wise	Defense 5
Marvel 1	Medium 5

Eye of Agamotto
 When an opponent's figure would receive one or more wounds from Doctor Strange's normal attack, you may choose not to inflict any number of those wounds. Remove one unrevealed Order Marker at random from that figure's Army Card for each wound you choose not to inflict with Doctor Strange's normal attack.

Sorcerer Supreme
 Opponent's figures that have the Magical Defense special power and are within 3 clear sight spaces of Doctor Strange or start their turn within 3 clear sight spaces of Doctor Strange, may not use any special power on their Army Cards. Figures with a Wise personality are not affected by Sorcerer Supreme.

Magical Defense
 When Doctor Strange is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Doctor Strange can take for this attack is one.

Iron Fist Danny Rand



260	Life 5
Mutate	Move 6
Unique Hero	Range 1
Fighter	Attack 4
Focused	Defense 6
Marvel 1	Medium 5

Force of One
 Before attacking with Iron Fist, you may choose to either:
 • Attack any or all figures adjacent to Iron Fist, rolling each attack separately; or
 • Add 3 to Iron Fist's Attack number this turn, and while attacking, Iron Fist has the Super Strength special power.

Focused Chi
 Once per round, after taking a turn with Iron Fist, you may reveal your X Order Marker on this card and remove one Wound Marker from this card or the Army Card of a Unique Hero adjacent to Iron Fist.

Stealth Leap 12
 Instead of his normal move, Iron Fist may Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Iron Fist's Stealth Leap movement, ignore elevations. Iron Fist may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Iron Fist may not leap more than 12 levels up or down in a single leap. When moving with Stealth Leap, Iron Fist will not take any leaving engagement attacks.

Luke Cage



190	Life 5
Mutate	Move 5
Unique Hero	Range 1
Fighter	Attack 5
Proud	Defense 5
Marvel 1	Medium 5

I've Got Your Back
 After revealing an Order Marker on this card and before taking a turn with Luke Cage, you may take a turn with any other Unique Fighter Hero or a Unique Crime Fighter Hero you control within 6 clear sight spaces of Luke Cage.

Street Fighter
 Add 1 additional die to Luke Cage's attack while he is on an asphalt or concrete space.

Impenetrable Skin
 When Luke Cage defends against a normal or special attack, if at least one shield is rolled, the most wounds Luke Cage can take from this attack is one.