



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.



Hawkmen of Thanagar

	100	 Life 1
	Thanagaria	Move 5
	Common Squad	Range 1
	Lawmen	Attack 5
	Confident	Defense 5
DC	Medium 5	

Birds of a Feather

After revealing an Order Marker on a Thanagarian Hero's Army Card, and after taking a turn with that Thanagarian Hero, if it attacked an opponent's figure with a normal attack but did not inflict any wounds, you may take a turn with the Hawkmen of Thanagar.

Battle Maneuver



After taking a turn with the Hawkmen of Thanagar, you may move any Thanagarian Hero you control up to 4 spaces. Thanagarian Heroes moved by Battle Maneuver will not take any leaving engagement attacks.

Nth Metal Mace

Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkmen of Thanagar's normal attack.



Science Police

	85	 Life 1
	Human	Move 5
	Common Squad	Range 5
	Lawmen	Attack 2
	Indignant	Defense 2
DC	Medium 5	

Extreme Prejudice

When you take a turn with the Science Police, if you do not attack a Human figure during the turn, you may attack with up to 6 Science Police you control.

Reinforcements on the Way

After taking a turn with the Science Police, if you attacked an opponent's figure this turn, you may move up to 4 Science Police that did not move or attack this turn.

Gorilla City Warriors

	125	 Life 1
	Simians	Move 6
	Common Squad	Range 1
	Warriors	Attack 4
	Loyal	Defense 4
DC	Medium 5	

Simian Hero Bonding

After revealing an Order Marker on this card and taking a turn with the Gorilla City Warriors, you may take a turn with any Unique Simian Hero you control.

Telepathic Troop

When a Gorilla City Warrior attacks, it receives 1 additional attack die for each other Gorilla City Warrior or Telepath you control engaged with the defending figure, to a maximum of 2 additional attack dice for Telepathic Troop.



Zauriel

	320	 Life 6
	Angel	Move 7
	Unique Hero	Range 1
	Guardian	Attack 6
	Valiant	Defense 6
DC	Medium 5	

Sword of Holy Flame


When attacking an adjacent figure with Zauriel's normal attack, each blank rolled counts as 1 additional skull. If the adjacent figure is a Demon, each blank rolled instead counts as 2 additional skulls.

Angelic Battle Cry Special Attack

Range Special. Attack 3. All figures within 2 spaces of Zauriel are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Angels and Symbiotes may not roll defense dice when defending against this special attack.



Gorilla-Man Ken Hale

	160	 Life 6
	Simian	Move 6
	Unique Hero	Range 7
	Agent	Attack 5
	Cursed	Defense 3
DC	Medium 5	

Machine Gun Special Attack

Range 5. Attack 3. If Gorilla-Man inflicts a wound with this special attack, he may attack again with this special attack. Gorilla-Man may continue attacking with this special attack until he does not inflict a wound. He may not attack the same figure more than once.

Curse of the Gorilla Man

If a small or medium common or unique figure destroys Gorilla-Man with a normal or special attack, roll the 20-sided die. If you roll 1-13, destroy the attacking figure. If possible, place Gorilla-Man on the space previously occupied by the attacking figure, remove all Order Markers and Wound Markers from this card and give this card to the player who controlled the figure that destroyed Gorilla-Man. That player now controls Gorilla-Man. Simians and Androids are not affected by Curse of the Gorilla-Man.



Billy Batson

	60	 Life 4
	Human	Move 5
	Unique Hero	Range 1
	Citizen	Attack 1
	Innocent	Defense 1
DC	Small 4	

Secret Identity

You may draft one other Billy Batson figure that is not a Citizen. Choose which figure will start the game on the battlefield. You can control only one Billy Batson figure on the battlefield at a time.

SHAZAM!

Anytime either Billy Batson figure you control receives one or more wounds or is destroyed, you may switch that figure, if possible, with another Billy Batson figure you control. After switching the figures, roll one unblockable attack die against each figure adjacent to the placed figure. Switched figures will not take any leaving engagement attacks.

The Hood Parker Robbins

	180	 Life 5
	Human	Move 5
	Unique Hero	Range 5
	Crime Lord	Attack 3
	Driven	Defense 4
Marvel	Medium 5	

Double Attack

When The Hood attacks, he may attack one additional time.

Criminal Ambition

After revealing an Order Marker on this card and taking a turn with The Hood, if he inflicted one or more wounds on an opponent's figure with his normal attack this turn, you may take an immediate turn with any Criminal or Crime Lord Hero you control within clear sight of The Hood.

Cloak of Dormammu

Before taking a turn with The Hood, you may reveal an "X" Order Marker on this card, and for the remainder of the round, The Hood will not take any leaving engagement attacks, cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight, and gains the Flying special power. If you do, at the end of each of The Hood's turns this round, roll the 20-sided die. If you roll 4 or less, The Hood's Species is now Demon, his Class is now Devourer, and he may not use any special power on this card for the entire game.

Gambit Remy Lebeau

	210	 Life 4
	Mutant	Move 5
	Unique Hero	Range 1
	Thief	Attack 4
	Charming	Defense 5
Marvel	Medium 5	

Five Card Draw Special Attack

Range 4. Attack 1 or 2. Gambit starts each turn with 5 attack dice. Choose any non-adjacent figure within range and attack by rolling 1 or 2 attack dice. Gambit may keep making special attacks with 1 or 2 attack dice until he has rolled all 5 attack dice. When rolling attack dice for Five Card Draw Special Attack, if a skull is rolled on every die, each skull rolled counts for one additional hit.

Staff Vault

After moving and before attacking, if Gambit moved at least 3 spaces and is unengaged, he may Staff Vault. Staff Vault has a move of 3. When counting spaces for Staff Vault, ignore elevations. Gambit may vault over water without stopping, vault over figures without becoming engaged, and vault over obstacles such as ruins. Gambit may not vault more than 8 levels up or down in a single vault. After using Staff Vault, you may add 1 to Gambit's normal attack this turn.

Disengage

Gambit is never attacked when leaving engagements.