



Amazon Warriors			Lexcorp Security			Icicle <i>Cameron Mahkent</i>		
	<b>100</b>	<b>Life 1</b>		<b>130</b>	<b>Life 1</b>		<b>150</b>	<b>Life 4</b>
Amazon	<b>Move 6</b>		Human	<b>Move 6</b>		Metahuman	<b>Move 5</b>	
Common Squad	<b>Range 1</b>		Common Squad	<b>Range 5</b>		Unique Hero	<b>Range 1</b>	
Warriors	<b>Attack 3</b>		Enforcers	<b>Attack 4</b>		Psychopath	<b>Attack 3</b>	
Disciplined	<b>Defense 5</b>		Professional	<b>Defense 5</b>		Vengeful	<b>Defense 4</b>	
<b>DC</b>	<b>Medium 5</b>		<b>DC</b>	<b>Medium 5</b>		<b>DC</b>	<b>Medium 5</b>	

**Amazon Battle Cry**  
After taking a turn, if an Amazon you control inflicted one or more wounds with a normal attack this turn, you may move up to 3 Amazon Warriors you control up to 4 spaces each.

**Spear Volley Special Attack**  
**Range 4. Attack Special.**  
To attack with this special attack, choose a figure for a combined attack by as many Amazon Warriors that can attack the chosen figure, even Amazon Warriors that did not move this turn. Roll 1 attack die for each Amazon Warrior you control that can attack the chosen figure. The defending figure compares height to the lowest attacking Amazon Warrior to determine any height advantage.




**Criminal Alliance**  
After revealing an Order Marker on this card, you may choose only one LexCorp Security figure to take a turn with this turn. After taking a turn with the chosen LexCorp Security figure, you may take a turn with one Unique Criminal Hero you control. Add 1 die to that Unique Criminal Hero's normal attack this turn.

**Kryptonian Armor**  
When rolling defense against a normal attack, you may count one blank rolled as an extra shield.

**Slick Ice Spray**  
Start the game with 4 ice tiles on this card. Before moving, you may place up to 4 ice tiles from this card onto any empty land spaces within 4 spaces of Icicle, if the ice tile fits normally onto that space. When a figure without the Ice Resistance special power moves onto or begins its movement on an ice tile within 4 clear sight spaces of Icicle, you may roll the 20-sided die. If you roll 12 or higher, the figure receives one wound and must end its movement.

**Ice Darts Special Attack**  
**Range 3. Attack 1.**  
When Icicle attacks with this special attack, he may attack 1 additional time. Each skull rolled counts for one additional hit against figures with the Ice Resistance special power or for two additional hits against other figures.

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

Emma Frost			Doctor Octopus <i>Otto Octavius</i>			Electro <i>Maxwell Dillon</i>		
	<b>170</b>	<b>Life 5</b>		<b>215</b>	<b>Life 4</b>		<b>135</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>		Mutate	<b>Move 5</b>		Mutate	<b>Move 6</b>	
Unique Hero	<b>Range 1</b>		Unique Hero	<b>Range 1</b>		Unique Hero	<b>Range 1</b>	
Telepath	<b>Attack 4</b>		Criminal	<b>Attack 3</b>		Criminal	<b>Attack 3</b>	
Arrogant	<b>Defense 4</b>		Obsessive	<b>Defense 6</b>		Insecure	<b>Defense 4</b>	
<b>Marvel</b>	<b>Medium 5</b>		<b>Marvel</b>	<b>Medium 5</b>		<b>Marvel</b>	<b>Medium 5</b>	

**Diamond Form**  
After revealing an Order Marker on this card, you may place or remove the white Diamond Marker. While the Diamond Marker is on this card, you may not use any other special power on this card and:  
• Emma Frost gains the Super Strength special power;  
• When she defends against an attack, one shield will block all damage;  
• A player may only take a turn with Emma Frost after revealing an Order Marker on this card.

**Psychic Proxy Special Attack**  
**Range Special. Attack 5.**  
Choose a Telepath figure you control and attack any figure within 3 spaces of the chosen Telepath. Emma Frost does not need clear line of sight to attack with this special attack.

**Telepathic Link**  
While Emma Frost is in play all squad and hero figures you control are considered in clear sight of each other.

**Telescopic Tentacles 4**  
Doctor Octopus may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base. When Doctor Octopus attacks, he may attack three additional times.

**Cyber Claw**  
All opponents' small or medium figures that enter or occupy a space adjacent to Doctor Octopus may not move. Figures affected by Cyber Claw cannot be moved by any special power on an Army Card.

**Expert Climbing**  
When counting spaces for Doctor Octopus' movement, elevation changes of up to 2 levels count as one space. You may ignore Doctor Octopus' height of 5 when climbing.

**Electrostatic Bolt Special Attack**  
**Range 5+Special. Attack 5+Special.**  
Choose a figure to attack. You may also choose any figures within 2 clear sight spaces of the chosen figure to be affected by the attack. For each additional figure chosen, roll 1 fewer attack die. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Any affected figure that occupies a water space rolls 1 fewer defense die. Figures with the Electrically Charged special power are not affected by the Electrostatic Bolt Special Attack.

**Electric Skin 12**  
If any figure moves adjacent to Electro, you must roll the 20-sided die. If you roll a 12 or higher, the affected figure receives one wound. When a figure receives a wound from Electric Skin 12, you may roll again for Electric Skin 12. Figures may be initially targeted only as they move adjacent to Electro. Figures with the Electrically Charged special power are not affected by Electric Skin 12.

**Electrically Charged**  
Electro rolls 1 fewer defense die when he is on a water space.

Kraven <i>Sergei Kravinoff</i>			Mysterio <i>Quentin Beck</i>			Sandman <i>William Baker</i>		
	<b>200</b>	<b>Life 6</b>		<b>115</b>	<b>Life 4</b>		<b>210</b>	<b>Life 5</b>
Human	<b>Move 7</b>		Human	<b>Move 5</b>		Mutate	<b>Move 5</b>	
Unique Hero	<b>Range 5</b>		Unique Hero	<b>Range 4</b>		Unique Hero	<b>Range 1</b>	
Hunter	<b>Attack 3</b>		Criminal	<b>Attack 3</b>		Criminal	<b>Attack 6</b>	
Driven	<b>Defense 5</b>		Tricky	<b>Defense 3</b>		Vengeful	<b>Defense 5</b>	
<b>Marvel</b>	<b>Medium 5</b>		<b>Marvel</b>	<b>Medium 5</b>		<b>Marvel</b>	<b>Medium 5</b>	

**Big Game Tracker**  
At the start of the game, you may choose one opponent's Unique or Event Hero to be Kraven's Prey. When a numbered Order Marker is revealed on the Prey's card, you may immediately move Kraven up to 3 spaces. When moving with Big Game Tracker, Kraven is never attacked when leaving engagements. If Kraven attacks his Prey, he may attack his Prey one additional time.

**Bolas 12**  
Start the game with a brown Bolas Marker on this card. After moving and before attacking, if your Bolas Marker is on this card, you may choose a small, medium, or large figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 12 or higher and the chosen figure is a Unique Hero, place your Bolas Marker on the chosen figure's card. Affected figures that are not Unique Heroes receive a wound. A chosen figure that has your Bolas Marker on its card cannot move and must roll 2 fewer defense dice. When the chosen figure receives a wound or is destroyed, place your Bolas Marker back on this card.

**Nerve Punch**  
When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. If Kraven inflicts one or more wounds on an adjacent Unique Hero with a normal attack, you may immediately remove one unrevealed Order Marker at random from the defending figure's Army Card.

**Smoke and Mirrors**  
Instead of moving normally with Mysterio, you may choose a small or medium figure within 4 clear sight spaces. Switch Mysterio with the chosen figure, if possible. Figures moved by Smoke and Mirrors will not take any leaving engagement attacks.

**Vanishing Act**  
When Mysterio is targeted for an attack from an adjacent or non-adjacent enemy figure, you may roll the 20-sided die. If you roll 11 or higher, Mysterio cannot be targeted for any attacks or special powers from non-adjacent figures for the rest of the targeting figure's turn and may immediately use his Smoke and Mirrors special power.

**Sandstorm**  
Instead of his normal move, if Sandman did not start his turn on a water space, he may use Sandstorm. Sandstorm has a move of 4. When counting spaces for Sandman's Sandstorm movement, ignore elevations. Sandman may move over water without stopping, move over figures without becoming engaged, and move over obstacles such as ruins. When moving with Sandstorm, Sandman will not take any leaving engagement attacks. Sandman rolls 3 fewer attack dice on any turn that he uses Sandstorm. After moving with Sandstorm, roll one unblockable attack die against each figure Sandman passed over this turn, and Sandman cannot use his Immovable special power for the remainder of the round.

**Sand Construction**  
Sandman rolls 2 fewer attack and defense dice while on a water space and 1 additional attack and defense die while on a sand space. After taking a turn with Sandman, if he is not on a water space, remove a Wound Marker from this card.

**Immovable**  
Sandman may not be moved by any special power on an opponent's Army Card.