

Forge *Jonathan Silvercloud*



170	Life 4
Mutant	Move 5
Unique Hero	Range 6
Inventor	Attack 4
Brilliant	Defense 6
Marvel 1	Medium 5

Technological Genius

Start the game with the Glyph of Neutralizer and the Glyph of Replicator on this card. Forge cannot lose these Equipment Glyphs by any means unless he is destroyed.

Mechanical Engineering

At the end of a round, you may choose Forge or an Android or Cyborg Hero adjacent to Forge. Remove or place 1 Wound Marker on the chosen figure's card.

Omega Red *Arkady Rossovich*



300	Life 7
Mutant	Move 5
Unique Hero	Range 1
Mercenary	Attack 5
Treacherous	Defense 6
Marvel 1	Medium 5

Telescopic Tentacles 2

Omega Red 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 Omega Red Attacks, he may attack one additional time.

Life Force Drain 11

Each time Omega Red inflicts one or more wounds with his normal attack, you may roll the 20-sided die. If you roll 11 or higher, remove a Wound Marker from this Army Card. Androids and destructible objects are not affected by Life Force Drain 11.

Death Factor

At the end of each round, roll a single attack die. If a skull is rolled, place one Wound Marker on this card.

Lady Deathstrike *Yuriko Oyama*



240	Life 6
Cyborg	Move 6
Unique Hero	Range 1
Assassin	Attack 4
Vengeful	Defense 5
Marvel 1	Medium 4

Adamantium Claws

Figures subtract 2 from their defense dice when attacked by Lady Deathstrike.

Vengeful Strike

After moving and before attacking, if there is at least one Wound Marker on this card, you may choose a figure adjacent to Lady Deathstrike and roll the 20-sided die. Add 1 to your roll for each Wound Marker on this card. If you roll 12-18, the chosen figure receives 1 wound. If you roll 19 or higher, the chosen figure receives 2 wounds.

Cybernetic Repair X

At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.

Leech



40	Life 4
Mutant	Move 5
Unique Hero	Range 1
Orphan	Attack 2
Enthusiastic	Defense 3
Marvel 1	Small 3

Mutant Negation

A Mutant figure within 3 spaces of Leech cannot use any special powers on its Army Card unless it has this special power.

X-23 *Laura Kinney*



220	Life 5
Mutant	Move 6
Unique Hero	Range 1
Assassin	Attack 4
Taciturn	Defense 4
Marvel 1	Medium 5

Scent Triggered Frenzy

Before taking a turn with X-23, you must roll the 20-sided die, one at a time, for each figure adjacent to X-23. If you roll 1-5, instead of moving or attacking normally this turn, X-23 must attack the affected figure. If X-23 inflicts one or more wounds during this attack, she must continue attacking the defending figure until she does not inflict any wounds or the defending figure is destroyed.

Phantom Walk

X-23 can move through all figures and is never attacked when leaving an engagement.

Adamantium Claws

Figures subtract 2 from their defense dice when attacked by X-23.

Healing Factor X

After taking a turn with X-23, remove one Wound Marker from this card. At the end of the round, if you reveal an "X" Order Marker on any Army Card you control with the Healing Factor X special power, remove one Wound Marker from each Army Card you control with the Healing Factor X special power.

Marrow *Sarah*



220	Life 5
Mutant	Move 5
Unique Hero	Range 4
Terrorist	Attack 4
Bitter	Defense 4
Marvel 1	Medium 4

Bone Shards

When Marrow attacks a non-adjacent figure, roll 1 fewer attack die. After attacking a non-adjacent figure with Marrow's normal attack, you may place one Wound Marker on this card and attack two additional times with her normal attack.

Spike Defense

When rolling defense dice against a normal adjacent attack, roll one additional die for each shield rolled by the attacker. If you roll any excess shields, the attacking figure receives one unblockable wound.

Healing Factor X

After taking a turn with Marrow, remove one Wound Marker from this card. At the end of the round, if you reveal an "X" Order Marker on any Army Card you control with the Healing Factor X special power, remove one Wound Marker from each Army Card you control with the Healing Factor X special power.

Sage *Tessa Tyles*



190	Life 4
Mutant	Move 5
Unique Hero	Range 5
Telepath	Attack 4
Calculating	Defense 5
Marvel 1	Medium 5

Mutant Power Boost

Start the game with 3 purple Enhancement Markers on this card. After taking a turn with Sage, you may reveal an "X" Order Marker on this card to place an Enhancement Marker from this card on the card of an adjacent friendly Mutant Hero. A figure other than Sage with any number of Enhancement Markers on its card may add 1 additional die to its normal attack.

Telepathic Tactician

At the beginning of your turn, if there is at least one Order Marker on this card, you may rearrange any unrevealed Order Markers on Army Cards you control.

Probability Calculation

Whenever a figure within clear sight rolls the 20-sided die for a special power, you may add or subtract 1 from the roll.

Selene Gallio



360	Life 6
Mutant	Move 7
Unique Hero	Range 5
Sorceress	Attack 7
Deceitful	Defense 5
Marvel 1	Medium 5

Psychic Vampire

Subtract 1 from Selene's Move and Attack numbers for each Wound Marker on this card. After moving and instead of attacking, you may choose an adjacent figure that is not an Android, Cyborg, or destructible object. If the chosen figure has 1 Life remaining, roll 1 combat die. If the chosen figure has 2 or more Life remaining, roll up to 2 combat dice. If you roll a skull on every die, remove that many Wound Markers from this card and place them on the chosen figure's card.

Inanimate Object 9

Instead of attacking, you may choose a destructible object or obstacle that is within 5 spaces of Selene. Roll the 20-sided die for all opponents' figures on or within 2 spaces of the chosen destructible object or obstacle, one at a time. If you roll 9 or higher, the figure receives a wound.

Magical Defense

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

Mastermind *Jason Wyngarde*



90	Life 4
Mutant	Move 5
Unique Hero	Range 3
Telepath	Attack 3
Manipulative	Defense 3
Marvel 1	Medium 5

Mutant Mastermind

After revealing an Order Marker on this card and taking a turn with Mastermind, you may take a turn with any Unique Mutant Hero you control within 8 spaces of Mastermind.

Psychic Camouflage

Mastermind and any figures you control adjacent to Mastermind cannot be targeted for an attack or chosen for a special power by a non-adjacent figure unless that figure is a Telepath.