

S.H.I.E.L.D. Spotter



25	Life 1
Human	Move 5
Common Hero	Range 7
Agent	Attack 2
Precise	Defense 3
Marvel 1	Medium 5


Assisted Observation
A Sniper you control can ignore any special power on its army card that would prevent it from attacking or using a special power because it moved this turn, as long as that Sniper attacks a figure within 10 clear sight spaces of a S.H.I.E.L.D. Spotter you control or chooses a figure within 10 clear sight spaces of a S.H.I.E.L.D. Spotter you control for a special power.

Improved Aim
When you roll attack dice for any Sniper you control for a normal attack against an opponent's figure that is within 10 clear sight spaces of at least one S.H.I.E.L.D. Spotter you control, you may re-roll one attack die that did not show a skull. When a Sniper you control rolls the 20-sided die against an opponent's figure that is within 10 clear sight spaces of at least one S.H.I.E.L.D. Spotter you control, add 1 to your roll.

Adaptive Camouflage
For each defense die S.H.I.E.L.D. Spotter receives from height advantage or terrain when defending against a non-adjacent attack, S.H.I.E.L.D. Spotter receives one additional defense die.

Daredevil

Matt Murdock



180	Life 4
Mutate	Move 6
Unique Hero	Range 4
Vigilante	Attack 4
Fearless	Defense 5
Marvel 1	Medium 5


Man Without Fear
Daredevil may attack any or all figures adjacent to him. Roll each attack separately. Add 1 to Daredevil's attack dice for each enemy figure adjacent to Daredevil.

Radar Sense 12
If Daredevil is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-11, roll defense dice normally. If you roll a 12 or higher, Daredevil takes no damage and you may immediately choose any empty space within 3 spaces of Daredevil that is no more than 20 levels above or below Daredevil's base. Place Daredevil on the chosen space. When Daredevil uses his Radar Sense, if he is engaged he will not take any leaving engagement attacks.

Criminal Intimidation
Criminal figures roll 1 less defense die against Daredevil's normal attack.

Elektra

Elektra Natchios



170	Life 5
Human	Move 6
Unique Hero	Range 4
Assassin	Attack 5
Vicious	Defense 5
Marvel 1	Medium 5

Phantom Walk
Elektra can move through all figures and are never attacked when leaving an engagement.

Deadly Barrage Special Attack
Range 1. Attack 1.
Instead of moving and attacking normally with Elektra, you may move Elektra up to 5 spaces. Elektra can attack up to 5 times with Deadly Barrage Special Attack at any point before, during, or after this move as long as Elektra is on a space where she could end her movement. Elektra cannot attack the same figure more than once in a single turn. Figures may not roll defense dice against Deadly Barrage Special Attack.

Assassin's Mark
When attacking a non-adjacent figure, Elektra rolls 1 fewer attack die. If Elektra attacks a non-adjacent figure without Super Strength and inflicts at least one wound, roll the 20-sided die. If you roll a 17 or higher, destroy the defending figure.

Punisher

Frank Castle



180	Life 5
Human	Move 5
Unique Hero	Range 7
Vigilante	Attack 4
Obsessed	Defense 5
Marvel 1	Medium 5

Assault Rifle
When Punisher attacks with his normal attack, he may attack two additional times. Roll 1 less attack die for each subsequent attack.

Auto Shotgun Special Attack
Range 4. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Auto Shotgun Special Attack. Punisher only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense separately. Punisher cannot be affected by his own Auto Shotgun Special Attack. When Punisher attacks with his Auto Shotgun Special Attack, he may attack one additional time.

Armor Piercing Rocket Special Attack
Range 5. Attack 4.
For each skull rolled when attacking with this special attack, the defending figure subtracts 1 from its defense. Punisher can only attack a non-adjacent figure with this special attack and can only use Armor Piercing Rocket Special Attack once per round.

Bullseye

Lester ???



175	Life 5
Human	Move 5
Unique Hero	Range 7
Assassin	Attack 4
Precise	Defense 5
Marvel 1	Medium 5

Deadly Aim
When attacking a non-adjacent figure within 5 spaces of Bullseye, add 1 automatic skull to whatever is rolled. If an opponent rolls the 20-sided die for a figure attacked by Bullseye's Deadly Aim, you may subtract 2 from, or add 2 to the roll.

Echo

Maya Lopez



130	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 4
Perceptive	Defense 4
Marvel 1	Medium 5

Mimic
After moving and before attacking, you may choose the Move, Range, Attack, or Defense number on the Army Card of one Unique Hero figure within 4 clear sight spaces of Echo to Mimic. Echo may use the Mimicked number in place of her own until she mimics a different number. Echo cannot mimic a number that is higher than 7.

Mirrored Counter Strike
When rolling defense dice against an adjacent normal attack, if you roll the same number of shields as the attacker rolls skulls, the attacking figure receives one wound.

Green Construct

Mech Warrior



120	Life 2
Energy	Move 4
Unique Hero	Range 4
Construct	Attack 4
Resolute	Defense 6
DC	Huge 13

Green Construct Creation
Green Constructs do not start the game on the battlefield. After revealing an Order Marker on Green Lantern's Army Card, you may immediately place one Green Construct you control that is not on the battlefield on any empty space within 3 clear sight spaces of that Green Lantern. You may not create any additional Green Constructs this turn. If you no longer control any Green Lanterns, destroy all Green Constructs you control.

Green Construct Control
After revealing an Order Marker on Green Lantern's Army Card, instead of attacking with that Green Lantern, you may take a turn with any Green Construct you control. Green Construct may only attack, move, or take a turn in this manner. You may not take any additional turns with other Green Constructs this turn.

Double Attack
When this Green Construct attacks, it may attack one additional time.

Green Lantern

Guy Gardner



320	Life 4
Human	Move 5
Unique Hero	Range 1
Officer	Attack 3
Brash	Defense 2
DC	Medium 5


Green Power Battery 4
Start the game with 4 green Battery Markers on this card. Add one to this Green Lantern's Move, Range, Attack and Defense numbers for each green Battery Marker on this card.

Green Power Shield
Anytime this Green Lantern or an adjacent friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack.

Willful Overextend
After revealing an Order Marker on this card and taking a turn with this Green Lantern, you may place a wound marker on this card or remove one green Battery Marker from this card and take one additional turn with him.

Green Lantern

John Stewart



340	Life 4
Human	Move 5
Unique Hero	Range 1
Officer	Attack 4
Determined	Defense 4
DC	Medium 5

Green Power Battery 3
Start the game with 3 green Battery Markers on this card. Add one to this Green Lantern's Move, Range, Attack and Defense numbers for each green Battery Marker on this card.

Green Shield Strike
Anytime this Green Lantern or an adjacent, friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack. When this Green Lantern removes a green Battery Marker to ignore a normal attack from a figure adjacent to this Green Lantern, the attacking figure receives one wound.

Green Basket Carry
Before moving, you may choose one unengaged friendly small or medium figure for each green Battery Marker on this card. Chosen figures must be within 2 clear sight spaces of this Green Lantern and they cannot have the Flying special power. After moving, place each chosen figure adjacent to this Green Lantern.