


Jocasta



180	Life 5
Android	Move 5
Unique Hero	Range 4
Adventurer	Attack 4
Selfless	Defense 5
Marvel	Medium 5

Self-Sacrifice
If a friendly figure within 3 clear sight spaces of Jocasta is attacked with a normal attack and would receive one or more wounds, Jocasta may move adjacent to that figure, if possible, and receive those wounds instead. If she does, and the attacking figure is within 4 clear sight spaces of Jocasta, the attacking figure receives one wound. When Jocasta uses Self-Sacrifice, she will take any leaving engagement attacks.

Repelling Force Field
Whenever Jocasta is attacked with a normal attack from an adjacent figure and takes no damage, you may choose up to X empty spaces in a straight line from the attacking figure and place the attacking figure on any of the chosen spaces. X is the number of defense dice that show a blank. A figure moved by this special power never takes any leaving engagement attacks and can receive any falling damage that may apply.

Ultron Imperative 4
Whenever Jocasta is chosen for Ultron's Program Transmission 20 special power, add 4 to the 20-sided die roll.

Enchantress *Amora*




370	Life 7
Asgardian	Move 5
Unique Hero	Range 5
Sorceress	Attack 5
Charming	Defense 5
Marvel	Medium 5

Enchantment
After revealing an Order Marker on this card, instead of taking a turn with Enchantress, you may choose a Unique Hero you control within 4 clear sight spaces of Enchantress that does not have the Super Strength special power. Take a turn with the chosen Hero. During this turn, the chosen Hero has Super Strength, and adds 1 automatic skull to any normal adjacent attacks it makes.

Soul Swap
Once per game, if a figure you control without the Mental Shield special power that is within 4 clear sight spaces of Enchantress is attacked by an enemy Unique Hero that is within 4 clear sight spaces of Enchantress and your defending figure receives no wounds, you may reveal an "X" Order Marker on this card. Players switch control of the defending and attacking figures, and their Army Cards. Remove all Order Markers from both Army Cards. If Enchantress is destroyed, all figures and cards affected by Soul Swap return to the players who controlled them before the Soul Swap.

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

Aaron Cash




75	Life 3
Human	Move 5
Unique Hero	Range 1
Guard	Attack 4
Brave	Defense 3
DC	Medium 5

PROTECT AND SERVE
Anytime a figure you control adjacent to Aaron Cash would receive one or more wounds, you may instead have Aaron Cash receive those wounds.

ACTION REFLEXES
When moving normally, Aaron Cash never takes leaving engagement attacks and may move one additional space as long as he ends his movement engaged, or two additional spaces if he ends his movement engaged with an Insane or Ferocious Criminal.

Bizarro *Kent Clark*




330	Life 6
Htraeian	Move 6
Unique Hero	Range 1
Adversary	Attack 6
Confused	Defense 7
DC	Medium 5

Freeze Vision
Before taking a turn with Bizarro, you may choose a figure within 4 clear sight spaces of Bizarro. Roll the 20-sided die. If you roll 16 or higher, the chosen figure rolls 1 fewer defense die this turn.

Heat Breath Special Attack
Range 1. Attack 2 + Special.
Choose a figure to attack. All figures adjacent to the chosen figure are affected. Bizarro cannot be affected by this special attack. Roll 2 attack dice once for all affected figures. For each skull rolled, roll 1 additional attack die. Continue rolling an additional attack die for each skull rolled until no skulls are rolled.

Villainous Duty
Immediately after a friendly figure within 3 spaces of Bizarro rolls defense dice against an enemy figure's normal attack, you must move Bizarro adjacent to the attacking figure, if possible. If you do, the attacking figure receives one wound. If Bizarro cannot move adjacent to the attacking figure, you must choose a figure adjacent to Bizarro, if possible, to receive one wound. When Bizarro uses Villainous Duty, he will take any leaving engagement attacks.

Sage *Tessa Niles*




190	Life 4
Mutant	Move 5
Unique Hero	Range 5
Telepath	Attack 4
Calculating	Defense 5
Marvel	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. For the entire game, 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 move any unrevealed Order Markers on any Mutant or Telepath cards in your army to any other Mutant or Telepath cards you control. You may move Order Markers from Army Cards of your destroyed figures.

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

Commander Rogers *Steve Rogers*



260	Life 5
Human	Move 6
Unique Hero	Range 5
Agent	Attack 4
Dedicated	Defense 5
Marvel	Medium 5

MASTER TACTICIAN
At the beginning of your turn, if there is at least one revealed Order Marker on this card, you may rearrange any unrevealed Order Markers on cards in your army. You may move Order Markers from cards of your destroyed figures.

TRAINED TO PERFECTION
Before attacking with Commander Rogers, you may choose to either:

- Attack any or all figures adjacent to Commander Rogers, rolling each attack separately; or
- add one automatic skull when attacking an adjacent figure.

PHOTONIC ENERGY SHIELD
If Commander Rogers would receive one or more wounds from a normal or special attack, ignore one of those wounds. If Commander Rogers rolls excess shields when defending against a normal attack from a figure within 5 clear sight spaces, the attacking figure receives one wound.

Mastermind *Jason Wyngarde*




95	Life 4
Mutant	Move 5
Unique Hero	Range 3
Telepath	Attack 3
Manipulative	Defense 3
Marvel	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 cannot be targeted for an attack or chosen for a special power by an opponent's non-adjacent figure unless that figure is a Telepath.

Surtur




1000	Life 14
Demon	Move 7
Event Hero	Range 2
Destroyer	Attack 8
Malevolent	Defense 6
Marvel	Huge 10

TWILIGHT SWORD
Start the game with 1 orange Twilight Marker on this card. After taking a turn with Surtur, you may choose an opponent's figure within 4 clear sight spaces. If the figure is not a Unique Hero or an Event Hero, remove the Twilight Marker from this card and destroy the chosen figure. If the chosen figure is a Unique Hero or Event Hero, roll the 20-sided die. If you roll 15 or higher, you may remove the Twilight Marker from this card and the chosen figure receives 2 wounds, or you may place the Twilight Marker on the chosen figure's card and that figure cannot use any special powers for the remainder of the round. At the end of each round, the Twilight Marker is returned to this Army Card. The Twilight Marker can only be removed from this card by the player controlling Surtur.

INTENSE HEAT
Immediately after placing Order Markers for each round and before rolling for initiative, you must roll one combat die for each figure within 2 spaces of Surtur, one at a time, or two dice for a common figure. If at least 1 skull is rolled, the figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Intense Heat.

LAVA RESISTANT
Surtur never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

Puppet Master *Phillip Masters*




140	Life 3
Human	Move 5
Unique Hero	Range 1
Puppeteer	Attack 2
Manipulative	Defense 2
Marvel	Medium 5

String Pull 16
After revealing an Order Marker on this card and taking a turn with Puppet Master, if he is unengaged, you may choose a Unique Hero within 8 clear sight spaces of Puppet Master. Roll the 20-sided die. If you roll 16 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the String Pull. All Order Markers that were on the chosen Hero's card will stay on the card. After using String Pull, you may use it one additional time.


Reactive Mind Control 8
If Puppet Master is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 8 or higher, Puppet Master takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before the Reactive Mind Control. Figures moved with this special power will not take any leaving engagement attacks.

Mystique Raven Darkhölme




200	Life 5
Mutant	Move 6
Unique Hero	Range 1
Outcast	Attack 5
Deceptive	Defense 5
Marvel	Medium 5

Piledriver Brian Philip Callusky



190	Life 6
Mutate	Move 6
Unique Hero	Range 1
Criminal	Attack 5
Cruel	Defense 5
Marvel	Medium 5

Angel Warren Worthington III



90	Life 4
Mutant	Move 6
Unique Hero	Range 1
Protector	Attack 3
Merciful	Defense 5
Marvel	Medium 5

IMPERSONATE
Before placing Order Markers for each round, you may choose an opponent's medium Unique Hero on the battlefield. While the chosen Hero is on the battlefield, Mystique cannot be attacked by, targeted or chosen for special powers by, or take any leaving engagement attacks from any figure in the chosen Hero's army except for the chosen Hero.

OUTCAST ASSAULT
After revealing an Order Marker on this card and before taking a turn with Mystique, if you did not choose a hero for Impersonate this round, you may roll the 20-sided die.

- If you roll 1-7, nothing happens;
- If you roll 8-18, you may immediately take a turn with one other Unique Outcast Hero you control; or
- If you roll 19 or higher, you may immediately take a turn with up to two other Unique Outcast Heroes you control.

Any figures taking a turn with Outcast Assault must be within 8 clear sight spaces of Mystique before moving. After using Outcast Assault, you may not take any additional turns with other figures you control.

The Wrecking Crew 14
After taking a turn with Piledriver, you may roll the 20-sided die. Add 3 to your roll if Piledriver destroyed a figure this turn. If you roll 14 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Piledriver. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.


Pounding Fists
Figures without the Super Strength special power roll 1 fewer defense die against Piledriver's normal attack. If Piledriver inflicts one or more wounds with his normal attack, he may attack the same figure one additional time.

Swift Carry
Whenever Angel is moved on your turn, you may choose an unengaged friendly small or medium figure adjacent to Angel. After you move Angel, place the chosen figure adjacent to Angel.

Guardian Angel
After Angel or any small or medium figure you control within 3 clear sight spaces of Angel rolls defense dice against a normal attack, you may immediately fly up to 6 spaces with Angel. If Angel passes over a friendly small or medium figure, after moving Angel you may place that figure on any empty space adjacent to Angel. A friendly figure moved by Guardian Angel will not take any leaving engagement attacks. Angel may not move more than one friendly figure when using Guardian Angel.


Stealth Flying
When Angel starts to fly, if he is engaged, he will not take any leaving engagement attacks.

Invincible Markus Grayson




360	Life 6
Viltrumite	Move 7
Unique Hero	Range 1
Champion	Attack 6
Determined	Defense 6
Image	Medium 5

Doctor Strange Steven Strange



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

Speedy Roy Harper



90	Life 3
Human	Move 5
Unique Hero	Range 8
Vigilante	Attack 3
Driven	Defense 4
DC	Medium 5

Viltrumite Endurance
When defending against a normal attack from a figure who is not a Viltrumite, if at least one shield is rolled, the most wounds Invincible can take from this attack is one. At the start of any round, if there are 4 or more wounds on this card, you may remove 1 Wound Marker from this card.

Super Punch Special Attack
Range 1. Attack 2 + Special.
Instead of moving and attacking normally with Invincible, you may move Invincible up to 8 spaces in a straight line. After moving, choose a figure to attack, adding 1 die to this attack for each space Invincible moved this turn. Any figures adjacent to the chosen figure are also affected by this special attack. Invincible is not affected by his own special attack. Roll attack dice once for all affected figures. Each figure rolls defense separately.

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 chose not to inflict with Doctor Strange's normal attack.


Sorcerer Supreme
Opponents' 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.

Speed Shot
After revealing an Order Marker on the Army Card of another Unique Hero that is an Archer or Sidekick you control in clear sight of Speedy and moving that Unique Hero, before attacking with that Unique Hero, if Speedy is not engaged, he may immediately attack an opponent's figure with his normal attack.


Boxing Glove Arrow Special Attack
Range 6. Attack 3.
If Speedy inflicts one or more wounds on a Unique Hero with this special attack, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card. Speedy may not attack adjacent figures with this special attack.

Catwoman Selina Kyle



145	Life 9
Human	Move 6
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 2
DC	Medium 4

Doctor Octopus Otto Octavius



215	Life 4
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 3
Obsessive	Defense 6
Marvel	Medium 5

Black Cat Felicia Hardy



135	Life 4
Mutate	Move 6
Unique Hero	Range 1
Thief	Attack 4
Seductive	Defense 4
Marvel	Medium 5

Stray 13
If Catwoman is attacked and at least 1 skull is rolled, roll the 20-sided die to Stray 13. If you roll 1-12, roll defense dice normally. If you roll 13 or higher, Catwoman takes no damage and may immediately move up to 4 spaces. During her Straying move, Catwoman is never attacked when leaving an engagement. Catwoman can Stray only if she ends her Straying move not adjacent to any enemy figures.

Expert Climbing
When moving up levels of height to move onto a space with Catwoman, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Catwoman's height of 4 when climbing. Catwoman never takes falling damage or major falling damage.

Whip Lash Special Attack
Range 2. Attack 4.
Choose a non-adjacent small or medium figure whose base is not higher or lower than 3 levels from Catwoman's base. Catwoman may continue attacking with her Whip Lash Special Attack until the chosen figure no longer receives any wounds. Catwoman cannot attack more than four times in a single turn.

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 moving up levels of height to move onto a space with Doctor Octopus, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Doctor Octopus' height of 5 when climbing. Doctor Octopus never takes falling damage or major falling damage.

Cat Burglar
Black Cat can move through all figures and never takes leaving engagement attacks. After moving and before attacking, if there is not a glyph on this card, you may choose a figure that Black Cat moved through this turn with at least one Equipment Glyph on its card and place a glyph from that card on this card.

Expert Climbing
When moving up levels of height to move onto a space with Black Cat, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Black Cat's height of 5 when climbing. Black Cat never takes falling damage or major falling damage.

Bad Luck Aura
When an opponent rolls the 20-sided die for a figure within 4 clear sight spaces of Black Cat, you may subtract 2 from the roll. When an opponent's figure attacks Black Cat and at least one skull is rolled, roll the 20-sided die. If you roll 13 or higher, your opponent must re-roll all attack dice that show skulls. Bad Luck Aura can only be used once for each attack.

Prowler Hobie Brown




130	Life 4
Human	Move 5
Unique Hero	Range 1
Inventor	Attack 4
Misguided	Defense 4
Marvel	Medium 5

Projectile Arsenal Special Attack
Range 4 + Special. Attack 2 + Special.
 When attacking with this special attack, you may
 • roll 1 additional attack die; or
 • add 2 to the range; or
 • choose all figures adjacent to the targeted figure to be affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately, and Prowler cannot be affected by this special attack.
 After attacking with this special attack, Prowler may attack with it one additional time.

Expert Climbing
 When moving up levels of height to move onto a space with Prowler, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Prowler's height of 5 when climbing. Prowler never takes falling damage or major falling damage.

Glide 3
 Before, during or after moving, Prowler may be placed on any empty space within 3 spaces of and lower than his current location, once per turn. When Prowler uses Glide 3, he will not take any leaving engagement attacks.

Scorpion Mac Gargan



200	Life 5
Mutate	Move 7
Unique Hero	Range 1
Criminal	Attack 5
Insane	Defense 6
Marvel	Medium 5

Expert Climbing
 When moving up levels of height to move onto a space with Scorpion, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Scorpion's height of 5 when climbing. Scorpion never takes falling damage or major falling damage.

Tail Whip
 When Scorpion attacks with his normal attack, you may choose one figure that is adjacent to both Scorpion and the defending figure. If the defending figure receives one or more wounds from Scorpion's normal attack, the chosen figure receives a wound.

Acid Tail Blast Special Attack
Range 4. Attack 3.
 If Scorpion inflicts one or more wounds with this special attack, roll the 20-sided die for Acid Damage. If you roll 13 or higher, add 1 additional Wound Marker to the defending figure's card and roll again for Acid Damage. Continue rolling for Acid Damage until the figure is destroyed or you do not roll 13 or higher.

Lizard Curtis Connors




200	Life 6
Mutate	Move 7
Unique Hero	Range 1
Creature	Attack 6
Conflicted	Defense 5
Marvel	Medium 5

Expert Climbing
 When moving up levels of height to move onto a space with Lizard, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Lizard's height of 5 when climbing. Lizard never takes falling damage or major falling damage.

Tail Whip
 When Lizard attacks with his normal attack, you may choose one figure that is adjacent to both Lizard and the defending figure. If the defending figure receives one or more wounds from Lizard's normal attack, the chosen figure receives a wound.

Regeneration
 Instead of attacking with Lizard, roll one combat die for each Wound Marker on this card. For each skull rolled,

Killer Penguins




65	Life 1
Androids	Move 4
Unique Squad	Range 6
Minions	Attack 2
Awkward	Defense 3
DC	Small 3

Crime Lord Bonding
 After revealing an Order Marker on this card and before taking a turn with the Killer Penguins, you may first take a turn with any Crime Lord you control.

Sub-Machine Gun Special Attack
Range 4. Attack 1.
 After a Killer Penguin attacks with this special attack, it may attack with this special attack 2 additional times.

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

Star-Lord Peter Quill




250	Life 5
Spartoi	Move 5
Unique Hero	Range 7
Leader	Attack 4
Intrepid	Defense 4
Marvel	Medium 5

RAGTAG TACTICS
 If no Unique Heroes in your army have the same Species or Class, each Unique Hero you control within 5 clear sight spaces of Star-Lord rolls an additional die when defending or attacking.

DISTRACTING FIRE SPECIAL ATTACK
Range 5. Attack 2.
 Immediately after rolling attack dice for this special attack against an opponent's figure, if Star-Lord rolls at least one skull, you may move Star-Lord or another figure you control within 5 spaces of Star-Lord up to 2 spaces. Figures moved by this special attack never take leaving engagement attacks from the defending figure. After attacking with this special attack, Star-Lord may attack 2 additional times.

LUCKY DEFENSE
 When defending against an attack, if Star-Lord rolls at least one blank, you may add 1 automatic shield to whatever is rolled.
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Beast Boy Gar Logan



60	Life 5
Metahuman	Move 6
Unique Hero	Range 1
Titan	Attack 3
Mischievous	Defense 3
DC	Medium 5

Beast Forms
 You may draft this figure into the same army with any other Gar Logan figures that do not have the species of Metahuman. Start the game with this figure on the battlefield. You can only control one Gar Logan figure on the battlefield at a time. If another Gar Logan figure you control would be destroyed, instead place two Wound Markers on this card and immediately replace the Gar Logan figure you control on the battlefield with another Gar Logan figure in your army, if possible. If this Beast Boy is destroyed, all Gar Logan figures you control are destroyed.

Beast Transformation
 Immediately after revealing a numbered Order Marker on this card, you may switch any Gar Logan figure you control on the battlefield with one other Gar Logan figure in your army. Switched figures will not take any leaving engagement attacks. After revealing a numbered Order Marker on this card, if this Beast Boy is not on the battlefield, you may take a turn with any other Gar Logan figure you control.

Healing Factor
 After taking a turn with this Beast Boy, remove 1 Wound Marker from this Army Card.

Nick Fury




220	Life 5
Human	Move 5
Unique Hero	Range 6
Agent	Attack 4
Dauntless	Defense 4
Marvel	Medium 5

Helicarrier Drop Team
 At the start of the game, choose up to 3 other Agent figures in your Army. The chosen figures and Nick Fury are the Helicarrier Drop Team. The Drop Team does not start the game on the battlefield. Once per game, before initiative is rolled, you may place the Drop Team on any empty spaces on the battlefield. You cannot place them adjacent to each other or other figures.

Director of S.H.I.E.L.D.
 After revealing a numbered Order Marker on this card and instead of taking a turn normally with Nick Fury, you may immediately choose one Common or Unique Hero you control to take a turn. Nick Fury may be that chosen hero. If the chosen hero is an Agent, you may also take a turn with an Agent Squad you control. You may choose which unit to activate first.

Adaptive Camouflage
 For each defense die Nick Fury receives from height advantage or terrain when defending against a non-adjacent attack, Nick Fury receives one additional defense die.

Lobster Johnson




180	Life 4
Human	Move 5
Unique Hero	Range 5
Investigator	Attack 4
Determined	Defense 4
Dark Horse	Medium 5

SPIRIT ARISE
 If Lobster Johnson is destroyed while his Species is Human, remove all Wound Markers from this card and place him on any empty space either in your Start Zone or within 3 spaces of an Investigator figure you control. For the remainder of the game, Lobster Johnson's Species is Entity instead of what is listed on the card, and you may add 2 to his Move number.

GHOSTLY INTANGIBILITY
 While Lobster Johnson's Species is Entity, he can move through all figures and obstacles such as ruins, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

HELPFUL GHOST
 While Lobster Johnson's Species is Entity, all Investigators you control add one additional die when defending against a normal or special attack from an opponent's figure that is within 3 spaces of Lobster Johnson.

Superman Kal-El



400	Life 7
Kryptonian	Move 8
Unique Hero	Range 1
Champion	Attack 7
Valiant	Defense 7
DC	Medium 5

X-Ray Vision
 Before moving, if Superman is not engaged, you may look at the power side of any one Glyph that is Symbol Side up.

Man Of Steel
 When rolling defense against a normal attack from a figure who is not a Kryptonian, all blanks rolled count as extra shields.

Heroic Duty
 If a friendly figure that is within 3 spaces of Superman would roll defense dice against a normal, non-adjacent attack, instead Superman must move adjacent to the figure if he is able to. Superman must roll defense and take any resulting wounds from the attack instead of the friendly figure. When Superman uses Heroic Duty, he will take all leaving engagement attacks.

Hawkeye *Clint Barton*



150	Life 4
Human	Move 5
Unique Hero	Range 9
Agent	Attack 3
Precise	Defense 4
Marvel	Medium 5

Grapple Arrow

Once per turn, instead of moving or instead of attacking, you may use Hawkeye's Grapple Arrow. Choose an unoccupied space within 3 spaces of Hawkeye and no more than 25 levels below his base or above his height. Place Hawkeye on the chosen space. When Hawkeye uses Grapple Arrow, he will take any leaving engagement attacks.

Trick Arrows Special Attacks

Range 8. Attack 3.

Choose a non-adjacent figure to attack. Before attacking with this special attack, choose one of the following effects:

- choose up to two figures within 2 clear sight spaces of the targeted figure to also be affected by this attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately; or
- the defending figure rolls 1 fewer defense die; or
- if you inflict one or more wounds on the defending figure, immediately roll one unblockable attack die for each wound inflicted this turn.

Close Combat Expert

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.

Flash *Wally West*



280	Life 4
Metahuman	Move 12
Unique Hero	Range 1
Champion	Attack 5
Tricky	Defense 4
DC	Medium 5

SPEED FORCE

Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. If Flash did not attack this turn, you may either move him up to an additional 4 spaces, or choose up to 3 figures Flash moved through this turn and roll an unblockable attack die against each chosen figure.

INFINITE MASS PUNCH SPECIAL ATTACK

Range 1. Attack Special.

If Flash is unengaged at the start of his turn, before moving him, you may choose a figure within 8 clear sight spaces. Count the minimum number of spaces between Flash and the chosen figure. After moving, if you attack the chosen figure with this special attack, roll X dice, where X equals the number of spaces you counted.

SPEED DODGE 4

When Flash defends against an attack, and you roll at least one blank, Flash takes no damage and may immediately move up to 4 spaces.

Wrecker *Dirk Garthwaite*



230	Life 6
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 6
Destructive	Defense 6
Marvel	Medium 5

The Wrecking Crew 10

After taking a turn with Wrecker, you may roll the 20-sided die. Add 3 to your roll if Wrecker destroyed a figure this turn. If you roll 10 or higher, you may take an additional turn with any other figure you control with The Wrecking Crew special power that is within clear sight of Wrecker. The Wrecking Crew can only be used if you revealed an Order Marker on a card with this special power at the beginning of your turn.

Crowbar Throw

Wrecker may subtract 1 from his Attack number to add 4 to his Range number.

Crowbar Demolition

If Wrecker is not engaged, instead of attacking with Wrecker, you may choose an opponent's figure within 2 spaces of Wrecker. Roll the 20-sided die. If you roll 9 or higher, you must place the chosen figure and each figure adjacent to the chosen figure on any empty spaces up to 2 spaces from their original placements, if possible. Figures moved by Crowbar Demolition will not take any leaving engagement attacks, but will take any falling damage that may apply. After a figure is placed by Crowbar Demolition, immediately roll one attack die. If you roll a skull, the placed figure receives 1 wound. Huge figure not affected by this special power.

Mad Hatter *Jervis Tetch*



90	Life 4
Human	Move 5
Unique Hero	Range 1
Mastermind	Attack 2
Insane	Defense 3
DC	Medium 4

Hat Trick

Start the game with 4 green Hat Markers on this card. Before attacking, you may choose an adjacent figure. If the chosen figure is a common or squad figure, remove one unrevealed Order Marker at random from its Army Card. If the chosen figure is a Unique Hero, place a Hat Marker on its Army Card. For the entire game, if a figure other than Mad Hatter has a Hat Marker on its card, Order Markers cannot be revealed on its card, and if that figure receives 1 or more wounds, remove a Hat Marker from its card.

Tea Party

Once per round, after revealing an Order Marker on this card and instead of taking a turn with Mad Hatter, you may roll the 20-sided die. If you roll 6 or higher, choose up to two figures other than Mad Hatter with a Hat Marker on their cards. Take temporary control of the chosen figures and immediately take a turn with each. At the end of each turn, control of the chosen figure returns to the player who controlled the figure before the Tea Party.

5th Precinct Beat Cops



65	Life 1
Human	Move 5
Common Squad	Range 5
Lawmen	Attack 2
Brave	Defense 3
DC	Medium 5

Clean Up The Streets

A 5th Precinct Beat Cop rolls an additional die when attacking or defending against common squad figures.

Protect And Serve

Anytime a figure you control would receive one or more wounds, you may instead destroy an adjacent 5th Precinct Beat Cop you control.

Mole Man *Harvey Elder*



100	Life 4
Human	Move 4
Unique Hero	Range 4
Ruler	Attack 4
Eccentric	Defense 4
Marvel	Medium 4

Subterranean Senses

If Mole Man is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If Mole Man is on a rock space, add 2 to your roll. If he is on a dungeon space, add 4 to your roll. If he is on a shadow space, add 6 to your roll. If you roll 1-15, roll defense dice that may apply. If you roll 16 or higher, Mole Man takes no damage.

Tunnel Surprise

Once per game, after revealing an Order Marker on this card and before moving Mole Man normally, you may choose any empty non-water space within 5 spaces of Mole Man that is not higher or lower than 3 levels from Mole Man's base. Place Mole Man on the chosen space. After placing Mole Man, you may choose up to 4 Moloids you control that were adjacent to Mole Man's original placement. Place the chosen Moloids adjacent to Mole Man. Figures moved by Tunnel Surprise will not take any leaving engagement attacks.

Swarm Distraction

An opponent's figure attacked by Mole Man rolls 1 fewer defense die for each Subterranean figure you control adjacent to it, to a minimum of 1 defense die.

Rogue *Anna Marie*



300	Life 5
Mutant	Move 5
Unique Hero	Range 1
Rebel	Attack 6
Conflicted	Defense 6
Marvel	Medium 5

Draining Touch

Start the game with 1 black Drain Marker. Instead of attacking, you may choose an adjacent figure that is not an Android or a destructible object. Roll the 20-sided die. If you roll 11 or higher, the chosen figure receives one wound and, if that figure is a Unique Hero, you may place your Drain Marker on its card (removing the Drain Marker from a previous card, if any). At the end of the round or when Rogue is destroyed, remove your Drain Marker from the chosen figure's card.

Power Transfer

While your Drain Marker is on another figure's card, Rogue must use that card's Attack and Defense numbers in place of her own and may use any of its special powers in addition to her own. If any of its special powers refer to that figure or that figure's card, they refer to Rogue or Rogue's card instead. A figure with your Drain Marker on its card cannot use any special powers on its card.

Sabretooth *Victor Creed*



290	Life 7
Mutant	Move 6
Unique Hero	Range 1
Outcast	Attack 5
Vicious	Defense 5
Marvel	Medium 5

Feral Instinct

If Sabretooth destroys an opponent's figure with a normal or special attack, he may move up to 1 space and attack again with a normal attack. For each subsequent normal attack with Feral Instinct, roll 1 fewer attack die.

Devastating Pounce Special Attack

Range Special. Attack 6.

Choose a non-adjacent figure within 4 clear sight spaces whose base is not higher or lower than 6 levels from the base of Sabretooth. Before attacking, place Sabretooth adjacent to the chosen figure. If the chosen figure is destroyed by this special attack, immediately place Sabretooth on a space that was occupied by the chosen figure. If the figure is not destroyed, Sabretooth receives one wound. When Sabretooth is moved by this special attack, he will take any leaving engagement attacks.

Healing Factor X

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

X-23 *Laura Kinney*



220	Life 5
Mutant	Move 6
Unique Hero	Range 1
Assassin	Attack 4
Taciturn	Defense 4
Marvel	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, you may reveal an "X" Order Marker on this card to remove one Wound Marker from each Army Card you control with the Healing Factor X special power.

Deadpool *Wade Wilson*




285	Life 5
Mutant	Move 6
Unique Hero	Range 6
Mercenary	Attack 4
Insane	Defense 5
Marvel	Medium 5

Double Attack
When Deadpool attacks, he may attack one additional time.

Wisecrack 13
Before an opponent's figure within 4 clear sight spaces of Deadpool rolls attack dice against another figure, if that opponent's figure could instead attack Deadpool, you must roll the 20-sided die. If you roll 13 or higher, that opponent's figure must attack Deadpool instead of any other figure this turn while Deadpool is still on the battlefield.

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

Red Tornado *John Smith*



300	Life 6
Android	Move 7
Unique Hero	Range 1
Protector	Attack 6
Benevolent	Defense 6
DC	Medium 5

Air Elemental Flying
When Red Tornado starts to fly, he will not take any leaving engagement attacks. After moving normally, you may place each tiny, small, or medium figure Red Tornado passed over this turn on any empty space within 2 spaces of its original placement. A figure moved by Air Elemental Flying never takes any leaving engagement attacks. If Red Tornado uses Air Elemental Flying to move one or more figures, he may not use his Tornado Force Special Attack this turn.

Tornado Force Special Attack
Range 5. Attack 4.
Choose up to 2 figures to attack. Roll 4 attack dice once for all affected figures. Each affected figure rolls defense dice separately. If a tiny, small, or medium figure receives one or more wounds from this special attack, you may place that figure on any empty space within 2 spaces of its original placement. A figure moved by this special attack may not be placed closer to Red Tornado than its original placement and never takes leaving engagement attacks.

Mysterio Holographs




35	Life 1
Illusion	Move 5
Unique Squad	Range 1
Decoys	Attack 1
Tricky	Defense 0
Marvel	Medium 5

Holographic Projections
For the entire game, before taking a turn with Mysterio, you may move the Mysterio Holographs or place a previously destroyed Mysterio Holograph on any empty space within 4 clear sight spaces of Mysterio.

Stealth Flying
When a Mysterio Holograph starts to fly, it will not take any leaving engagement attacks.

Ms. Marvel *Carol Danvers*




350	Life 5
Mutate	Move 6
Unique Hero	Range 5
Leader	Attack 6
Determined	Defense 6
Marvel	Medium 5

AVENGER ATTACK COMMAND
At the start of the game, you may choose up to 2 other Unique Heroes you control and place a white Avenger Marker on each of their cards. After revealing an Order Marker on this card and before taking a turn with Ms. Marvel, you may take a turn with one figure you control with an Avenger Marker on its card that is within 5 clear sight spaces of Ms. Marvel. If you do, Ms. Marvel cannot move during her turn.

THE BEST DEFENSE
When defending against a normal attack from a figure within 5 clear sight spaces, if Ms. Marvel rolls more skulls than the attacking figure, the attacking figure receives one wound.

Red Skull *Johann Schmidt*




220	Life 5
Clone	Move 5
Unique Hero	Range 1
Mastermind	Attack 5
Ruthless	Defense 5
Marvel	Medium 5

Cosmic Cube
Start the game with the Glyph of Cosmic Cube on this card.

Dual Lugers Special Attack
Range 5. Attack 4.
When Red Skull attacks with his Dual Lugers Special Attack, he may attack one additional time.

Master Motivator
After taking a turn with Red Skull, if he inflicted one or more wounds with his normal attack this turn, you may take an immediate turn with any other Unique Hero you control within clear sight of Red Skull, and you may not take any additional turns with other figures you control.

Vulture *Adrian Toomes*




90	Life 4
Human	Move 5
Unique Hero	Range 4
Thief	Attack 3
Vengeful	Defense 5
Marvel	Medium 5

VULTURE GRAB
After moving with the Flying special power, you may choose a figure that Vulture passed over this turn that is not under an overhang and choose one of the following:

- If the chosen figure is small or medium, place that figure adjacent to Vulture. Figures moved by this special power will not take any leaving engagement attacks; or
- If the chosen figure is equipped with an Equipment Glyph, place that Equipment Glyph on this card. If there is already an Equipment Glyph on this card, you may instead place the chosen figure's Equipment Glyph on any empty space Vulture passed over this turn that is not under an overhang.

STEALTH FLYING
When Vulture starts to fly, he will not take any leaving engagement attacks.

War Machine *James Rhodes*




270	Life 4
Human	Move 6
Unique Hero	Range 4
Soldier	Attack 4
Disciplined	Defense 6
Marvel	Medium 5

Auto Chain Gun
When an opponent's figure that was not within 4 clear sight spaces of War Machine prior to moving ends its movement within 4 clear sight spaces of War Machine, you may immediately roll the 20-sided die. If you roll 11 or higher, the figure receives 1 wound. Continue rolling for Auto Chain Gun until the figure is destroyed or you do not roll 11 or higher.

Amor Piercing Rocket Launcher Special Attack
Range 6. Attack 2.
Only non-adjacent figures can be attacked with this special attack. For each skull rolled, the defending figure subtracts 1 die from its defense. After attacking with this special attack, War Machine may attack two additional times.

Targeting Computer
Reduce War Machine's Range number by 1 for each Wound Marker on this Army Card. Add 1 automatic skull to whatever is rolled when War Machine attacks a non-adjacent figure with his normal attack.

Rocket Raccoon




175	Life 4
Raccoon	Move 6
Unique Hero	Range 7
Ranger	Attack 4
Fearless	Defense 4
Marvel	Small 4

SUPPORT FIRE 15
If an opponent's unengaged figure moves adjacent to a figure you control within 5 clear sight spaces of Rocket Raccoon, you may roll the 20-sided die. If you roll 15 or higher, the opponent's figure receives a wound. Rocket Raccoon may not use Support Fire 15 if he is engaged.

BFG SPECIAL ATTACK
Range 4. Attack 6.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Rocket Raccoon only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Rocket Raccoon can be affected by this special attack and can only use this special attack once per round.

TENACITY
Rocket Raccoon rolls one additional die against figures leaving an engagement with him and figures roll one additional die against Rocket Raccoon when he leaves an engagement.

Ronan




360	Life 6
Kree	Move 4
Unique Hero	Range 1
Accuser	Attack 5
Devout	Defense 6
Marvel	Medium 6

Honor Bound
At the start of the game, choose an opponent's Unique or Event Hero to be Accused. Before rolling for initiative, if the chosen Accused figure is no longer on the battlefield, you may choose another opponent's Unique or Event Hero to be Accused.

Kree Tactician
Kree figures you control adjacent to Ronan add 1 die to their normal attack and 1 die to their defense.

Universal Weapon Special Attack
Range 3, Attack 6.
Before using this special attack, if Ronan's Accused figure is within 3 clear sight spaces of Ronan, you may push all figures adjacent to Ronan by placing them each on an empty space within 1 space of their original placement. Figures moved by this special attack cannot be placed adjacent to Ronan, will not take any leaving engagement attacks, but will receive any falling damage that may apply. Ronan may not target any figure except for his Accused figure with this special attack.

Beast Hank McCoy




170	Life 5
Mutant	Move 6
Unique Hero	Range 1
Scientist	Attack 5
Deliberate	Defense 5
Marvel	Medium 5

Negotiation
Before moving, you may choose one Unique Hero adjacent to Beast and remove one unrevealed Order Marker at random from the chosen figure's Army Card. Negotiation cannot be used against figures with the Insane personality and can only be used once per round. Beast cannot attack the chosen figure on the same turn that he uses Negotiation.

Whirlwind Assault
Beast may attack any or all figures adjacent to him. Roll each attack separately.

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

Batroc The Leaper Georges Batroc




130	Life 4
Human	Move 6
Unique Hero	Range 1
Mercenary	Attack 5
Arrogant	Defense 5
Marvel	Medium 5

Leaping Kick
If Batroc The Leaper moved with his Stealth Leap 10 special power and attacks a figure he was not adjacent to at the beginning of his turn, add 1 automatic skull to whatever is rolled.

Savate Defense
When Batroc The Leaper rolls defense dice against a normal attack from an adjacent figure, two or more shields will block all damage. If he rolls three or more shields, you may immediately move Batroc The Leaper with his Stealth Leap 10 special power.

Stealth Leap 10
Instead of his normal move, Batroc The Leaper may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Batroc The Leaper may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Batroc The Leaper may not leap more than 10 levels up or down in a single leap. When Batroc The Leaper starts his Stealth Leap, he will not take any leaving engagement attacks.

Red Robin Tim Drake




160	Life 4
Human	Move 5
Unique Hero	Range 1
Titan	Attack 4
Driven	Defense 5
DC	Medium 4

UTILITY BELT 1
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place one Utility Equipment Glyph of your choice on this card. Red Robin cannot lose this Equipment Glyph by any means unless he is destroyed.

ATTACK PLAN
Before a figure you control attacks with a normal attack, you may reveal and remove a numbered Order Marker on this card and add one automatic skull to that attack.

BO STAFF
After moving and before attacking with a normal attack against an adjacent figure, you may subtract any number of Red Robin's attack dice from your roll, to a minimum of 1 attack die. If you do, you may attack one additional time for each die subtracted.

Creepier Jack Ryder




125	Life 5
Metahuman	Move 6
Unique Hero	Range 1
Interloper	Attack 3
Insane	Defense 4
DC	Medium 5

Progressive Psychosis
Before taking a turn with Creepier, roll the 20-sided die. If you roll 1-5, place an orange Insanity Marker on this card. Add one die to Creepier's normal attack for each Insanity Marker on this card. After placing a fourth Insanity Marker on this card, choose an opponent to take control of Creepier. Creepier's turn immediately ends. Remove all Insanity Markers and Order Markers from this card, then give this card to the chosen opponent.

Stealth Leap 25
Instead of his normal move, Creepier may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Creepier may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Creepier may not leap more than 25 levels up or down in a single leap. If Creepier is engaged when he starts his Stealth Leap, he will not take any leaving engagement attacks.

Healing Factor
After taking a turn with Creepier, remove 1 Wound Marker from this Army Card.

Black Panther T'Challa




200	Life 4
Human	Move 6
Unique Hero	Range 1
King	Attack 6
Resolute	Defense 5
Marvel	Medium 5

Vibranlum Armor
When rolling defense dice against a normal attack, add 1 automatic shield to whatever is rolled and if at least one blank is rolled, the most wounds Black Panther can take from this attack is one.

Stealth Pounce
Before taking a turn with Black Panther, if he is unengaged, you may choose a figure on the battlefield. If the chosen figure does not have clear line of sight to Black Panther, or if Black Panther currently occupies a Shadow space, add 1 automatic skull to his normal attack against the chosen figure this turn.

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

Toad Mortimer Toynbee



95	Life 4
Mutant	Move 6
Unique Hero	Range 1
Outcast	Attack 4
Subservient	Defense 4
Marvel	Medium 4

Caustic Phlegm Special Attack
Range 2, Attack 2.
When attacking with Caustic Phlegm Special Attack, each skull rolled counts as one additional hit.

Tongue Lash 12
After moving and before attacking, you may choose one non-adjacent small or medium figure within 3 clear sight spaces of Toad whose base is not higher or lower than 3 levels from Toad's base. Roll the 20-sided die. If you roll 12 or higher, place the chosen figure on any empty space adjacent to Toad. If the chosen figure is engaged when it is moved by Toad's Tongue Lash 12, it will take any leaving engagement attacks.

Stealth Leap 12
Instead of his normal move, Toad may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Toad may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Toad may not leap more than 12 levels up or down in a single leap. If Toad is engaged when he starts his Stealth Leap, he will not take any leaving engagement attacks.

Tigra Greer Nelson




170	Life 5
Mutate	Move 7
Unique Hero	Range 1
Fighter	Attack 5
Fierce	Defense 5
Marvel	Medium 5

Berserker Rage 3
When Tigra attacks, she may attack 1 additional time for each Wound Marker on this card, up to a maximum of 3 total attacks in a single turn.

Stealth Leap 12
Instead of her normal move, Tigra may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Tigra may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Tigra may not leap more than 12 levels up or down in a single leap. When Tigra starts her Stealth Leap, she will not take any leaving engagement attacks.

Fear of Water
Before Tigra can move onto a water space, you must first roll one defense die. If you roll a shield, Tigra's movement immediately ends and she cannot attack this turn.

Bishop Lucas Bishop



170	Life 5
Mutant	Move 5
Unique Hero	Range 6
Lawman	Attack 4
Determined	Defense 5
Marvel	Medium 5

Timeslip Pursuit
Bishop does not begin the game on the battlefield. Before rolling for initiative, if Bishop has not been placed on the battlefield, you may place Bishop on any empty space within 3 clear sight spaces of an opponent's figure.

Energy Absorb
When defending against a non-adjacent attack, one shield will block all damage. After rolling defense dice against any attack, if Bishop did not receive any wounds from that attack, place one blue Energy Marker on this card. A maximum of 3 Energy Markers can be on this card.

Concussive Blast Special Attack
Range 5, Attack 2 + Special.
Roll one additional attack die for each Energy Marker on this card. After attacking with this special attack, you may remove an Energy Marker from this card to attack again with this special attack.

Professor X Charles Xavier




220	Life 4
Mutant	Move 4
Unique Hero	Range 1
Telepath	Attack 2
Resolute	Defense 3
Marvel	Medium 4

Mutant Mind Link
After revealing a numbered Order Marker on this card, instead of taking a turn with Professor X, you may take a turn with up to two different Mutant Unique Heroes you control. Professor X cannot be one of the Unique Heroes. Any Unique Hero that is taking a turn instead of Professor X must be within 10 spaces of Professor X before moving.

Telepathic Blast Special Attack
Range 3. Attack 3 + Special.
Professor X does not need clear line of sight to attack with this special attack. Add 1 to Professor X's attack dice for each Telepath you control adjacent to Professor X up to a maximum of +3 dice. Figures with the Mental Shield special power and destructible objects are not affected by this special attack.

Psychic Defense X
Once per round, if Professor X or any friendly figure within 3 spaces of Professor X is attacked by a figure that does not have the Mental Shield special power, and at least 1 skull is rolled, you may reveal an "X" Order Marker on this card. If you do, the attacking player's turn immediately ends and the attacked figure receives no wounds.

Obsidian Todd Rice




280	Life 6
Metahuman	Move 6
Unique Hero	Range 3
Recluse	Attack 5
Brooding	Defense 5
DC	Medium 5

SHADOWLANDS PASSAGE
Start the game with 3 shadow tiles on this card. Before moving Obsidian, you may choose an empty land space within 10 spaces of Obsidian and place a shadow tile from his Army Card onto the space if the shadow tile fits normally onto that space. Instead of moving normally with Obsidian, you may place him on any shadow space within 10 spaces.

INTANGIBILITY
Obsidian can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Obsidian cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight.

ENVELOPED IN SHADOWS
All figures adjacent to Obsidian are considered Enveloped. Enveloped figures cannot be targeted by non-adjacent figures for any attacks and are not in clear sight of any figures. At the end of each round, roll one unblockable attack die against each figure Enveloped by Obsidian.

Baron Von Strucker Wolfgang




210	Life 5
Mutate	Move 5
Unique Hero	Range 5
Mastermind	Attack 4
Ruthless	Defense 5
Marvel	Medium 5

Intelligence Network
If you win initiative and there is at least one Order Marker on this card, you may immediately move up to 4 Terrorists you control up to 4 spaces each if at least one Terrorist figure moved with Intelligence Network ends its move engaged with an enemy figure. Terrorists moved by Intelligence Network will not take any leaving engagement attacks.

Satan's Claw Special Attack
Range 1. Attack 5.
Figures with the Electrically Charged special power add 1 automatic shield to whatever is rolled when defending against Satan's Claw Special Attack. Androids and figures on water spaces subtract 1 shield when defending against Satan's Claw Special Attack.

Death Spore Release
Instead of attacking, you may choose up to 3 different figures within 2 clear sight spaces of Baron Von Strucker. One at a time, roll the 20-sided die for each chosen figure. If you roll 8 or higher, the chosen figure receives a wound. Androids, figures with the Super Strength special power, and destructible objects are not affected by Death Spore Release.

A.I.M. Agents



70	Life 1
Human	Move 5
Common Squad	Range 6
Terrorists	Attack 3
Ambitious	Defense 2
DC	Medium 5

WEAPONIZED VIRUS SPECIAL ATTACK
Range 3. Lob 12. Attack Special
Instead of attacking normally with a squad of A.I.M. Agents this turn, you may choose a space within 3 spaces of one or more A.I.M. Agents you control. All figures on or within 1 space of the chosen space are affected. Roll X attack dice once for all affected figures, where X equals the number of unengaged A.I.M. Agents you control within 3 spaces of the chosen space. Each figure rolls defense dice separately. The defending figure compares height to the lowest A.I.M. Agent to determine height advantage. A figure that receives one or more wounds from this attack receives one additional wound. Androids, destructible objects, and figures with the Environmental Suit special power are not affected by this special attack.

ENVIRONMENTAL SUIT
When rolling defense against a special attack, A.I.M. Agents always add 1 automatic shield to whatever is rolled. If an A.I.M. Agent is chosen by an opponent for a special power requiring a 20-sided die roll, the opponent must subtract 2 from that die roll.

Awesome Android




250	Life 5
Android	Move 6
Unique Hero	Range 1
Minion	Attack 6
Subservient	Defense 6
Marvel	Large 8

Gale Force Exhale
Instead of taking a turn with Awesome Android, you may choose 3 spaces in a straight line from Awesome Android. All tiny, small, or medium figures on or within one space of the chosen spaces may be placed on any empty space within 2 spaces of their original placement. Placed figures will not take any leaving engagement attacks but will take any falling damage that may apply. This special power can only be used once per round.

Epidermal Mimicry
If Awesome Android is targeted for an adjacent or non-adjacent attack or special power from an enemy figure, you may choose one special power from the Army Card of an adjacent Unique Hero to use for the remainder of the turn. If the special power refers to the chosen figure or its card, it refers to Awesome Android or this card instead.

Weak-Minded 4
If any player rolls the 20-sided die to take temporary or permanent control of Awesome Android, that player may add 4 to the roll.

Banshee Sean Cassidy




160	Life 4
Mutant	Move 6
Unique Hero	Range 1
Agent	Attack 4
Daring	Defense 5
Marvel	Medium 5

Sonic Scream Special Attack
Range Special. Attack 4.
Choose 4 spaces in a straight line from Banshee. All figures on the chosen spaces, and all figures other than Banshee within 1 space of the chosen spaces, are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

Sonic Flying
When using the Flying special power, Banshee may add 3 to his Move number. If he does, he cannot attack this turn.

Cyborg Vic Stone




200	Life 5
Cyborg	Move 5
Unique Hero	Range 1
Titan	Attack 5
Brilliant	Defense 5
DC	Medium 5

High Tech Targeting
Before attacking, Cyborg may add 6 to his Range number. If he does, he must attack a figure engaged with at least one figure you control.

Charged Sonic Cannon Special Attack
Range Special. Attack 5 + Special.
Choose 3 spaces in a straight line from Cyborg. All figures on the chosen spaces, and all figures other than Cyborg within 1 space of the chosen spaces, are affected by this special attack. Roll 1 fewer attack die for each space Cyborg moved this turn. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

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.

Gorgon Tomi Shishido




300	Life 6
Mutant	Move 6
Unique Hero	Range 1
Terrorist	Attack 6
Fearless	Defense 6
Marvel	Medium 6

Godkiller Special Attack
Range 1. Attack 2 + Special.
Roll 2 + X dice for this special attack. X is equal to the Life number on the defending figure's Army Card to a maximum of 8 additional dice. This special attack may only be used once per round.

Stone Gaze
Instead of attacking with Gorgon, choose 3 spaces in a straight line from Gorgon. All figures other than destructible objects on or within 1 space of those 3 spaces that are within clear sight of Gorgon are affected by Stone Gaze. One at a time, roll the 20-sided die for each affected figure. If the figure is a Squad figure and you roll 8 or higher, or a Hero figure and you roll 20 or higher, it is destroyed.

Precognitive Strike 12
When an opponent's figure without the Mental Shield special power targets Gorgon for an adjacent attack, you may roll the 20-sided die. If you roll 12 or higher, the opponent's figure receives 1 wound and its turn immediately ends.

Hydro-Man Morris Bench




190	Life 5
Mutate	Move 5
Unique Hero	Range 3
Thief	Attack 5
Greedy	Defense 6
Marvel	Medium 5

Water Manipulation
Start the game with 3 water tiles on this card. Instead of attacking, you may remove a water tile from this card and place it on either the space Hydro-Man occupies or any empty land space within 3 spaces of Hydro-Man, if the water tile fits normally onto that space.

Water Tunnel
If Hydro-Man ends his normal movement on a water space, you may immediately place him on any empty same-level water space within 5 spaces. When Hydro-Man starts to Water Tunnel, he will not take any leaving engagement attacks.


Tidal Wave Special Attack
Range Special. Attack 4.
Hydro-Man may only use this special attack while on a water space. Choose up to 4 spaces in a straight line from Hydro-Man. All figures on or within 1 space of the chosen spaces are affected by this special attack. Hydro-Man and all Huge figures are not affected by this special attack. Each figure rolls defense dice separately. You may place each affected figure that receives one or more wounds from this special attack on an empty space up to 3 spaces from its original placement. A figure moved by this special attack never takes leaving engagement attacks and cannot be placed closer to Hydro-Man than its original placement.

Krypto		
	80	Life 3
Kryptonian	Move 8	
Unique Hero	Range 1	
Sidekick	Attack 4	
Loyal	Defense 5	
DC	Small 2	

SONIC BARK SPECIAL ATTACK
Range Special. Attack 3.
 Choose 2 spaces in a straight line from Krypto. All figures on or within 1 space of the chosen spaces are affected by this special attack. Kryptonians are not affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

DARING DECOY
 Figures engaged with Krypto can only attack figures that have the Daring Decoy special power.


KRYPTONIAN'S BEST FRIEND
 After taking a turn with any other Unique Kryptonian Hero you control, you may move Krypto as long as he ends his movement adjacent to the Unique Kryptonian Hero. Krypto will not take any leaving engagement attacks when using this special power.

Mongul		
	340	Life 6
Warworlder	Move 6	
Unique Hero	Range 1	
Ruler	Attack 6	
Tyrannical	Defense 6	
DC	Medium 5	

Mongul's Champion
 At the start of the game, you may choose a Unique Champion Hero you control to be Mongul's Champion. When Mongul's Champion is within 4 clear sight spaces of Mongul and attacks with a normal attack or a leaving engagement attack, roll one additional attack die. If Mongul's Champion is destroyed, you may choose a new Unique Champion Hero you control to be Mongul's Champion.


Amulet Energy Blast Special Attack
Range 3 + Special. Attack 3 + Special.
 Before attacking, you may remove any number of unrevealed Order Markers from this card. Add 1 to the Range number and 1 automatic skull to whatever is rolled for each removed Order Marker.

Warworld's Orbital Assault
 After taking a turn with Mongul or Mongul's Champion, you may reveal an "X" Order Marker on this card and choose a space on the battlefield. Roll the 20-sided die for each figure on the chosen space or within 1 space of the chosen space, one at a time. If you roll 15 or higher, the figure receives 1 wound.

Pied Piper <small>Hartley Railway</small>		
	80	Life 4
Human	Move 5	
Unique Hero	Range 1	
Rogue	Attack 3	
Tricky	Defense 3	
DC	Medium 5	

Sonic Flute Special Attack
Range Special. Attack 3.
 Choose 2 spaces in a straight line from Pied Piper. All figures on or within 1 space of the chosen spaces are affected by this special attack. Figures you control are not affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

Sonic Mind Control
 After taking a turn with Pied Piper, you may choose any Unique Hero that received at least one wound from Sonic Flute Special Attack this turn or any two Rodent Heroes. Take temporary control of each chosen Hero and immediately take a turn with it. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Sonic Mind Control.

Superman <small>Kal-El</small>		
	450	Life 8
Kryptonian	Move 10	
Unique Hero	Range 1	
Champion	Attack 8	
Valiant	Defense 7	
DC	Medium 5	

Super Breath
 Instead of taking a turn with Superman, you may choose 2 spaces in a straight line from Superman. All figures on the chosen spaces, and all figures other than Superman within 1 space of the chosen spaces, may be placed on any empty space within 2 spaces of their original placement. Figures moved by Super Breath never take any leaving engagement attacks. A non-flying figure moved lower can receive any falling damage that may apply. Superman can only use Super Breath once per round.


Heat Vision Special Attack
Range 4. Attack 2+ Special.
 Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

Man Of Steel
 When rolling defense against a normal attack from a figure that is not a Kryptonian, all blanks rolled count as extra shields.

Siryn <small>Theresa Cassidy</small>		
	140	Life 4
Mutant	Move 6	
Unique Hero	Range 1	
Investigator	Attack 4	
Fiery	Defense 4	
Marvel	Medium 5	


Sonic Scream Special Attack
Range Special. Attack 4.
 Choose 4 spaces in a straight line from Siryn. All figures on the chosen spaces, and all figures other than Siryn within 1 space of the chosen spaces, are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

Vocal Trance 14
 Instead of attacking, you may choose a Unique Hero within 3 clear sight spaces of Siryn and roll the 20-sided die. If you roll 14 or higher, take temporary control of that Hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Vocal Trance.

Silver Banshee <small>Siobhan McDougal</small>		
	290	Life 5
Undead	Move 6	
Unique Hero	Range 1	
Wraith	Attack 5	
Vengeful	Defense 5	
DC	Medium 5	

Accursed Wall
 Before taking a turn with Silver Banshee, if there are any Wound Markers on this card, you must choose X spaces in a straight line from her. X equals the number of Wound Markers on this card. All figures on the chosen spaces, and all figures other than Silver Banshee within 1 space of the chosen spaces, are affected. Roll the 20-sided die once for all affected figures. If you roll 14 or higher, all affected Symbiotes receive two wounds and all other affected figures receive one wound.

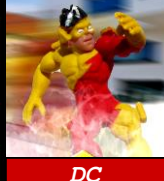
Magical Defense
 When Silver Banshee is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Silver Banshee can take for this attack is one.

Flash <small>Barry Allen</small>		
	250	Life 4
Metahuman	Move 12	
Unique Hero	Range 1	
Scientist	Attack 5	
Bold	Defense 4	
DC	Medium 5	

Superspeed
 Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Flash, if he did not use his Fist Fusillade Special Attack this turn, he may move up to an additional 4 spaces.

Fist Fusillade Special Attack
Range 1. Attack 1, 2, or 3.
 Start the attack with 12 attack dice. You may attack with 1, 2, or 3 attack dice until all 12 attack dice have been rolled.


Speed Dodge 4
 When Flash defends against an attack, and you roll at least one blank, Flash takes no damage and may immediately move up to 4 spaces.

Flash <small>John Fox</small>		
	220	Life 4
Metahuman	Move 12	
Unique Hero	Range 1	
Scientist	Attack 4	
Deliberate	Defense 5	
DC	Medium 5	

SUPERSPEED
 Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Flash, if he did not use his Speed Shift Special Attack this turn, he may move up to an additional 4 spaces.

SPEED SHIFT SPECIAL ATTACK
Range 1. Attack 3.
 Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Flash, if he did not use his Speed Shift Special Attack this turn, he may move up to an additional 4 spaces.

TEMPORAL DEFENSE
 Once per round, if Flash or any friendly figure within 3 spaces of Flash is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.

Kid Flash <small>Wally West</small>		
	110	Life 4
Metahuman	Move 9	
Unique Hero	Range 1	
Sidekick	Attack 4	
Tricky	Defense 3	
DC	Medium 4	

Superspeed
 Kid Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Kid Flash, if he did not use his Slipstreaming special power this round, he may move up to an additional 4 spaces.

Slipstreaming
 After revealing an Order Marker on the Army Card of a Unique Hero you control that is adjacent to Kid Flash and immediately after moving that Unique Hero, you may move Kid Flash up to the same number of spaces the Unique Hero moved. Kid Flash must end his movement on a space the Unique Hero moved onto this turn.

Speed Dodge 2
 When Kid Flash defends against an attack, and you roll at least one blank, Kid Flash takes no damage and may immediately move up to 2 spaces.

Professor Zoom *Eobard Thawne*



250	Life 4
Metahuman	Move 12
Unique Hero	Range 1
Psychopath	Attack 5
Obsessive	Defense 4
DC	Medium 5

Superspeed
Professor Zoom may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Professor Zoom, if he did not use his Negative Speed Force Special Attack this turn, he may move up to an additional 4 spaces.

Negative Speed Force Special Attack
Range 1. Attack 2.
Instead of moving and attacking normally with Professor Zoom, you may move Professor Zoom up to 8 spaces. Every time Professor Zoom engages one or more opponent's figures during this move, you may choose one of those figures to attack. You may continue attacking with Professor Zoom in this manner each time Professor Zoom engages a figure. Opponent's figures without the Superspeed special power roll 1 fewer defense die against Negative Speed Force Special Attack.

Speed Dodge 4
When Professor Zoom defends against an attack and you roll at least one blank, Professor Zoom takes no damage and may immediately move up to 4 spaces.

Quicksilver *Pietro Maximoff*




215	Life 5
Mutant	Move 9
Unique Hero	Range 1
Outcast	Attack 4
Conflicted	Defense 7
Marvel	Medium 5

Superspeed
Quicksilver may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Quicksilver, if he did not use his Whirlwind Vortex Special Attack this turn, he may move up to an additional 4 spaces.

Whirlwind Vortex Special Attack
Range 1. Attack 1 + Special.
Instead of moving and attacking normally, choose an adjacent figure to attack. Move Quicksilver up to six spaces before attacking. Quicksilver may not move onto the same space twice, and he must remain adjacent to the chosen figure for the entire move. Add 1 die to Quicksilver's attack for each space he moved onto during this Whirlwind Vortex Special Attack.

Wolverine *James Howlett*




280	Life 6
Mutant	Move 5
Unique Hero	Range 1
Fighter	Attack 4
Relentless	Defense 4
Marvel	Medium 4

Adamantium Claws
Figures subtract 2 from their defense dice when attacked by Wolverine with an adjacent normal attack.

Berserker Rage 3
When Wolverine attacks, he may attack 1 additional time for each Wound Marker on this card, to a maximum of 3 total attacks in a single turn.

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

Black Canary *Dinah Lance*




190	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Vigilante	Attack 5
Determined	Defense 5
DC	Medium 5

Canary Cry Special Attack
Range Special. Attack 4.
Choose 3 spaces in a straight line from Black Canary. All figures on the chosen spaces, and all figures other than Black Canary within 1 space of the chosen spaces, are affected by this special attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

Fists Of Fury
If Black Canary rolls at least 3 skulls with her normal attack, Black Canary may attack again with her normal attack. Black Canary may continue attacking with her normal attack until Black Canary rolls fewer than 3 skulls. Black Canary cannot attack more than four times in a single turn.

Cupid's Arrow
After taking a turn with Black Canary, if you control Green Arrow, he may immediately attack any opponent's figure adjacent to Black Canary with a normal attack if possible. When using Cupid's Arrow, you may add 2 to the 20-sided die roll for Green Arrow's Skill Shot.

Deathstroke *Slade Wilson*



280	Life 5
Metahuman	Move 6
Unique Hero	Range 1
Mercenary	Attack 6
Calculating	Defense 5
DC	Medium 5

Quick Shot Special Attack
Range 5. Attack 3.
Figures roll 2 fewer defense dice when defending this special attack. After Deathstroke attacks with this special attack, he may move up to 3 spaces. If Deathstroke is engaged when he begins this move, he will not take any leaving engagement attacks.

Calculated Defense
When an opponent's figure within 5 clear sight spaces attacks Deathstroke with a normal attack and at least one skull is rolled, you may defend with Calculated Defense. When defending with Calculated Defense you must roll at least 2 defense dice. After defending, if Deathstroke has not been destroyed, you may roll all remaining defense dice. All shields rolled on the remaining defense dice count as unblockable hits on the attacker.

Healing Factor
After taking a turn with Deathstroke, remove 1 Wound Marker from this Army Card.

Blade *Eric Brooks*



230	Life 5
Dhampir	Move 5
Unique Hero	Range 4
Hunter	Attack 4
Driven	Defense 5
Marvel	Medium 5

Blood Tracking 3
Before taking a turn with Blade, you may choose any other figure on the battlefield that is not an Android or destructible object. Add 1 to Blade's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +3 for Blood Tracking. If you do, Blade may attack only the chosen figure this turn.

Day Walker
Blade can move through all figures and is never attacked when leaving an engagement. After moving and before attacking, you may choose a figure that Blade moved through this turn. If the figure is not an Undead or Lycanthrope figure, roll 1 unblockable attack die against the chosen figure. If the figure is an Undead or Lycanthrope figure, roll 2 unblockable attack dice against the chosen figure.

Silver Weapons
When Blade attacks with a normal attack, he may attack one additional time. Undead and Lycanthrope figures roll 2 fewer defense dice against Blade's normal attack.

Agent Hunter

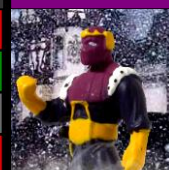


130	Life 3
Mutate	Move 6
Unique Hero	Range 5
Agent	Attack 3
Determined	Defense 3
Image	Medium 5

AGENT INVINCIBLE 13
After taking a turn with Agent Hunter, or when he receives enough wounds to be destroyed, roll the 20-sided die. If you roll 13 or higher, remove all Wound Markers from this card and Agent Hunter is not removed from the battlefield.

SILVER WEAPONS
When Agent Hunter attacks with a normal attack, he may attack one additional time. Undead and Lycanthrope figures roll 2 fewer defense dice against Agent Hunter's normal attack.

Baron Zemo *Heinrich Zemo*



170	Life 4
Human	Move 5
Unique Hero	Range 5
Mastermind	Attack 4
Brilliant	Defense 4
Marvel	Medium 5

Masters of Evil
At the start of the game, you may choose up to 5 other Unique Heroes you control and place a black Masters of Evil Marker on each of their cards. After revealing an Order Marker on this card and instead of taking a turn with Baron Zemo, you may take a turn with a figure you control with a Masters of Evil Marker on its card. Baron Zemo and a figure you control with a Masters of Evil Marker on its card receive 1 additional attack die when attacking a figure with the Patriotic personality or with an Avenger Marker on its card.

Adhesive X Trap
When a figure within 5 clear sight spaces of Baron Zemo begins its turn, you may immediately reveal an "X" Order Marker on this card. If you do, that figure cannot move, attack, or use any special power on any Army Card or Glyph this turn.

Mental Shield
An opponent may never take temporary or permanent control of Baron Zemo.

Frankenstein




320	Life 7
Undead	Move 5
Unique Hero	Range 4
Creature	Attack 4
Fearless	Defense 3
DC	Medium 6

Creature Command
After revealing an Order Marker on this card and taking a turn with Frankenstein, if Frankenstein is engaged, you may take a turn with any other Creature Hero you control within 8 clear sight spaces of Frankenstein and you may not take any additional turns with other figures you control.

Sword of the Archangel Michael
Roll 2 additional attack dice against an adjacent Demon or 1 additional attack die against any other adjacent figure. When attacking an adjacent figure with Frankenstein's normal attack, each blank rolled counts as 1 additional skull.

Undead Resilience
If Frankenstein receives two or more wounds from a single attack but is not destroyed, you may immediately remove up to two of those wounds.

Electro Maxwell Dillon




135		Life 4
Mutate		Move 6
Unique Hero		Range 1
Criminal		Attack 3
Insecure		Defense 4
Marvel	Medium 5	

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 Electrostatic Bolt Special Attack.

Electric Skin 12
 If any figure without the Electrically Charged special power moves adjacent to Electro, you must roll the 20-sided die. If you roll 12 or higher, that figure receives one wound, and you may roll again for Electric Skin. Figures may be initially targeted only as they move adjacent to Electro.

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

Batman Bruce Wayne




200		Life 4
Human		Move 6
Unique Hero		Range 1
Vigilante		Attack 5
Driven		Defense 5
DC	Medium 5	

Evasive Strike 15
 If Batman is attacked by an opponent's figure within 5 clear sight spaces and at least 1 skull is rolled, roll the 20-sided die. If you roll a 1-14, roll defense normally. If you roll a 15 or higher, Batman takes no damage and the attacking figure receives one wound.

Bat-Grapple 3
 Instead of his normal move, Batman may use his Bat-Grapple 3. Bat-Grapple 3 has a move of 3. When counting spaces for Bat-Grapple 3, ignore elevations. Batman may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. Batman may not Bat-Grapple 3 more than 30 levels up or down in a single Bat-Grapple 3. If Batman is engaged when he starts to Bat-Grapple 3, he will not take any leaving engagement attacks.

Batarang Special Attack
Range 5. Attack 3.
 When Batman attacks with his Batarang Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

Pyro St. John Allerdyce




120		Life 4
Mutant		Move 5
Unique Hero		Range 1
Outcast		Attack 3
Wild		Defense 4
Marvel	Medium 5	

Living Flames Special Attack
Range 5 + Special. Attack 4.
 The first target of Living Flames Special Attack must be within a Range of 5. After attacking with Living Flames Special Attack, you may choose a figure that was adjacent to the defending figure at the beginning of that attack and attack that chosen figure with Living Flames Special Attack. You may continue attacking with Living Flames Special Attack in this manner until you have attacked up to 6 figures. A figure cannot be attacked more than once in a turn with Living Flames Special Attack. Figures with the Fire Weakness special power roll one fewer defense die when defending against Living Flames Special Attack. Figures with the Lava Resistant special power cannot be targeted with Living Flames Special Attack.

Engulf 11
 Before moving, Pyro may roll the 20-sided die once for each adjacent enemy figure. If you roll an 11 or higher, that figure receives one wound. Figures with the Lava Resistant special power are not affected by Engulf 11.

Martian Manhunter J'Onn J'Onzz




300		Life 6
Martian		Move 6
Unique Hero		Range 3
Telepath		Attack 6
Contemplative		Defense 6
DC	Medium 5	

Intangibility
 Martian Manhunter can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Martian Manhunter cannot be targeted by an opponent's non-adjacent figures for any attacks, or for any special powers that require clear sight.

Telepathic Directive
 After revealing an Order Marker on this card and taking a turn with Martian Manhunter, you may roll 12 combat dice. Move up to X Hero figures you control up to 4 spaces each, or 5 spaces if the chosen figure is a Telepath. X equals the number of blanks rolled. Any Hero figures moved with Telepathic Directive do not take any leaving engagement attacks and must be within 10 spaces of Martian Manhunter prior to moving.

Fire Weakness
 If Martian Manhunter is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

Green Goblin Norman Osborn




230		Life 5
Human		Move 6
Unique Hero		Range 4
Psychopath		Attack 4
Insane		Defense 5
Marvel	Medium 5	

Pumpkin Bomb Special Attack
Range Special. Attack 4.
 After moving with the Flying special power, you may choose a figure to attack that Green Goblin passed over this turn. Any figures adjacent to the chosen figure are also affected by the Pumpkin Bomb Special Attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. Green Goblin can be affected by his own Pumpkin Bomb Special Attack. After using Pumpkin Bomb Special Attack, Green Goblin may move up to 4 spaces and attack with his normal attack.

Goblin Gilder
 When Green Goblin defends against a normal attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage. When Green Goblin starts to fly, if he is engaged, he will not take any leaving engagement attacks.

Annihilus Annihilus




360		Life 7
Arthrian		Move 7
Unique Hero		Range 1
Conqueror		Attack 6
Nihilist		Defense 6
Marvel	Medium 5	

Cosmic Control Rod
 Start the game with the Glyph of Cosmic Control Rod on this card. If the Glyph of Cosmic Control Rod is not on this card at the end of a round, place one Wound Marker on this card. If the Glyph of Cosmic Control Rod is on this card at the end of a round, you may remove one Wound Marker from this card. Annihilus can only lose the Glyph of Cosmic Control Rod if he receives two or more wounds from a single attack or special power, or is destroyed.

Frantic Strength
 If the Glyph of Cosmic Control Rod is not on this card at the start of Annihilus's turn, add one die to Annihilus' attack.

Chitinous Armour
 When Annihilus is attacked with a normal attack from a non-adjacent figure, the most wounds he can receive from that attack is 1.

Doombot Doctor Doom



95		Life 2
Android		Move 6
Uncommon Hero		Range 5
Deceiver		Attack 5
Loyal		Defense 6
Marvel	Medium 5	

Decoy of Doom
 If you control Doctor Doom, and he is destroyed, roll the 20-sided die. If you roll 6 or higher, remove all but one wound marker from Doctor Doom's Army Card, destroy one Doombot you control, and place Doctor Doom on the space previously occupied by the destroyed Doombot. You may only roll once for all Decoy of Doom special powers each time Doctor Doom is destroyed.

Mister Fantastic Reed Richards



235		Life 5
Mutate		Move 6
Unique Hero		Range 2
Scientist		Attack 4
Brilliant		Defense 5
Marvel	Medium 7	


Fantastic Leader 4
 After revealing an Order Marker on this card and before taking a turn with Mister Fantastic, you may roll the 20-sided die.

- If you roll 1-3, nothing happens;
- If you roll 4-11, you may immediately take a turn with one Adventurer Hero you control;
- If you roll 12-17, you may immediately take a turn with up to two Adventurer Heroes you control;
- If you roll 18 or higher, you may immediately take a turn with up to three Adventurer Heroes you control.

Stretch Walk 25
 Instead of his normal move, Mister Fantastic may use Stretch Walk. Stretch Walk has a move of 3. When counting spaces Stretch Walk, ignore elevations. Mister Fantastic may stretch over water without stopping, stretch over figures without becoming engaged, and stretch over obstacles such as ruins. Mister Fantastic may not stretch more than 25 levels up or down in a single stretch. If Mister Fantastic is engaged when he starts to stretch, he will not take any leaving engagement attacks.

Rubber Wrap
 All opponents' small or medium figures that enter or occupy a space adjacent to Mister Fantastic may not move. Figures affected by Rubber Wrap cannot be moved by any special power on any Army Card or glyph.

Madame HYDRA Ophelia Sarkissian




140		Life 4
Human		Move 6
Unique Hero		Range 7
Mastermind		Attack 4
Ruthless		Defense 4
Marvel	Medium 5	

Lead by Example
 If Madame HYDRA destroys 1 or more opponent's figures in a round, you may add 1 die to the attack of all Terrorist figures you control for the remainder of that round.

Venomous Strikes Special Attack
Range 2. Attack 2.
 When attacking an opponent's small or medium figure with Venomous Strikes Special Attack, if Madame HYDRA rolls a skull on every die, the defending figure cannot roll any defense dice. If Madame HYDRA destroys a figure with Venomous Strikes Special Attack, she may attack again with Venomous Strikes Special Attack.

Necessary Sacrifices
 Anytime Madame HYDRA rolls defense dice against an attack and would receive 1 or more wounds, you may choose 1 Terrorist or Criminal figure you control adjacent to Madame HYDRA. The chosen figure receives any wounds from the attack instead of Madame HYDRA.

Supergirl Kara Zor-El




320	Life 7
Kryptonian	Move 7
Unique Hero	Range 1
Refugee	Attack 6
Reckless	Defense 6
DC	Medium 5

Heat Vision Special Attack
Range 4. Attack 2 + Special.
 Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

Kryptonian Defense
 When rolling defense against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

Supersonic Flying
 When using the Flying special power, Supergirl may add 4 to her move number. If she does, she cannot attack this turn.



Weather Wizard Mark Mardon




100	Life 4
Human	Move 5
Unique Hero	Range 1
Rogue	Attack 2
Tricky	Defense 3
DC	Medium 5


Lightning Re-Strike Special Attack
Range 5 + Special. Attack 4 + Special.
 After attacking with this special attack, you may attack the same figure one additional time. Add 1 die to the additional attack for each space the defending figure moved this turn. The defending figure does not have to be within range or clear line of sight of Weather Wizard for the additional attack.

Fog Cover 13
 When Weather Wizard or any figure you control within 4 clear sight spaces of Weather Wizard is targeted for an attack from a non-adjacent figure, you may roll the 20-sided die. If you roll 13 or higher, Weather Wizard and all figures you control within 4 clear sight spaces of Weather Wizard no longer have any visible hit zones for the rest of the targeting figure's turn.

Blinding Rain
 Weather Wizard and all friendly figures within 5 clear sight spaces of Weather Wizard never take any leaving engagement attacks.



Wonder Girl Donna Troy




140	Life 4
Amazon	Move 6
Unique Hero	Range 1
Sidekick	Attack 4
Brave	Defense 4
DC	Medium 4

Amazon Lasso
 After moving and before attacking, if Wonder Girl was not engaged prior to moving, you may choose one opponent's non-adjacent small or medium figure within 2 clear sight spaces whose base is no more than 10 levels above Wonder Girl's height or 10 levels below Wonder Girl's base. Place the chosen figure on an empty space adjacent to Wonder Girl. The chosen figure does not receive any leaving engagement attacks. The chosen figure rolls one fewer defense die until it is no longer engaged with Wonder Girl or another opponent's figure moves into an engagement with Wonder Girl.

Warrior Engagement
 If Wonder Girl rolls a skull against a figure leaving an engagement with her, that figure may not leave the engagement with Wonder Girl this turn.

Amazon Empathy
 When a Unique Hero or Amazon figure you control is destroyed, add 2 dice to Wonder Girl's normal attack for the remainder of the round. You cannot add more than 2 dice to her normal attack with this special power.



Thanos



500	Life 7
Eternal	Move 5
Unique Hero	Range 1
Conqueror	Attack 7
Nihilist	Defense 6
Marvel	Medium 5

PERMANENT DEATH SPECIAL ATTACK
Range 4. Attack 5.
 Choose a figure to attack. You may also choose up to two other figures adjacent to the chosen figure to be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Anytime a figure that is not an Event Hero or destructible object is destroyed by this special attack, remove it from the game. It cannot return to the game by any special powers or glyphs.

SPURNED BY DEATH
 At the start of any round after Thanos is destroyed, if you place all Order Markers on this Army Card, you may place Thanos on any empty space within 3 clear sight spaces of any figure you control and remove all Wound Markers from this card. Spurned By Death can only be used once per game.

