


Creeper 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 Creeper, roll the 20-sided die. If you roll a 1-5, place an Insanity Marker on this card. Add one die to Creeper'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 Creeper. Creeper's turn immediately ends. Remove all Insanity Markers and Order Markers on this card, then give this card to the chosen opponent.

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

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

Spider-Girl May Parker



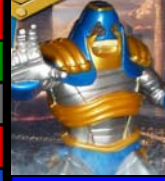
140	Life 4
Mutant	Move 6
Unique Hero	Range 4
Crime Fighter	Attack 3
Dedicated	Defense 5
Marvel	Medium 4

Bio-Magnetic Field 12
Immediately after any opponent's numbered Order Marker is revealed, you may roll the 20-sided die. If you roll a 12 or higher, all small or medium figures engaged with Spider-Girl may not move, attack or use any special power this turn.

Field Pulse
Before Spider-Girl moves, you may choose one small or medium figure adjacent to Spider-Girl. Place the chosen figure on any empty space within one space of its original placement. A figure moved by Field Pulse never takes leaving engagement attacks. A non-flying figure moved lower by Field Pulse can receive any falling damage that may apply.

Swing Line 3
Instead of her normal move, Spider-Girl may use her Swing Line. Swing Line has a move of 3. When counting spaces for Spider-Girl's Swing Line, ignore elevations. Spider-Girl may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Spider-Girl may not Swing Line more than 40 levels up or down in a single Swing Line. If Spider-Girl is engaged when she starts her Swing Line, she will not take any leaving engagement attacks.

Anti-Monitor



1600	Life 30
Entity	Move 4
Unique Hero	Range 6
Destroyer	Attack 6
Malevolent	Defense 6
DC	Huge 20


Master of Time
If you win initiative and at least one Order Marker is on this card, you may immediately remove one unrevealed Order Marker from one Army Card of each opponent at random.

Erase from Existence
Once per round, after moving and instead of attacking, you may roll the 20-sided die once for each enemy figure within 3 clear sight spaces of Anti-Monitor. If the figure is a Squad figure and you roll an 8 or higher, destroy it. If the figure is a Hero figure and you roll a 20 or higher, destroy the Hero.

Master of Space
After you complete a turn with any figure you control, if an unrevealed X Order Marker is on Anti-Monitor's card, you may reveal it and immediately take a turn with Anti-Monitor. During this turn, instead of moving normally, you may place Anti-Monitor on any unoccupied spaces within 10 spaces of Anti-Monitor. When Anti-Monitor moves with the Master of Space, he will not take any leaving engagement attacks.

Event Hero (see rules)

Batman Terry McGinnis




150	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 4
Tricky	Defense 4
DC	Medium 5

Stealth Mode
Batman can move through all figures and is never attacked when leaving an engagement. If there are no revealed Order Markers on this card, Batman cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

Tactical Comlink
After moving and before attacking, you may reveal the X Order Marker on this card to either add 1 to Batman's attack number this turn, or add 4 to Batman's range number for this turn.

Bat Glide
After Attacking or defending against an opponent's figure without the Flying special power, you may immediately move Batman up to 4 spaces.

Commissioner Gordon



90	Life 3
Human	Move 5
Unique Hero	Range 5
Lawman	Attack 3
Resolute	Defense 4
DC	Medium 5

Bat Signal
At the start of the game, choose a Unique Vigilante Hero you control. At the start of each round that you win initiative you may immediately place the chosen Unique Vigilante Hero on any empty space within 6 clear sight spaces of Commissioner Gordon. The chosen Unique Vigilante Hero will not take any leaving engagement attacks when moved with Bat Signal.

Call for Backup
After taking a turn with Commissioner Gordon, you may move any number of Lawmen you control up to 5 spaces each. Any Lawman moved this way must end its move adjacent to Commissioner Gordon.

Hand Ninja



85	Life 1
Human	Move 6
Common Squad	Range 3
Ninja	Attack 3
Devout	Defense 3
Marvel	Medium 5

Ninja Assassin Bonding
After revealing an Order Marker on this card and before taking a turn with the Hand Ninja, you may first take a turn with any Ninja or Assassin Unique Hero you control, or you may take a turn with any Ninja or Assassin Unique Squad you control.

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

Hydra Agents



80	Life 1
Human	Move 5
Common Squad	Range 6
Terrorists	Attack 2
Fanatical	Defense 2
Marvel	Medium 5

Ruthless Mastermind Bonding
After revealing an Order Marker on this card and after taking a turn with the HYDRA Agents, you may take a turn with any Ruthless Mastermind you control.

Immortal HYDRA
After the first HYDRA agent you control is destroyed during a player's turn, add 1 to the defense of all remaining HYDRA agents you control for the remainder of that player's turn.

S.H.I.E.L.D Agents



110	Life 1
Human	Move 5
Common Squad	Range 6
Agents	Attack 3
Confident	Defense 4
Marvel	Medium 5

Kill Box Special Attack
Range 5. Attack 9.
If three unengaged S.H.I.E.L.D. Agents you control all have line of sight and height advantage on the same opponent's figure, they may roll their attack dice as one combined attack.

Tactical Cover Fire
When attacking an opponent's figure, if a S.H.I.E.L.D. Agent inflicts one or more wounds with a normal attack, you may move one S.H.I.E.L.D. Agent you control up to 4 spaces.

S.H.I.E.L.D. Sniper



40	Life 1
Human	Move 5
Common Hero	Range 9
Sniper	Attack 2
Precise	Defense 3
Marvel	Medium 5

Wait for the Shot
S.H.I.E.L.D. Sniper cannot attack non-adjacent figures if she moved this turn.

Deadly Shot
When attacking with S.H.I.E.L.D. Sniper, each skull rolled counts as one additional hit.

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