



## Enchantress *Amora*




<b>370</b>	<b>Life 5</b>
Asgardian	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Sorceress	<b>Attack 5</b>
Charming	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

## Doctor Manhattan *John Osterman*



<b>470</b>	<b>Life 7</b>
Entity	<b>Move 7</b>
Event Hero	<b>Range 7</b>
Recluse	<b>Attack 7</b>
Cold	<b>Defense 7</b>
<b>DC</b>	<b>Huge 8</b>

## Wonder Man *Simon Williams*



<b>350</b>	<b>Life 6</b>
Mutate	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Celebrity	<b>Attack 8</b>
Loyal	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**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.

**RECONSTITUTION**  
Before placing Order Markers at the start of a round, if Doctor Manhattan is destroyed, you may place him on any empty space on the battlefield and remove all 4 Wound Markers from this card.

**GROWING APATHY**  
Before revealing a numbered Order Marker on this card, roll the 20-sided die. Subtract X from your roll, where X is equal to the current round, up to a maximum of 12. If you roll 4 or lower, remove the lowest unrevealed numbered Order Marker from this card.


**INFINITE BEING**  
After revealing a numbered Order Marker on the card of a figure you control, if there is at least one unrevealed Order Marker on this card, you may do any or all of the following:  
• choose if Doctor Manhattan is considered Tiny, Small, Medium, Large, or Huge;  
• view any Order Markers on your opponents' cards;  
• rearrange any unrevealed Order Markers on Army Cards you control.

**MOLECULAR TELEPORTATION**  
Instead of taking a turn with Doctor Manhattan, you may place him on any empty space on the battlefield. When Doctor Manhattan moves with Molecular Teleportation, he will not take any leaving engagement attacks.

**Ionic Imbalance**  
Whenever Wonder Man would receive more than one wound from a normal or special attack, before placing Wound Markers, you may roll the 20-sided die.  
• If you roll 1 or lower, all figures adjacent to Wonder Man receive two wounds and Wonder Man is destroyed.  
• If you roll 2-5, place Wound Markers normally.  
• If you roll 6-16, the most wounds Wonder Man can receive from this attack is one.  
• If you roll 17 or higher, Wonder Man takes no wounds from the attack, and all figures adjacent to Wonder Man receive one wound.


**Celebrity Status**  
Common Human figures adjacent to Wonder Man roll 1 fewer defense die to a minimum of 1 die.

## The Hood *Parker Robbins*




<b>180</b>	<b>Life 5</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Crime Lord	<b>Attack 3</b>
Driven	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

## Wong



<b>90</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Monk	<b>Attack 3</b>
Loyal	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

## Indigo-1 *Iroque*



<b>340</b>	<b>Life 4</b>
Unknown	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Tribesman	<b>Attack 5</b>
Compassionate	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**Double Attack**  
When The Hood attacks, he may attack one additional time.

**Criminal Ambition**  
After revealing a numbered Order Marker on this card and taking a turn with The Hood, if he inflicted one or more wounds on an opponent's figure with his normal attack this turn, you may take an immediate turn with any Criminal or Crime Lord Hero you control within clear sight of The Hood.

**Cloak of Dormammu**  
Before taking a turn with The Hood, you may reveal an "X" Order Marker on this card, and for the remainder of the round, The Hood will not take any leaving engagement attacks, cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight, and gains the Flying special power. If you do, at the end of each of The Hood's turns this round, roll the 20-sided die. If you roll 4 or lower, The Hood's Species is now Demon, his Class is now Devourer, and he may not use any special power on this card for the entire game.

**LOYAL MANSERVANT**  
At the start of the game, choose a Human figure with the Magical Defense special power that you control to be Wong's Master. After revealing an Order Marker on his Master's Army Card and before taking a turn with his Master, you may first take a turn with Wong, and you may not take any additional turns with other figures you control other than his Master. When Wong and his Master are adjacent, both add 1 extra die to their normal attack.


**KAN'S OATH**  
Anytime Wong is adjacent to his Master and Wong's Master rolls defense dice against an attack, before using any other special power, you may choose to have Wong immediately receive all wounds from the attack instead of his Master.

**INDIGO POWER STAVE 3**  
Start the game with 3 indigo Battery Markers on this card. Add 1 to Indigo-1's Range and Defense numbers for each indigo Battery Marker on this card.

**INDIGO LIGHT OF COMPASSION**  
If Indigo-1 or a figure you control adjacent to Indigo-1 is attacked by an opponent's figure and would receive one or more wounds but not be destroyed, instead of placing those Wound Markers, you may remove one or more indigo Battery Markers from this card. Remove one unrevealed Order Marker at random from the attacking figure's Army Card for each indigo Battery Marker you remove.


**TRIBAL TELEPORTATION**  
After revealing an Order Marker on this card and instead of taking a turn with Indigo-1, you may remove an indigo Battery Marker from this card and choose one friendly small or medium figure for each indigo Battery Marker remaining on this card. Chosen figures must be within 2 clear sight spaces of Indigo-1. Place Indigo-1 on any empty space on the battlefield and then place each chosen figure on any empty space adjacent to Indigo-1. Figures moved by this special power will not take any leaving engagement attacks.

## Sandman *Wesley Dodds*




<b>80</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Mystery Man	<b>Attack 3</b>
Tricky	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>

## Stargirl *Courtney Whitmore*



<b>150</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 6</b>
Protégé	<b>Attack 4</b>
Enthusiastic	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>

## Atom *Al Pratt*



<b>170</b>	<b>Life 5</b>
Metahuman	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Mystery Man	<b>Attack 4</b>
Fearless	<b>Defense 5</b>
<b>DC</b>	<b>Medium 4</b>

**GAS MASK**  
Start the game with the Glyph of Utility: Gas Mask on this card. Sandman cannot lose this glyph by any means unless he is destroyed.

**SLEEPING GAS GUN**  
Start the game with the Glyph of Gas: Sleeping Gas on this card. After moving and before attacking, you may remove the Glyph of Gas: Sleeping Gas from this card and place it power-side up on an empty space within 3 spaces that is no more than 6 levels above Sandman's base. At the end of the round, instead of removing this Glyph of Gas: Sleeping Gas from the game, place it on this card.

**PROPHETIC DREAMS**  
After revealing Order Marker 1 on an Army Card you control and taking a turn, if Sandman was not moved and did not attack or use any other special powers during this turn, you may choose an opponent's Army Card and view all unrevealed Order Markers on the chosen card.

**COSMIC CONVERTER BELT**  
Start the game with the Glyph of Cosmic Converter Belt on this card. Stargirl cannot lose this glyph by receiving wounds unless she is destroyed.

**COSMIC ROD PASSENGER**  
After revealing an Order Marker on a Unique Mystery Man Hero you control and taking a turn with that Hero, you may immediately move with Stargirl. Whenever Stargirl is moved with the Flying special power on your turn, you may choose a small or medium figure you control adjacent to Stargirl. After you move Stargirl, place the chosen figure adjacent to Stargirl. The chosen figure will not take any leaving engagement attacks.


**PROTECTIVE FORCE FIELD X**  
If Stargirl or any figure you control adjacent to Stargirl is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card to ignore the attack.

**ATOMIC PUNCH SPECIAL ATTACK**  
**Range 1. Attack 4 + Special.**  
If Atom did not move this turn, before rolling dice for this special attack you may remove any number of unrevealed Order Markers from this card and add that number of skulls to your roll.

**FEARLESS ADVANTAGE**  
Atom rolls an additional die when defending against large or huge figures or attacking them with a normal attack.

**SOCIETY RESOLVE**  
Opponents cannot move or remove unrevealed Order Markers on the Army Cards of Atom or Unique Mystery Man Heroes you control within clear sight of Atom.


## Quasar *Phyla-Vell*



<b>370</b>	<b>Life 5</b>
Kree	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Champion	<b>Attack 4</b>
Valiant	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**QUANTUM BANDS**  
Start the game with the Glyph of Quantum Bands on this card. Quasar cannot lose this glyph by receiving wounds unless she is destroyed.

**COSMIC SIPHON**  
When rolling defense dice against an attack from a non-adjacent figure, if you roll any excess shields, you may choose to either inflict one wound on the attacking figure or remove a Wound Marker from this Army Card.

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## Captain Marvel *Mar-Vell*




<b>400</b>	<b>Life 5</b>
Kree	<b>Move 6</b>
Unique Hero	<b>Range 6</b>
Champion	<b>Attack 5</b>
Valiant	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

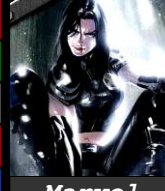
**Nega-Bands**  
Start the game with the Glyph of Nega-Bands on this card. Captain Marvel cannot lose this glyph by receiving wounds unless he is destroyed.

**Cosmic Awareness**  
If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 4 from the roll. When rolling defense against an attack, add one automatic shield to whatever is rolled. All excess shields count as unblockable hits on the attacking figure.

**Stealth Flying**  
When Captain Marvel starts to fly, he will not take any leaving engagement attacks.



## X-23 *Laura Kinney*



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


**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 with an adjacent normal attack.

**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.

## Professor X *Charles Xavier*



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

**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 or one Unique Hero 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.

## Weapon X *James Howlett*




<b>230</b>	<b>Life 6</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Experiment	<b>Attack 4</b>
Savage	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 4</b>

**FRESH ADAMANTIUM INJECTION**  
Start the game with 3 Wound Markers on this card. When taking a turn with Weapon X, he must attack once for each Wound Marker on this card, if possible. Figures subtract 2 from their defense dice when attacked by Weapon X with an adjacent normal attack.

**SAVAGE STATE OF MIND**  
You may only take a turn with Weapon X after revealing a numbered Order Marker on this card. Before taking a turn with Weapon X, you must roll the 20-sided die. If you roll 5 or lower, choose an opponent. That opponent now controls Weapon X for the remainder of the turn, but may not view any unrevealed Order Markers on this card. At the end of the turn, control of Weapon X returns to you. All Order Markers that were on this card will stay on the card.

**HEALING FACTOR X**  
After taking a turn with Weapon X, 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.

## Mephisto




<b>800</b>	<b>Life 9</b>
Demon	<b>Move 6</b>
Event Hero	<b>Range 6</b>
Hell Lord	<b>Attack 6</b>
Manipulative	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 6</b>


**DEAL WITH THE DEVIL**  
Start the game with 4 red Deal Markers on this card. When an opponent's Unique Hero that does not have the Valiant personality would be destroyed, if there is a Deal Marker on this card, you may roll the 20-sided die. If you roll 6 or higher, instead remove all Wound Markers from that Hero's card and place a Deal Marker from this card on that Hero's card. Androids, Constructs, and Undeads are not affected by this special power.

**BLOOD CONTRACT**  
When Mephisto would receive one or more wounds, you may instead destroy a Hero with one of your Deal Markers on its card.

**TIME TO COLLECT**  
Before placing Order Markers at the start of a round, you may choose a Hero with one of your Deal Markers on its card. Take control of the chosen Hero and that Hero's Army Card. For that round, before taking a turn with Mephisto, you may take a turn with the chosen Hero, adding 1 to the chosen Hero's Attack number. At the end of the round, destroy the chosen Hero.

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## Red Hood *Jason Todd*




<b>180</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Outlaw	<b>Attack 4</b>
Vengeful	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**BLAZING GUNS SPECIAL ATTACK**  
**Range 4. Attack 3.**  
After attacking with this special attack, if you did not roll 2 or more blanks, you may attack again. You may continue attacking until you roll 2 or more blanks in a single attack, to a maximum of 4 attacks per turn.

**EVADE AND COUNTER**  
When rolling defense dice against an opponent's figure within 5 clear sight spaces, if you roll at least as many shields as the attacker rolls skulls, Red Hood may immediately move up to 2 spaces using his Acrobatic Leap special power and if the attack was a normal attack, the attacking figure receives one wound.

**ACROBATIC LEAP 2**  
Red Hood may use his Acrobatic Leap at any point before or during his normal move. Each time you Leap, you must first subtract 2 from Red Hood's movement. His Leap has a move of 2. When counting spaces for Red Hood's Leap movement, ignore elevations. Red Hood may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Red Hood may not leap more than 6 levels up or down in a single leap. If Red Hood is engaged when he starts to leap, he will not take any leaving engagement attacks.

## Batman II *Bruce Wayne*




<b>250</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Vigilante	<b>Attack 5</b>
Driven	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**Utility Belt 3**  
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to three Utility Equipment Glyphs of different types on this card. Batman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 3. Batman cannot lose these glyphs by receiving wounds unless he is destroyed.

**Shadow Strike 15**  
If Batman is attacked by any opponent's figure in clear sight and at least 1 skull is rolled, roll the 20-sided die, adding 1 to the roll if Batman is occupying a Shadow Tile. If you roll 1-14, roll defense normally. If you roll 15 or higher, Batman takes no damage, and may immediately move up to 3 spaces. If Batman ends this movement within 5 clear sight spaces of the attacking figure, the attacking figure receives one wound. When Batman moves with Shadow Strike 15, he never takes leaving engagement attacks.

## Superman III *Kal-El*




<b>440</b>	<b>Life 7</b>
Kryptonian	<b>Move 8</b>
Unique Hero	<b>Range 1</b>
Champion	<b>Attack 7</b>
Valiant	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>


**JLA TRINITY**  
At the start of the game, place 1 blue Justice League marker on this card for each Unique Champion, Warrior, or Vigilante Hero you control, to a maximum of 3. When Superman rolls defense against a normal attack, for each Justice League marker on this card you may count one blank rolled as an extra shield.

**HEROIC RESCUE**  
After moving and before attacking with Superman, you may place one engaged friendly figure Superman passed over this turn on any empty space adjacent to Superman. Figures moved by Heroic Rescue will not take any leaving engagement attacks.

**SYMBOL OF HOPE**  
After any other figure you control is targeted for an attack, you may remove 1 Justice League marker from this card. If you do, choose Superman or any other figure you control within clear sight of Superman. Move the chosen figure normally, if it ends that move adjacent to the targeted figure, then switch the chosen and targeted figures, if possible. After the figures are switched, the attacking figure must target and attack the chosen figure, if possible, and the chosen figure rolls 2 additional defense dice. Figures moved with this special power will not take any leaving engagement attacks.



## Superman II Kal-El

	<b>450</b>	<b>Life 8</b>
	Kryptonian	<b>Move 10</b>
	Unique Hero	<b>Range 1</b>
	Champion	<b>Attack 8</b>
	Valiant	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>	

### 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.



## Brainiac 5 Querl Dox

	<b>130</b>	<b>Life 6</b>
	Coluan	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Legionnaire	<b>Attack 3</b>
	Analytical	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>	

### 12th Level Intellect Strategies

When the 20-sided die is rolled, if there is at least one other Legionnaire you control on the battlefield, you may add or subtract 1 from that roll for each unrevealed Order Marker on this card.

### Shield Belt

Start the game with the Glyph of Shield Belt on this card. While the glyph is on this card, it cannot be destroyed by any means and Brainiac 5 cannot lose it by receiving wounds unless he is destroyed.



## Captain Marvel Genis-Vell

	<b>360</b>	<b>Life 6</b>
	Kree	<b>Move 6</b>
	Unique Hero	<b>Range 6</b>
	Protector	<b>Attack 4</b>
	Tormented	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>	

### NEGA-BANDS

Start the game with the Glyph of Nega-Bands on this card. Captain Marvel cannot lose this glyph by receiving wounds unless he is destroyed.

### COSMIC AWARENESS


If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 4 from the roll. When rolling defense against an attack, add one automatic shield to whatever is rolled. All excess shields count as unblockable hits on the attacking figure.

### COSMIC MADNESS

After using Captain Marvel's Cosmic Awareness special power, roll the 20-sided die. If you roll 1-7, place a blue Insanity Marker on this card or, if there are already three Insanity Markers on this card, choose an opponent to take control of Captain Marvel. Remove all Order Markers from this card, then give this card to the chosen opponent. Add one die to Captain Marvel's normal attack for each Insanity Marker on this card.



## Orange Lantern Larfleeze

	<b>360</b>	<b>Life 6</b>
	Ogatoan	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Hoarder	<b>Attack 5</b>
	Greedy	<b>Defense 5</b>
<b>DC</b>	<b>Medium 6</b>	

### AGENT ORANGE

Start the game with the Glyph of Orange Central Power Battery on this card. Add 2 to this Orange Lantern's Move, Range, Attack, and Defense numbers while the Glyph of Orange Central Power Battery is on this card. This Orange Lantern may equip up to 2 Equipment Glyphs at the same time and may not lose any glyph by receiving wounds unless he is destroyed.

### ORANGE LANTERN CORPS

After revealing an Order Marker on this card and instead of attacking with this Orange Lantern, you may take a turn with up to 2 Orange Constructs you control.

### ALL MINE!

This Orange Lantern cannot drop or pass glyphs. Anytime a glyph is placed on the battlefield or an opponent removes a glyph from this card, this Orange Lantern may immediately move and will not take any leaving engagement attacks.

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## Mandarin Gene Khan

	<b>280</b>	<b>Life 5</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Conqueror	<b>Attack 5</b>
	Tyrannical	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>	


### Makluan Ring Collection

Start the game with the Glyph of Makluan Electromagnetic Rings, the Glyph of Makluan Energy Rings, and the Glyph of Makluan Matter Rings on this card. Mandarin cannot lose these glyphs by receiving wounds unless he is destroyed.

### Mento-Intensifier Ring

An opponent may never take temporary or permanent control of Mandarin or any figure you control that is adjacent to Mandarin.

## Metallo John Corben

	<b>290</b>	<b>Life 6</b>
	Cyborg	<b>Move 6</b>
	Unique Hero	<b>Range 1</b>
	Criminal	<b>Attack 6</b>
	Relentless	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>	

### Exposed Kryptonite Heart

Start the game with the Glyph of Green Kryptonite on this card. Turn the glyph power-side down if there are fewer than 3 Wound Markers on this card. Turn the glyph power-side up and subtract 2 dice from Metallo's defense if there are 3 or more Wound Markers on this card. Metallo cannot lose this glyph by receiving wounds unless he is destroyed. If the glyph is not on this card, Metallo cannot use any special powers on this card.

### Clamp and Claw

Any time an opponent would begin the movement of a figure engaged with Metallo, you may first roll the 20-sided die. If you roll 14 or higher, the figure receives 1 wound and cannot move.

### 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.



## Red Robin Tim Drake

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

### 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 glyph by receiving wounds 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.



## Batman Dick Grayson

	<b>170</b>	<b>Life 4</b>
	Human	<b>Move 6</b>
	Unique Hero	<b>Range 1</b>
	Vigilante	<b>Attack 5</b>
	Determined	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>	

### UTILITY BELT 2

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to two Utility Equipment Glyphs of different types on this card. Batman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 2. Batman cannot lose these glyphs by receiving wounds unless he is destroyed.


### STRATEGIC DISCIPLINE

At the start of the round, before initiative is rolled, if one or more Order Markers are placed on this card, for the remainder of the round no unrevealed Order Markers on cards you control may be moved to any other cards.

### ACROBATIC MOVEMENT

Batman never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Batman one space up to 6 levels up or down.

## Brainiac Vril Dox

	<b>800</b>	<b>Life 12</b>
	Coluan	<b>Move 6</b>
	Event Hero	<b>Range 4</b>
	Conqueror	<b>Attack 6</b>
	Calculating	<b>Defense 6</b>
<b>DC</b>	<b>Medium 5</b>	

### Miniaturized Collection

Start the game with the Glyph of Shrinking Ray Gun on this card. Brainiac cannot lose this glyph by receiving wounds unless he is destroyed. After moving and before attacking, you may choose a Tiny Unique Hero within 4 clear sight spaces and roll the 20-sided die. If you roll 18 or higher, place the figure on this card.

### Telepathic Manipulation


When an Order Marker is revealed on any other Army Card in play that does not have the Mental Shield special power, you may immediately choose a figure from that Army Card. Roll the 20-sided die. If you roll 7 or higher, you may inflict a wound on a figure adjacent to the chosen figure.

### 12th Level Intellect

After any attack dice, defense dice, or the 20-sided die is rolled for Brainiac or any figure within clear sight of Brainiac, you may immediately remove an "X" Order Marker from this card and add or subtract a skull, shield, blank, or 1 from that roll.



## Forge Jonathan Silvercloud




<b>170</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Inventor	<b>Attack 4</b>
Brilliant	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Technological Genius**  
Start the game with the Glyph of Neutralizer and the Glyph of Replicator on this card. Forge cannot lose these glyphs by receiving wounds unless he is destroyed.

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

## The Riddler Edward Nashton




<b>140</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Mastermind	<b>Attack 3</b>
Egomaniacal	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>

**Befuddling Tactics**  
If you win initiative with at least one Order Marker on this card, and Riddler is not the only figure in your army, Riddler cannot be attacked and he will not take any leaving engagement attacks for the rest of the round.

**Riddle Me This**  
Immediately after revealing an Order Marker on this card, if you have an unrevealed "X" Order Marker on any Army Card you control, you may choose one opponent. The chosen opponent must choose one unrevealed Order Marker on any Army Card you control. If the opponent chose an "X" Order Marker, remove it and your turn immediately ends. If the opponent did not choose an "X" Order Marker, remove one unrevealed "X" Order Marker from an Army Card you control and remove all Order Markers from one Army Card the chosen opponent controls.

**Criminal Ambush**  
Riddler and all Criminals you control that are adjacent to Riddler add 1 to their normal attack when attacking an adjacent figure that does not have any Order Markers on its Army Card.

## Hercules




<b>360</b>	<b>Life 8</b>
Olympian	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Champion	<b>Attack 7</b>
Arrogant	<b>Defense 7</b>
<b>Marvel</b>	<b>Medium 5</b>

**Test of Might**  
Start the game with one brown Challenge Marker on this card. After revealing an Order Marker on this card and before taking a turn with Hercules, you may choose any Unique or Event Hero that is within 5 clear sight spaces of Hercules and place your Challenge Marker on the chosen figure's Army Card. The chosen figure and Hercules add 2 additional dice when attacking each other with normal adjacent attacks. When Hercules or the chosen figure is destroyed, place your Challenge Marker back on this card.

**Herculean Tackle**  
Instead of his normal move, if he is not engaged, Hercules may use Herculean Tackle. Herculean Tackle has a move of 5. When counting spaces for Herculean Tackle, ignore elevations. Hercules may move over water without stopping, move over figures without becoming engaged, and move over obstacles such as ruins. Hercules may not move more than 25 levels up or down in a single tackle. After moving you may switch Hercules with an opponent's adjacent small or medium figure. Figures moved by Herculean Tackle never take any leaving engagement attacks.

**Olympian Fortitude**  
Whenever Hercules would be destroyed or receives enough wounds to be destroyed in any way except by this special power, he instead receives two wounds.

## Fire Beatriz Bonilla Da Costa




<b>150</b>	<b>Life 4</b>
Metahuman	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Celebrity	<b>Attack 4</b>
Impulsive	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**FIREBALL SPECIAL ATTACK**  
**Range 5. Attack 4.**  
If Fire inflicts 1 or more wounds on a figure with this special attack, before placing Wound Markers, you may choose either the defending figure or a figure adjacent to the defending figure. After wounds are placed, roll 1 unblockable attack die against the chosen figure for each wound inflicted in that attack. Figures with the Lava Resistant special power are not affected by this special attack.

**INCORPOREAL**  
Opponents' figures must be adjacent to Fire to attack her with a normal or special attack. Fire is never attacked when leaving an engagement.

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

## Human Torch Jim Hammond




<b>150</b>	<b>Life 5</b>
Android	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Crime Fighter	<b>Attack 5</b>
Dauntless	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**Fireball Special Attack**  
**Range 5. Attack 4.**  
If Human Torch inflicts 1 or more wounds on a figure with this special attack, before placing Wound Markers, you may choose either the defending figure or a figure adjacent to the defending figure. After wounds are placed, roll 1 unblockable attack die against the chosen figure for each wound inflicted in that attack. Figures with the Lava Resistant special power are not affected by this special attack.

**Lava Resistant**  
Human Torch never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

## Batman III Bruce Wayne




<b>250</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Champion	<b>Attack 4</b>
Driven	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**THE BRAVE AND THE BOLD**  
At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Archer, Champion, Magician, or Scientist, to a maximum of 4. After a Unique or Event Hero within clear sight of Batman rolls the 20-sided die for a special power, you may remove 1 Justice League Marker from this card to add or subtract 2 from the roll.

**LEAGUE CONTINGENCY PLAN**  
When an Army Card you control has its last figure destroyed, before removing that figure from the battlefield, you may immediately remove any unrevealed Order Markers from that card and place them on any other card you control. If the destroyed figure has any Justice League Markers on its card, you may place up to X of them on any Army Cards you control, where X equals the number of Justice League Markers on this card.

**MASTER MARTIAL ARTIST**  
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, and all excess shields count as unblockable hits on the attacking figure.

## Toad Mortimer Toynbee



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

**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. When using Stealth Leap, Toad will not take any leaving engagement attacks.

## Psycho-Man



<b>250</b>	<b>Life 5</b>
Traanian	<b>Move 5</b>
Unique Hero	<b>Range 4</b>
Conqueror	<b>Attack 4</b>
Manipulative	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>


**CONTROL-BOX**  
Before taking a turn with Psycho-Man, you may choose an opponent's Unique Hero within 4 clear sight spaces of Psycho-Man and choose one of the other special powers on this card that has not yet been chosen this round. Roll the 20-sided die. If you roll 6 or higher, place the appropriate gray Control Marker on the chosen Hero's Army Card. While that marker is on that Hero's card, the chosen power affects that Hero. At the end of the round, remove the Control Marker from that card. Androids and figures with the Mental Shield special power are not affected by Control-Box.

**FEAR**  
An affected Hero subtracts 2 from its Move and Defense numbers.

**DOUBT**  
An affected Hero subtracts 2 from its Move and Attack numbers.

**HATE**  
When an affected Hero takes a turn, all of its special powers are negated for that turn. The player controlling that Hero must choose a figure that is nearest to it and move it normally along a shortest path towards the chosen figure until it is adjacent to the chosen figure or has exhausted its movement. The affected Hero must attack the chosen figure, if possible.

## Batgirl Cassandra Cain




<b>130</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Sidekick	<b>Attack 4</b>
Disciplined	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**SHADOW OF THE BAT**  
After revealing an Order Marker on any Vigilante card you control and moving that Vigilante, if Batgirl is within 6 clear sight spaces of that Vigilante, you may immediately move Batgirl with her Bat-Grapple 3 special power.

**DEFENSIVE PREMONITION 9**  
Before rolling defense dice for Batgirl, roll the 20-sided die. If you roll 9 or higher, roll 3 additional defense dice and if the attacking figure is within 3 clear sight spaces of Batgirl, count each excess shield as one unblockable hit on the attacking figure.

**BAT-GRAPPLE 3**  
Instead of her normal move, Batgirl may use her Bat-Grapple. Bat-Grapple has a move of 3. When counting spaces for Bat-Grapple, ignore elevations. Batgirl may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. Batgirl may not grapple more than 30 levels up or down in a single grapple. When Batgirl starts her Bat-Grapple, she will not take any leaving engagement attacks.

## Batman *Bruce Wayne*




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

**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 1-14, roll defense normally. If you roll 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. Bat-Grapple has a move of 3. When counting spaces for Bat-Grapple, 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 grapple more than 30 levels up or down in a single grapple. When Batman starts his Bat-Grapple, 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.

## Robin *Tim Drake*




<b>120</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Sidekick	<b>Attack 3</b>
Driven	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>

**Vigilante Sidekick**  
After revealing an Order Marker on the Army Card of a Vigilante you control and taking a turn with that Vigilante, if Robin is within 6 clear sight spaces of that Vigilante, you may take an immediate turn with Robin, and you may not take any additional turns with other figures you control. If Robin is adjacent to that Vigilante when attacking an adjacent figure this turn, add 1 die to his attack.

**Vigilante Protection**  
If an opponent's figure is engaged with a Vigilante you control, that opponent's figure cannot attack Robin.

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

## Aquaman II *Arthur Curry*




<b>330</b>	<b>Life 5</b>
Atlantean	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Warrior	<b>Attack 5</b>
Determined	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**WATER STRENGTH 1**  
Aquaman does not stop his movement when entering a water space. Add 1 die to Aquaman's attack and defense while he is on a water space.

**RETRACTABLE HARPOON SPECIAL ATTACK Range 4. Attack 5.**  
Choose a non-adjacent figure to attack. If Aquaman inflicts a wound against a small or medium figure with this special attack, place the defending figure on any empty space adjacent to Aquaman and attack one additional time with his normal attack. Figures moved with this special attack will not take any leaving engagement attacks.

**SUBMERGE 11**  
If Aquaman is attacked while on a water space, you may roll the 20-sided die. If you roll 11 or higher, Aquaman takes no damage and you may place him on any unoccupied water space within 5 spaces of Aquaman that is no more than 3 levels above or below Aquaman's base. If Aquaman is placed adjacent to the attacking figure, you may roll an unblockable attack die against that figure. When Aquaman moves with Submerge, he will not take any leaving engagement attacks.

## Hawkeye II *Clint Barton*




<b>160</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 9</b>
Archer	<b>Attack 4</b>
Cocky	<b>Defense 5</b>
<b>Marvel</b>	<b>Large 5</b>

**SKYCYCLE CARRY**  
Before moving, you may choose a tiny, small or medium common or unique Hero figure you control adjacent to Hawkeye. The chosen figure becomes the Skycycle Passenger. After moving, place the Skycycle Passenger adjacent to Hawkeye. The Skycycle Passenger will take any leaving engagement attacks.

**HAWKEYE'S ORDERS**  
After revealing an Order Marker on this card, moving normally with Hawkeye and placing the Skycycle Passenger, instead of attacking with Hawkeye, you may take a turn with the Skycycle Passenger

**QUICK SHOT SPECIAL ATTACK Range 5. Attack 3.**  
Figures roll 2 fewer defense dice when defending against Hawkeye's Quick Shot Special Attack. After Hawkeye attacks with Quick Shot Special Attack, he may use Skycycle Carry and move up to 3 spaces. When Hawkeye moves with this special attack, he will not take any leaving engagement attacks.

## Iron Man Mk. I *Tony Stark*

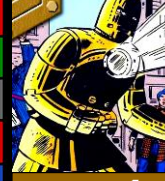


<b>70</b>	<b>Life 4</b>
Human	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Defender	<b>Attack 4</b>
Arrogant	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**Propulsion Boots**  
Instead of his normal move, Iron Man may use his Propulsion Boots. Propulsion Boots has a move of 5. When counting spaces for Iron Man's Propulsion Boots movement, ignore elevations. Iron Man may propel over water without stopping, propel over figures without becoming engaged, and propel over obstacles such as ruins. Iron Man may not propel more than 12 levels up or down in a single use of Propulsion Boots. When using Propulsion Boots, Iron Man will take any leaving engagement attacks. Iron Man rolls 3 fewer attacks dice on any turn that he uses Propulsion Boots.

**Magnetic Turbo Insulator**  
After moving and before attacking, you may choose a small or medium figure within 4 clear sight spaces of Iron Man. Roll the 20-sided die. If you roll 9 or higher, you may place the chosen figure on any unoccupied space within 4 spaces of its original placement. The chosen figure will not take any leaving engagement attacks and, when moved lower, will take any falling damage that may apply.

## Iron Man Mk. II *Tony Stark*




<b>150</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Avenger	<b>Attack 5</b>
Arrogant	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**Magnetic Turbo Insulators II**  
After moving and before attacking, you may choose a small or medium figure within 4 clear sight spaces of Iron Man. Roll the 20-sided die. If you roll 9 or higher, you may place the chosen figure on any unoccupied space within 4 spaces of its original placement. The chosen figure will not take any leaving engagement attacks but will take any falling damage that may apply. After using Magnetic Turbo Insulators, Iron Man may use it one additional time.

**Monobeam Special Attack Range 3. Attack 4.**  
If a Unique Hero receives one or more wounds from this special attack, you may remove one unrevealed Order Marker at random from that hero's Army Card.

## Iron Man Mk. III *Tony Stark*




<b>220</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Protector	<b>Attack 5</b>
Arrogant	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Repulsor Ray Special Attack Range 6. Attack 4.**  
If Iron Man inflicts one or more wounds on a small or medium figure with this special attack, you may choose up to 3 empty spaces in a straight line from the defending figure and place that figure on any of the chosen spaces. A figure moved by this special attack never takes any leaving engagement attacks and cannot be placed closer to Iron Man than its original placement. A figure moved by this special attack can receive any falling damage that may apply.

**Circuitry Reroute 11**  
When Iron Man receives enough wounds to be destroyed, before removing Iron Man from the battlefield, roll the 20-sided die. If you roll 11 or higher, ignore any wounds. After using the Circuitry Reroute special power, Iron Man may not use any special power on this card for the remainder of the game.

## Iron Man Mk. IV *Tony Stark*




<b>250</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Crime Fighter	<b>Attack 5</b>
Arrogant	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Repulsor Beam Special Attack Range 6. Attack 4.**  
If Iron Man inflicts one or more wounds on a small or medium figure with this special attack, you may choose up to 3 empty spaces in a straight line from the defending figure and place that figure on any of the chosen spaces. A figure moved by this special attack never takes any leaving engagement attacks and cannot be placed closer to Iron Man than its original placement. A figure moved by this special attack can receive any falling damage that may apply. When Iron Man attacks with this special attack, he may attack one additional time.

**Uni-Beam Special Attack Range Special. Attack 6.**  
Choose 4 spaces in a straight line from Iron Man. All figures on those spaces who are in line of sight are affected by this special attack. Roll 6 attack dice once for all affected figures. Each affected figure rolls defense dice separately. After attacking with this special attack, roll the 20-sided die. If you roll 16 or higher, remove all Wound Markers from this card, and Iron Man cannot use any special power on this card for the remainder of the game.

## Iron Man Mk. V *Tony Stark*




<b>280</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Engineer	<b>Attack 4</b>
Arrogant	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Slave Circuit**  
You may draft this figure into the same army with any other Tony Stark figures that do not have the class of Engineer. At the start of the game, all other Tony Stark figures you control are chosen for Slave Circuit and have the species of Android, instead of what is listed on the card. After revealing an Order Marker on this card and taking a turn with this Iron Man, you may take a turn with one other Tony Stark figure you control.

**Pulse Bolt Special Attack Range 4. Attack 3 + Special.**  
Count the minimum number of spaces between Iron Man and the defending figure and add one die to this special attack for each space counted.

**Electronic Countermeasure**  
Iron Man cannot be targeted for non-adjacent attacks.

## Joker II ???




<b>140</b>		<b>Life 6</b>
Human		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Psychopath		<b>Attack 4</b>
Insane		<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>	

**Laugh It Off**  
When Joker would receive two or more wounds from a normal adjacent attack, you may instead place one Wound Marker on this card and the attacking figure's turn immediately ends.

**Joker Toxin**  
After moving and before attacking, you may choose an adjacent figure that does not have the Insane personality. Roll the 20-sided die. If you roll 15 or higher and the chosen figure is:

- a Common figure, it receives one wound and you may inflict one wound on a figure adjacent to the chosen figure; or
- a Unique Squad figure, the squad now has the Insane personality instead of what is on its card, and you may take control of the Unique Squad and its Army Card. Remove any Order Markers on the Unique Squad's Army Card; or
- a Unique Hero, you may take temporary control of the chosen figure and immediately take a turn with it. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before Joker Toxin was used and it receives one wound; or
- an Event Hero, it receives one wound.

## Kang II Nathaniel Richards




<b>400</b>		<b>Life 5</b>
Human		<b>Move 6</b>
Unique Hero		<b>Range 4</b>
Conqueror		<b>Attack 5</b>
Dramatic		<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>	

**ONE TRUE KANG**  
You may draft this figure into the same army with other Unique Nathaniel Richards figures that do not have the One True Kang special power. The most wounds this Kang can take from any attack is one. Anytime this Kang would receive one or more wounds, you may instead destroy another Nathaniel Richards figure you control.

**TIMESTREAM REINFORCEMENTS**  
At the start of the game, you may choose any other Unique Heroes you control that would begin the game on the battlefield and instead place them on this card. After revealing an Order Marker on this card and taking a turn with Kang, if Kang did not attack this turn, you may remove one of the chosen figures from this card and place it on any unoccupied space within 2 clear sight spaces of Kang. Take an immediate turn with that figure, during which it cannot move, and you may not take any additional turns with other figures you control.

**DAMOCLES ORBITAL ASSAULT**  
Before moving Kang, you may reveal an "X" Order Marker on this card and choose a space within 8 spaces of Kang. Roll the 20-sided die for each figure on or within 1 space of the chosen space, one at a time. If you roll 14 or higher, the figure receives 1 wound.

## Lex Luthor II



<b>280</b>		<b>Life 4</b>
Human		<b>Move 7</b>
Unique Hero		<b>Range 5</b>
Criminal		<b>Attack 4</b>
Treacherous		<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>	

**Kryptonite Blast Special Attack**  
**Range 4. Attack 3.**  
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by Kryptonite Blast Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Kryptonian figures roll 3 fewer defense dice against Kryptonite Blast Special Attack. Lex Luthor cannot be affected by his own Kryptonite Blast Special Attack.

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

**Treacherous Tactics**  
Anytime Lex Luthor would receive one or more wounds, you may instead destroy any figure you control adjacent to Lex Luthor.

## Magneto II Erik Lehnsherr




<b>375</b>		<b>Life 5</b>
Mutant		<b>Move 5</b>
Unique Hero		<b>Range 7</b>
Outcast		<b>Attack 5</b>
Self-Righteous		<b>Defense 7</b>
<b>Marvel</b>	<b>Medium 5</b>	

**Mutant Recruitment**  
At the start of the game, you may choose one Unique Mutant Hero's Army Card you control. For this game the chosen card's class is Outcast, regardless of what is listed on the card.

**Magnetic Assault 9**  
After moving and instead of attacking, you may choose one figure within 4 clear sight spaces of Magneto. Roll the 20-sided die. If you roll 9 or higher, throw the chosen figure by placing it on any empty space within 4 spaces of its original placement. After the figure is placed, it receives one wound. Thrown figures do not take any leaving engagement attacks. When Magneto uses his Magnetic Assault, he may use his Magnetic Assault one additional time.

**Mental Shield**  
An opponent may never take temporary or permanent control of Magneto.

## Mystique II Raven Darkhölme



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


**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.

## Wasp II Janet Van Dyne



<b>160</b>		<b>Life 3</b>
Mutate		<b>Move 5</b>
Unique Hero		<b>Range 1</b>
Leader		<b>Attack 4</b>
Intuitive		<b>Defense 5</b>
<b>Marvel</b>	<b>Tiny 2</b>	

**AVENGERS COMLINK**  
At the start of the game, you may choose one other Unique Hero you control and place a white Avenger Marker on its card. After revealing an Order Marker on this card and instead of taking a turn with Wasp, you may take a turn with any Unique Hero you control with an Avenger Marker on its card.

**WASP STING SPECIAL ATTACK**  
**Range 2. Attack 1.**  
Instead of moving and attacking normally with Wasp, you may move Wasp up to 4 spaces. Wasp can attack up to 2 times with this special attack at any point before, during, or after this move as long as Wasp is on a space where she could end her movement. When Wasp attacks a figure that is not a destructible object with this special attack, that figure cannot roll defense dice.

**TINY STEALTH**  
Wasp cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from tiny figures.

## Yellowjacket II Hank Pym



<b>190</b>		<b>Life 4</b>
Mutate		<b>Move 6</b>
Unique Hero		<b>Range 1</b>
Scientist		<b>Attack 6</b>
Conflicted		<b>Defense 6</b>
<b>Marvel</b>	<b>Huge 8</b>	

**UNHEALTHY OBSESSION**  
At the start of the game, you must choose another Unique Hero you control. Yellowjacket adds 2 to his Attack number when the chosen Hero is within 2 clear sight spaces. If the chosen Hero receives one or more wounds from an opponent's attack, Yellowjacket is considered Obsessed for the remainder of the round. While Yellowjacket is Obsessed, after moving on his turn, he must attack each figure within 2 spaces, if possible.

**GIGANTIC REACH**  
Yellowjacket 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.

**GIANT DEFENSE**  
When rolling defense dice against a normal attack from a figure that is not huge, if you roll at least one shield, the most wounds Yellowjacket can take from this attack is one.