


Wonder Woman II *Diana Prince*




370	Life 7
Amazon	Move 6
Unique Hero	Range 1
Warrior	Attack 5
Fierce	Defense 6
DC	Medium 5

AMAZONIAN FURY
If there are 4 or more Wound Markers on this card, Wonder Woman adds 2 to her Attack number, cannot use her Sword of Hephaestus or Amazonian Training special powers, and after she attacks an adjacent figure with a normal attack, she may attack one additional time.

SWORD OF HEPHAESTUS
Before Wonder Woman rolls attack dice for a normal attack against an adjacent figure, you may choose either the defending figure or a figure adjacent to the defending figure. If the defending figure receives at least one wound from that attack, the chosen figure receives one additional wound.

AMAZONIAN TRAINING
When Wonder Woman rolls defense dice against a normal attack from a non-adjacent figure, one shield will block all damage. When rolling defense dice against any attack from an adjacent attacking figure, if there are excess shields rolled, the attacking figure receives one wound.

Captain Marvel *Mary Batson*



330	Life 6
Human	Move 7
Unique Hero	Range 1
Champion	Attack 6
Charming	Defense 6
DC	Medium 5


SOLOMON, HERCULES, AND ATLAS
If there is at least one Order Marker on this card, you may add 3 to your initiative roll and, if you win initiative, remove 1 Wound Marker from this card.

ZEUS AND ACHILLES
If Captain Marvel attacks a figure without the Magical Defense special power and the player controlling that figure rolls the 20-sided die for any special power on the defending figure's Army Card, you may add or subtract 3 from the roll.

MERCURY
If Captain Marvel uses her Flying special power for her entire movement and moves at least two spaces, she may add 2 to her Move and Attack numbers this turn.

SHARED POWER OF SHAZAM!
After revealing an Order Marker on this card or any Human Captain Marvel card you control, if you control more than one Human Captain Marvel, you must roll the 20-sided die before taking your turn. If you roll 6 or lower, you cannot use any powers on any Human Captain Marvel Army Card you control for the remainder of your turn. If you roll 7 or higher, you may take a turn with any Human Captain Marvel you control.

Katana *Tatsu Toro*




190	Life 4
Human	Move 6
Unique Hero	Range 1
Interloper	Attack 3
Ruthless	Defense 4
DC	Medium 4

BLADERUNNER
Katana may move through all figures, never takes leaving engagement attacks, and may attack with her normal attack up to 2 times at any point before, during, or after her normal move as long as she is on a space where she could end her movement.

SOULTAKER
Adjacent figures subtract 2 dice when defending against Katana's normal attack. When Katana destroys an opponent's adjacent Unique Hero that is not an Android, Construct, or Undead, you may place that figure on this card. When an opponent rolls the 20-sided die for initiative or for a figure attacked with Katana's normal attack, you may subtract 2 from the roll for each figure on this card, to a maximum of -6.

DEFENSIVE ARTS
When defending against a normal attack, add one automatic shield to whatever is rolled and, if the attacking figure is adjacent to Katana, all excess shields count as unblockable hits on the attacking figure.

Maxima




345	Life 7
Alderacian	Move 7
Unique Hero	Range 4
Queen	Attack 5
Proud	Defense 6
DC	Medium 5

SEEKING A MATE
At the start of each round, if Maxima does not have a Mate on the battlefield, you must choose a Unique Hero other than Maxima with the Super Strength special power on the battlefield. The chosen figure must be the Unique Hero with the highest Attack number listed on its card among Unique Heroes on the battlefield. After her Mate takes a turn, you must move Maxima as close to her Mate as possible, moving up to a maximum of 7 spaces. When moving with Seeking a Mate, Maxima will take any leaving engagement attacks.

LOVER'S FURY
Add 2 to Maxima's Attack number when attacking an adjacent figure. When rolling dice for a normal attack against an adjacent figure or for a leaving engagement attack with Maxima, if Maxima is adjacent to her Mate, all blanks rolled count as extra skulls.

PSYCHOKINESIS 13
Instead of attacking with Maxima, you may choose a figure within 4 clear sight spaces of Maxima and roll the 20-sided die. If you roll 13 or higher, you may either inflict 1 unblockable wound on that figure or, if that figure is small or medium, you may place that figure on an empty space within 4 spaces of its original placement. Placed figures will not take any leaving engagement attacks.

Catwoman II *Selina Kyle*




170	Life 4
Human	Move 6
Unique Hero	Range 2
Thief	Attack 4
Sly	Defense 6
DC	Medium 4

SLY ARSENAL
Start the game with a Glyph of Utility: Bolas and 3 Glyphs of Utility: Caltrops on this card. Catwoman cannot lose these glyphs by receiving wounds unless she is destroyed. Catwoman is not affected by the Glyph of Utility: Caltrops.

THE BAT AND THE CAT
If there is a Bruce Wayne figure in your army, Catwoman has the class of Vigilante instead of what is listed on this card. After revealing an Order Marker on the card of a Bruce Wayne figure you control and taking a turn with that Bruce Wayne, if Catwoman is within clear sight of that Bruce Wayne, you may immediately take a turn with Catwoman, and you may not take any additional turns with other figures you control.

AGILE CLIMBING
Catwoman can move through all figures and is never attacked when leaving an engagement. When moving normally up levels of height to move onto a space with Catwoman, do not count a space for the first level. You may ignore Catwoman's height of 4 when climbing. Catwoman never takes falling damage or major falling damage.

Batwoman *Katherine Kane*




180	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 4
Disciplined	Defense 5
DC	Medium 5

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. Batwoman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 2. Batwoman cannot lose these glyphs by receiving wounds unless she is destroyed.

SURGICAL STRIKE
If Batwoman inflicts at least one wound on an adjacent figure with her normal attack, the defending figure receives one additional wound.

BULLETPROOF SUIT
If a non-adjacent figure targets Batwoman for an attack and rolls 2 or fewer skulls, you may ignore that attack.

Batgirl *Barbara Gordon*




130	Life 4
Human	Move 6
Unique Hero	Range 3
Vigilante	Attack 3
Brash	Defense 4
DC	Medium 5

VIGILANTE RIVALRY
When taking a turn with Batgirl, if there are at least two Order Markers on the cards of other Vigilantes or Sidekicks you control, add 2 to her Range number and 1 to her Attack number.

RECKLESS ADVANCE
If Batgirl attacks an adjacent figure that she was not engaged with at the start of the turn, add 1 automatic skull to whatever is rolled. During this attack, all excess shields from the defending figure count as unblockable hits inflicted on Batgirl by that 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.

Batgirl *Stephanie Brown*




130	Life 4
Human	Move 5
Unique Hero	Range 1
Vigilante	Attack 4
Reckless	Defense 4
DC	Medium 5

BO STAFF
After moving and before attacking with a normal attack against an adjacent figure, you may subtract any number of Batgirl'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.

TRICK BATARANG SPECIAL ATTACK
Range 5 + Special. Attack 3.
Before attacking with this special attack, choose one of the following effects:
• add 2 to the Range of this special attack; or
• the defending figure rolls 1 fewer defense die; or
• if an opponent rolls the 20-sided die for the defending figure this turn, you may subtract 2 from the roll.

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.

Black Bat *Cassandra Cain*






200	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 5
Taciturn	Defense 4
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. Black Bat cannot lose this glyph by receiving wounds unless she is destroyed.

FISTS OF FURY
If Black Bat rolls at least 3 skulls with her normal attack, Black Bat may attack again with her normal attack. Black Bat may continue attacking with her normal attack until Black Bat rolls fewer than 3 skulls. Black Bat cannot attack more than four times in a single turn.

DEFENSIVE PREMONITION 11
Before rolling defense dice for Black Bat, roll the 20-sided die. If you roll 11 or higher, roll 3 additional defense dice and if the attacking figure is within 3 clear sight spaces of Black Bat, count each excess shield as one unblockable hit on the attacking figure.

Harley Quinn II <i>Harleen Quinzel</i>			Poison Ivy II <i>Pamela Isley</i>			Killer Frost <i>Crystal Frost</i>		
	180	Life 4		175	Life 6		230	Life 4
Metahuman		Move 6	Metahuman		Move 5	Metahuman		Move 4
Unique Hero		Range 1	Unique Hero		Range 1	Unique Hero		Range 5
Outlaw		Attack 4	Criminal		Attack 3	Psychopath		Attack 3
Insane		Defense 6	Manipulative		Defense 3	Vengeful		Defense 3
DC	Medium 4		DC	Medium 4		DC	Medium 5	

ACROBATIC MOVEMENT
Harley Quinn 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 Harley one space up to 6 levels up or down.

OVERSIZED MALLET
When Harley attacks an adjacent figure with her normal attack, if she was not adjacent to that figure at the start of her turn, roll one additional attack die. If the defending figure receives one or more wounds, you may place that figure on an unoccupied space within 1 space of its original placement. A figure moved by Oversized Mallet never takes any leaving engagement attacks, and can receive any falling damage that may apply.

POP! GUN SPECIAL ATTACK
Range 4. Attack 3.
Figures attacked by this special attack roll 1 fewer defense die. If a Unique Hero receives one or more wounds from this special attack, you may remove one unrevealed Order Marker at random from the defending figure's Army Card.

PLANT ANIMATION 12
After moving and instead of attacking, roll the 20-sided die for all opponents' figures within two spaces of an Evergreen Tree or Jungle Piece that is within 6 spaces of Poison Ivy, one at a time. If you roll 12 or higher, the figure receives one wound.


TOXIC LOVE 12
After taking a turn with Poison Ivy, you may roll the 20-sided die. If you roll 12 or higher, you may either choose a figure adjacent to Poison Ivy to receive one wound, or, if Poison Ivy is on a grass space, swamp space, or adjacent to an Evergreen Tree or Jungle Piece, you may remove one Wound Marker from this card.


MOTHER NATURE
While Poison Ivy is in play, all figures you control without the Super Strength special power add 1 to their Defense number while adjacent to an Evergreen Tree or Jungle Piece, and may add 2 to their Move number if their entire normal movement consists of grass and swamp spaces.


CRYOKINESIS
Start the game with 3 white Frost Markers on this card. Add 1 to Killer Frost's Move, Attack, and Defense numbers for each Frost Marker on this card. At the end of any player's turn where Killer Frost moved onto a molten lava or lava field space or received at least 1 wound from a normal attack by a figure with the Lava Resistant special power, replace 1 Frost Marker on this card. A maximum of 3 Frost Markers can be on this card.

FROSTY KISS
Instead of attacking with Killer Frost, you may remove one Frost Marker from this card and choose an adjacent figure. The chosen figure receives one wound. During the next turn of the player controlling the chosen figure, the chosen figure cannot move, attack or use any special powers on an Army Card or glyph. Frosty Kiss can only be used once per round.

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

Blackfire <i>Komand'r</i>		
	220	Life 5
Tamaranean		Move 5
Unique Hero		Range 6
Princess		Attack 4
Vengeful		Defense 5
DC	Medium 5	

Cheetah <i>Priscilla Rich</i>		
	120	Life 4
Human		Move 6
Unique Hero		Range 1
Thief		Attack 4
Boastful		Defense 3
DC	Medium 4	

Cheshire <i>Jade Nguyen</i>		
	170	Life 4
Human		Move 6
Unique Hero		Range 1
Assassin		Attack 4
Ruthless		Defense 5
DC	Medium 4	

TAMARANEAN ANGUISH
After Blackfire attacks the first time on a turn with her normal attack, she may attack up to 2 additional times with her normal attack if there are 3 or more Wounds Markers on this card or if there is at least 1 opponent's Tamaranean figure within 4 clear sight spaces of Blackfire.

DUAL STARBOLT SPECIAL ATTACK
Range 8. Attack 3.
If Blackfire inflicts one or more wounds with this special attack, immediately roll 1 unblockable attack die against each figure that does not have the Super Strength special power adjacent to the defending figure. When Blackfire attacks with this special attack, she may attack one additional time with this special attack.

STEALTH LEAP 8
Instead of her normal move, Cheetah may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Cheetah may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Cheetah may not leap more than 8 levels up or down in a single leap. When using Stealth Leap, Cheetah will not take any leaving engagement attacks.


POUNCE 1
If Cheetah used her Stealth Leap special power this turn and attacks a figure she was not engaged with at the start of the turn, you may add 1 die to her normal attack against that figure this turn.

DEFENSIVE AGILITY
When you roll defense dice for Cheetah against a normal attack from an adjacent figure, one shield will block all damage.


RUTHLESS SEDUCTION 13
If an opponent's figure engaged with Cheshire targets any figure for an attack and Cheshire is not engaged with any other figures, you may roll the 20-sided die. Subtract 3 from your roll if that figure has the Valiant personality. If you roll 13 or higher, either inflict one unblockable wound on that figure or, if that figure is a Unique Hero, immediately end that figure's turn.

POISON TIPPED CLAWS 13
After attacking a Unique Hero with Cheshire's normal attack, if Cheshire rolled at least 1 skull, you may roll the 20-sided die. If you roll 13 or higher, the defending figure immediately receives one wound. Androids, Constructs, and Undead are not affected by Poison Tipped Claws. You may roll for Poison Tipped Claws even if Cheshire is destroyed in the attack.

STEALTH DODGE
When Cheshire rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Animated Vines		
	55	Life 1
Plant		Move 0
Unique Squad (3)		Range 1
Vine		Attack 1
Wild		Defense 3
DC	Medium 6	

Jason Voorhees		
	175	Life 6
Undead		Move 4
Unique Hero		Range 1
Slasher		Attack 5
Relentless		Defense 0
Wildstorm	Medium 5	

Amazo		
	700	Life 10
Android		Move 10
Event Hero		Range 1
Antagonist		Attack 7
Relentless		Defense 7
DC	Medium 5	

JUNGLE PLANTS
Whenever a special power on an Army Card refers to a Jungle Piece, it refers to the Animated Vines as well.

CHLOROKINETIC MOVEMENT
Before taking a turn with a figure you control that has the Plant Animation special power, you may place up to 3 figures you control with this special power on empty spaces within 3 spaces of their original placements. Animated Vines cannot move or be moved in any way except by this special power. This special power cannot be used more than once per player turn.

PLANT REGROWTH 15
For the entire game, at the end of each round, you may roll the 20-sided die once for each destroyed Animated Vine on this card. If you roll 15 or higher, place that Animated Vine on any empty space adjacent to a figure you control with the Plant Animation special power, if possible.

"KI KI KI, MA MA MA"
After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately either:
• move Jason Voorhees up to 2 spaces; or
• if Jason is not in clear sight of any figure on that card, you may place Jason on any empty space within 5 spaces of his current placement. Jason will take any leaving engagement attacks when moving with this special power.

UNSTOPPABLE RESILIENCE
If Jason would receive one or more wounds, ignore one of those wounds.

RELENTLESS ASSAULT 9
If an opponent's figure ends its turn adjacent to Jason, you may roll the 20-sided die, subtracting 6 from the roll if the figure has Super Strength. If you roll 9 or higher, that figure receives 1 wound.

FRIDAY THE 13TH
At the end of the round, if Jason is destroyed, roll the 20-sided die. If you roll 13 or higher, immediately place Jason on any empty space on the battlefield where he will not be in clear sight of any opponent's figure and remove all Wound Markers from this card.

GREEN LANTERN RING 3
Start the game with 3 green Power Markers on this card. Before attacking with Amazo, you may remove 1 Power Marker from this card to add 2 to Amazo's Range and Attack numbers for this turn.


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

AMAZING LASSO
Instead of moving with Amazo, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Amazo. Place the chosen figure adjacent to Amazo. The chosen figure rolls 2 fewer defense dice if attacked by Amazo this turn. Figures moved by Amazing Lasso will not take any leaving engagement attacks.

SUPER SPEED SPECIAL ATTACK
Range 1. Attack 4.
When Amazo attacks with this special attack, he may attack 2 additional times. After each attack with this special attack, you may immediately move Amazo up to 2 spaces.

WATER MIGHT 1
Add 1 die to Amazo's attack and defense while he is on a water space.

Blanka Jimmy




140	Life 5
Human	Move 5
Unique Hero	Range 1
Creature	Attack 4
Savage	Defense 4
Udon	Medium 5

LIGHTNING CANNONBALL SPECIAL ATTACK
Range 1. Attack 3.
 Instead of moving and attacking normally, Blanka may move up to 3 spaces in a straight line. During this move, Blanka may move over water without stopping but cannot move up any levels of terrain. After moving, roll 3 attack dice once for all figures adjacent to Blanka. Each figure rolls defense dice separately. If a defending figure was not adjacent to Blanka at the start of his turn, each skull rolled counts as an additional hit against that figure.

ELECTRIC SKIN 13
 If any figure without the Electrically Charged special power moves adjacent to Blanka, you must roll the 20-sided die. If you roll 13 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 Blanka.

JUNGLE LEAP
 If Blanka ends his normal movement adjacent to an Evergreen Tree or Jungle Piece, he may Jungle Leap. Jungle Leap has a move of 3. When counting spaces for Jungle Leap, ignore elevations. Blanka may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Blanka may not leap more than 10 levels up or down in a single leap. When Blanka starts to Jungle Leap, he will not take any leaving engagement attacks.

Chun-Li




150	Life 4
Human	Move 6
Unique Hero	Range 3
Agent	Attack 3
Dedicated	Defense 5
Udon	Medium 5

LIGHTNING KICK SPECIAL ATTACK
Range 1. Attack 3.
 Chun-Li may attack with this special attack only if she did not move this turn. After attacking with this special attack, Chun-Li may attack 3 additional times.

SPINNING BIRD KICK
 After attacking an adjacent figure with a normal attack, you may move Chun-Li up to 2 spaces. She may attack an adjacent figure one additional time at any point before, during, or after this move as long as she is on a space where she could end her movement. She may not attack the same figure more than once. When Chun-Li moves with Spinning Bird Kick, she will not take any leaving engagement attacks.

THIRST FOR JUSTICE
 If Chun-Li is engaged with at least one Mastermind, Crime Lord, or Dictator, add 1 to her normal attack and subtract 1 from her defense. If she is engaged with M. Bison, she cannot attack any other figure.

Dhalsim




140	Life 4
Human	Move 5
Unique Hero	Range 2
Ascetic	Attack 3
Pacifistic	Defense 4
Udon	Medium 5

LEVITATION
 Dhalsim is considered to have height advantage over any figure without the Aerial Advantage, Flying, or Levitation special power whose base is no more than 2 levels above his base. Dhalsim does not take falling damage and may ignore all effects from terrain tiles he moves onto or occupies.

YOGA FIRE SPECIAL ATTACK
Range 3. Attack 3.
 Figures roll 1 fewer die when defending against this special attack. If Dhalsim inflicts one or more wounds with this special attack and the defending figure does not have the Lava Resistant special power, roll one unblockable attack die for Burn Damage. Continue rolling for Burn Damage until you do not roll a skull.

YOGA TELEPORT
 When an opponent's figure ends its movement adjacent to Dhalsim, you may immediately roll the 20-sided die. If you roll 13 or higher, immediately place Dhalsim on any empty space within 2 spaces. He will not take any leaving engagement attacks.

E. Honda Edmond Honda




130	Life 4
Human	Move 4
Unique Hero	Range 1
Wrestler	Attack 4
Proud	Defense 6
Udon	Medium 5

SUMO HEADBUTT
 After moving, if E. Honda is unengaged, instead of attacking, you may choose a non-adjacent figure within 3 spaces of E. Honda whose base is no more than 5 levels higher than his height or 5 levels lower than his base. Place E. Honda up to 2 spaces from where his movement ended and adjacent to the chosen figure. Roll the 20-sided die, adding 1 to the roll for each level E. Honda moved down this turn with this special power. If you roll 18 or higher, the chosen figure receives 2 wounds.

HUNDRED HAND SLAP SPECIAL ATTACK
Range 1. Attack 3 + Special.
 After using this special attack, if at least one skull was rolled, you may attack again with this special attack. You may continue attacking with this special attack until you fail to roll a skull. For each attack after the first, roll a number of attack dice equal to the number of skulls rolled for the previous attack. You may attack the same or a different figure with each subsequent attack.

Guile




130	Life 4
Human	Move 5
Unique Hero	Range 1
Soldier	Attack 4
Gruff	Defense 4
Udon	Medium 5

MILITARY LOYALTY
 If Guile is adjacent to a Unique Soldier Hero or a Unique Agent Hero you control, add one die to his attack and defense.

SONIC BOOM SPECIAL ATTACK
Range 3. Attack 3 + Special.
 If Guile did not move this turn, roll 2 additional dice for this special attack.

FLASH KICK
 If Guile is attacked by an adjacent figure with a normal attack, after attack dice are rolled, instead of rolling defense dice, you may roll the 20-sided die. If you roll 12 or higher, Guile receives no wounds, remove 1 unrevealed Order Marker at random from the attacking figure's Army Card, and the attacking figure's turn immediately ends.

Ken Ken Masters




150	Life 4
Human	Move 6
Unique Hero	Range 3
Fighter	Attack 4
Brash	Defense 4
Udon	Medium 5

SHORYUKEN SPECIAL ATTACK
Range 1. Attack 5.
 Instead of moving and attacking normally with Ken, you may move Ken up to two spaces in a straight line. After moving, choose a figure to attack. Figures without the Lava Resistant special power roll one fewer defense die when defending against this special attack.

WHIRLWIND ASSAULT
 Ken may attack any or all figures adjacent to him. Roll each attack separately.

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.

Ryu




150	Life 4
Human	Move 6
Unique Hero	Range 3
Fighter	Attack 4
Disciplined	Defense 4
Udon	Medium 5

HADOKEN SPECIAL ATTACK
Range 3. Attack 3 + Special.
 Choose a non-adjacent figure to attack. Roll 1 additional attack die for each Wound Marker on this card.

WHIRLWIND ASSAULT
 Ryu may attack any or all figures adjacent to him. Roll each attack separately.

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.

Zangief




150	Life 5
Human	Move 5
Unique Hero	Range 1
Wrestler	Attack 5
Dauntless	Defense 5
Udon	Medium 6

GRAPPLING
 Instead of moving, you may switch Zangief and any small or medium figure he is engaged with. Switched figures never take leaving engagement attacks.

SPINNING PILEDRIVER 16
 After choosing an adjacent small or medium figure for a normal attack, and before rolling attack dice, you may roll the 20-sided die. Subtract 2 from your roll if the defending figure has the Super Strength special power. If you roll 16 or higher, the defending figure cannot roll more than 2 defense dice against Zangief's normal attack this turn.

DOUBLE LARIAT SPECIAL ATTACK
Range 1. Attack 4.
 If Zangief inflicts one or more wounds with this special attack, you may use this special attack one additional time.

Amanda Waller




195	Life 4
Human	Move 4
Unique Hero	Range 5
Director	Attack 3
Defiant	Defense 3
DC	Medium 5

SUICIDE SQUAD
 At the start of the game, choose up to 6 Unique Heroes you control with the class of Criminal, Outlaw, Rogue, or Thief and place a black Micro-Bomb Marker on each of their cards. After taking a turn with a figure that has one of your Micro-Bomb Markers on its card, you must roll the 20-sided die. If you roll 2 or lower, remove any Order Markers on that figure's Army Card and choose an opponent to take control of that figure and its card. If an opponent would take temporary or permanent control of a figure you control with a Micro-Bomb Marker on its card, you may immediately reveal an "X" Order Marker on this card to destroy that figure.

SPECIAL ASSIGNMENT
 Before rolling for initiative each round, you may choose an opponent's Unique Hero on the battlefield. For the duration of the round, any figure you control taking a turn with Director of A.R.G.U.S. rolls 1 additional die when attacking the chosen figure.

DIRECTOR OF A.R.G.U.S.
 After revealing a numbered Order Marker on this card, instead of taking a turn with Amanda Waller, you may take a turn with up to two Heroes you control with Micro-Bomb Markers on their cards or one Agent Hero or Squad you control.

Polaris Lorna Dane



200	Life 4
Mutant	Move 5
Unique Hero	Range 5
Protector	Attack 4
Unstable	Defense 4
Marvel	Medium 5

MAGNETIC BUBBLE
Start the game with a green Magnetic Bubble Marker on this card. Once per round, after moving with Polaris, you may place your Magnetic Bubble Marker on this card or the card of a Unique Hero within 4 clear sight spaces. A figure with your Magnetic Bubble Marker on its card adds one automatic shield to whatever is rolled when defending against a non-adjacent attack. If Polaris or a figure with your Magnetic Bubble Marker on its card receives one or more wounds, return the marker to this card.

MAGNETIC BUBBLE TRAP
Before an opponent moves a figure with your Magnetic Bubble Marker on its card, that opponent must roll the 20-sided die. If that opponent rolls 15 or lower, that figure may not move. If that opponent rolls 16 or higher, return your Magnetic Bubble Marker to this card.

REACTIVE TOSS 14
If an opponent's small or medium figure moves adjacent to Polaris, you may roll the 20-sided die. If you roll 14 or higher, that figure's movement ends. Place the figure on any empty space within 3 spaces of its original placement. Tossed figures do not take any leaving engagement attacks and may only be targeted as they move into engagement with Polaris.

Havok Alex Summers




210	Life 4
Mutant	Move 5
Unique Hero	Range 4
Leader	Attack 4
Brash	Defense 5
Marvel	Medium 5

STRATEGIC INTERVENTION
After revealing an Order Marker on the card of a Unique Hero you control and taking a turn with that Hero, if that Hero attacked and no opponents' figures received wounds this turn, you may immediately reveal an "X" Order Marker on this card. If you do, choose a Unique Hero you control within 6 spaces of Havok that has not attacked this turn and take an immediate turn with the chosen Hero. Havok may be the chosen figure. You may not take any additional turns with other figures you control.

COSMIC ENERGY ABSORPTION X
After taking a turn with Havok, you may place a blue Energy Marker on this card. At the end of the round, you may reveal an "X" Order Marker on this card to place an Energy Marker on this card. A maximum of 3 Energy Markers may be on this card.

PLASMA BURST SPECIAL ATTACK
Range 3 + Special. Attack 3 + Special.
Before attacking with this special attack, you may remove one or more Energy Markers from this card. If you do, add 1 to the Range and Attack numbers of this special attack for each marker removed and all figures adjacent to the defending figure are also affected by the attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately. Havok is never affected by this special attack.

Shadowcat II Kitty Pryde



170	Life 4
Mutant	Move 6
Unique Hero	Range 1
Protector	Attack 4
Loyal	Defense 4
Marvel	Medium 4


AIRWALKING
Before moving normally with Shadowcat, you may subtract 3 from her Move number. If you do, Shadowcat may move over water without stopping and ignores elevations when moving this turn. Shadowcat may not move more than 12 levels up or down in a single turn.

PHASE MASTERY
Shadowcat can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. After moving Shadowcat on your turn, you may choose one figure she moved through this turn:

- If the chosen figure is a friendly figure, place it adjacent to Shadowcat. The chosen figure does not take any leaving engagement attacks.
- If the chosen figure is an opponent's figure, it rolls 1 fewer defense die when attacked by Shadowcat this turn, or 2 fewer defense dice if the chosen figure is an Android.

REACTIONARY PHASING
If Shadowcat is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die, adding 6 to your roll if the attacking figure is not adjacent to Shadowcat. If you roll 12 or higher, Shadowcat takes no damage.

Sunfire Shiro Yoshida




250	Life 4
Mutant	Move 6
Unique Hero	Range 6
Defender	Attack 4
Honorable	Defense 6
Marvel	Medium 5

HONORABLE DEFENDER
After any other figure you control in or within 4 spaces of your Start Zone is attacked by an opponent's figure and receives 1 or more wounds, you may reveal an "X" Order Marker on this card to immediately move Sunfire up to 6 spaces. After this move, if the attacking figure is within 6 clear sight spaces of Sunfire, roll X unblockable attack dice against that figure. X equals the number of wounds the defending figure received from that attack, up to a maximum of the defending figure's Life number.

RAINING FIRE
After Sunfire moves with the Flying special power, instead of attacking, you may roll one unblockable attack die against each figure Sunfire passed over that does not have the Lava Resistant special power.

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

Quentin Quire



130	Life 4
Mutant	Move 5
Unique Hero	Range 4
Telepath	Attack 3
Rebellious	Defense 4
Marvel	Medium 5


DELINQUENT MUTANT SIDEKICK
After revealing an Order Marker on the Army Card of any other Unique Mutant Hero you control, you must immediately roll the 20-sided die. If you roll 8 or lower, you may not take any turns with Quentin Quire until the next time you reveal an Order Marker. If you roll 9 or higher, before taking a turn with that Mutant, you must take an immediate turn with Quentin Quire. If Quentin Quire takes a turn with this special power, you may not take any additional turns with other figures you control other than that Mutant.

PSYCHIC ASSAULT
Instead of moving and attacking with Quentin Quire, you may choose a figure within 5 spaces and roll the 20-sided die. If you roll 8-13, choose one of the following effects to use. If you roll 14-17, choose two of the following effects to use. If you roll 18 or higher, use all three of the following effects:

- the chosen figure receives one wound.
- view all unrevealed Order Markers on the chosen figure's card.
- remove 1 unrevealed Order Marker from the chosen figure's card.

You may use the chosen effects in any order. Destructible objects, Androids, Constructs, and figures with the Mental Shield special power are not affected by Psychic Assault.

Captain Boomerang Owen Mercer




135	Life 4
Metahuman	Move 6
Unique Hero	Range 5
Rogue	Attack 4
Snarky	Defense 3
DC	Medium 5

ACID BOOMERANG SPECIAL ATTACK
Range 4. Attack 3.
After attacking with this special attack, roll one unblockable attack die against each figure adjacent to the defending figure.

SPEED BURST
Before using his Returning Boomerang special power, Captain Boomerang may immediately move up to 4 spaces. When moving with Speed Burst, Captain Boomerang will not take any leaving engagement attacks.

RETURNING BOOMERANG
If Captain Boomerang does not inflict one or more wounds when attacking an opponent's non-adjacent figure with his normal attack, he may attack that figure one additional time with his normal attack, even if he is engaged during the additional attack.

Trickster Axel Walker




70	Life 4
Human	Move 5
Unique Hero	Range 5
Rogue	Attack 3
Stubborn	Defense 3
DC	Medium 5

MALFUNCTIONING EQUIPMENT
Before Trickster uses any other special power on this card or on an Equipment Glyph, you must roll a combat die. If you roll a blank, Trickster cannot use that special power until the next time an Order Marker is revealed.

SHARPENED JACKS
Whenever a figure moves into engagement with Trickster, you may roll one unblockable attack die against that figure.

TOY BOMB SPECIAL ATTACK
Range 3. Lob 5. Attack 3.
Choose a space to bomb. Any figure on the chosen space and all figures within 1 space of the chosen space are affected. No clear line of sight is needed. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately.

Girder Tony Woodward



190	Life 6
Metahuman	Move 5
Unique Hero	Range 1
Rogue	Attack 6
Cruel	Defense 5
DC	Medium 6

STEEL SKIN
When rolling defense dice against a normal attack, Girder always adds one automatic shield to whatever is rolled. Girder never rolls for molten lava damage or lava field damage.

RUSTING
At the end of each round, if Girder is on the battlefield, roll the 20-sided die. Subtract 10 from the roll if Girder is on a water space. If you roll 6 or lower, Girder receives one wound.

Arthrian Invaders



180	Life 1
Arthrian	Move 6
Common Squad (2)	Range 1
Invaders	Attack 2
Relentless	Defense 4
Marvel	Medium 5


ANNIHILATION WAVE
At the start of the game, choose one Unique Conqueror Hero for all Arthrian Invaders you control. As long as you control the chosen Hero, Arthrian Invaders roll 2 additional dice when attacking or defending.

INVASION TACTICS
After revealing an Order Marker on your chosen Hero's Army Card, before taking a turn with that Hero or using any other special powers on an Army Card or Glyph, you may do one of the following:

- Take a turn with the Arthrian Invaders; or
- Move up to 6 Arthrian Invaders you control; or
- Place one of your previously destroyed Arthrian Invaders on an empty space in your Start Zone.

If you use this special power, you may not take any additional turns with other figures you control other than your chosen Hero.

Kree Soldier




30	Life 1
Kree	Move 5
Common Hero	Range 5
Soldier	Attack 3
Disciplined	Defense 3
Marvel	Medium 5

COLLECTIVE CONSCIOUSNESS
When rolling for initiative, add 1 to your roll for each previously destroyed Kree Soldier in your army, up to a maximum of +6.

KREE INVASION
After revealing an Order Marker on the card of a Unique Kree Hero you control and taking a turn with that Hero, if there is at least 1 Kree Soldier you control within 8 clear sight spaces of that Hero, you may either:

- move as many Kree Soldiers you control as the Life number of that Hero; or
- attack with as many Kree Soldiers you control as Wound Markers on that Hero's card.

Leonardo



210	Life 5
Turtle	Move 5
Unique Hero	Range 1
Ninja	Attack 5
Disciplined	Defense 6
IDW	Medium 5


TURTLE POWER
After revealing an Order Marker on this card and taking a turn with Leonardo, you may choose up to three other Ninja Turtles you control. One at a time, remove an unrevealed Order Marker from each of the chosen figures' Army Cards to take an immediate turn with that figure. Figures taking a turn with Turtle Power add 1 to their Attack number for that turn.

NINJA FOCUS 1
When you roll the 20-sided die for a Ninja you control, you may add or subtract 1 from the roll.

DOUBLE ATTACK
When Leonardo attacks, he may attack one additional time.

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

Michelangelo




170	Life 4
Turtle	Move 5
Unique Hero	Range 1
Ninja	Attack 4
Enthusiastic	Defense 6
IDW	Medium 5

COWABUNGA!
After taking a turn with Michelangelo, you may roll the 20-sided die, adding 1 to the roll for each adjacent figure. If you roll 14 or higher, you may immediately take one additional turn with Michelangelo.

LOCK AND STRIKE
When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. If a figure receives one or more wounds from Lock and Strike, its turn immediately ends.

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

Raphael




170	Life 5
Turtle	Move 5
Unique Hero	Range 1
Ninja	Attack 4
Vengeful	Defense 6
IDW	Medium 5

SELF IMPORTANCE 20
Whenever you reveal a numbered Order Marker on any other Army Card you control, before using any other special powers, you must immediately roll the 20-sided die. If you roll 20 or higher, you must take an immediate turn with Raphael, and you may not take any additional turns with other figures you control. When using Self Importance, add 2 spaces to Raphael's Stealth Leap movement for that turn. You may only roll for Self Importance once per Order Marker.

THE WRATH OF RAPH
When Raphael attacks, he may attack one additional time. Add 1 to Raphael's Self Importance roll for each Unique Hero you control with one or more wounds and 1 for each destroyed Unique Hero in your army. When Raphael takes a turn with Self Importance, he may take one additional turn.

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

Donatello




150	Life 4
Turtle	Move 5
Unique Hero	Range 1
Ninja	Attack 3
Brilliant	Defense 6
IDW	Medium 5

TECH WIZARD
Start the game with the Glyph of Anti-Grav Gauntlet on this card. When rolling the 20-sided die for a special power on a glyph equipped by Donatello, you may add 1 to the roll for each Unique Hero you control adjacent to Donatello, up to a maximum of 3.

STAFF VAULT 12
After moving and before attacking, if Donatello moved at least 3 spaces and is unengaged, he may Staff Vault. Staff Vault has a move of 3. When counting spaces for Staff Vault, ignore elevations. Donatello may vault over water without stopping, vault over figures without becoming engaged, and vault over obstacles such as ruins. Donatello may not vault more than 12 levels up or down in a single vault. After using Staff Vault, you may add 1 die to Donatello's normal attack this turn.

BO STAFF
After moving and before attacking with a normal attack against an adjacent figure, you may subtract any number of Donatello'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.

Cyborg II Vic Stone




230	Life 5
Cyborg	Move 5
Unique Hero	Range 4
Scientist	Attack 5
Brilliant	Defense 5
DC	Medium 5

JUSTICE LEAGUE SUPPORT
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 Champion, Protector, or Scientist, to a maximum of 3. When rolling for initiative, if there is at least one Order Marker on this card, you may add 2 to your roll for each Justice League Marker on this card.

BOOM TUBE TRANSPORT
Start the game with one Glyph of Boom Tube on this card. After moving and instead of attacking, you may place the Glyph of Boom Tube from this card power-side up on an empty space within 3 spaces of Cyborg, and remove any number of Justice League Markers from this card. For each marker removed, choose either Cyborg or a figure you control within 6 clear sight spaces of Cyborg. Immediately move each chosen figure up to 3 spaces each, one at a time. At the end of Cyborg's turn, place the Glyph of Boom Tube from this card back on this card.

CYBERNETIC ENGINEERING
At the end of each round, you may remove one Wound Marker from this card or from the Army Card of a Unique Android Hero or Unique Cyborg Hero adjacent to Cyborg. After using Cybernetic Engineering, you may remove a Justice League Marker from this card to use Cybernetic Engineering one additional time.

Vermin Edward Whelan




150	Life 5
Mutate	Move 4
Unique Hero	Range 1
Creature	Attack 2
Savage	Defense 5
Marvel	Medium 5

RAT SWARM CONTROL
After revealing an Order Marker on this card and taking a turn with Vermin, if he did not attack this turn, you may choose up to 3 Rat Swarms you control within 6 clear sight spaces of Vermin. One at a time, take a turn with each chosen Rat Swarm, during which it adds 1 to its Attack number and cannot use the Swarm Movement special power.

LIVING IN FILTH
Vermin is never affected by the Plague special power.

ADRENALINE 4
Add 1 to Vermin's Move and Attack numbers for each Wound Marker on this card. You may not add more than 4 to Vermin's Move and Attack numbers with this special power.

Judge Fire Fuego




195	Life 5
Undead	Move 5
Unique Hero	Range 3
Dark Judge	Attack 5
Sadistic	Defense 6
2000AD	Medium 5

PURGE THE SINNERS 11
After revealing a numbered Order Marker on the card of a Dark Judge figure you control, instead of moving normally with that Dark Judge, you may move up to 4 Dark Judge figures you control up to 2 spaces each. Before moving Judge Fire this way, you may roll the 20-sided die once for each opponent's figure without the Lava Resistant special power adjacent to Judge Fire, one at a time. If you roll 11 or higher, that figure receives one wound. Figures moved by this special power will take any leaving engagement attacks.

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

DIMENSIONAL TELEPORT
At the end of each round, if Judge Fire is on the battlefield and there are two or fewer Wound Markers on this card, you may place him on any empty space on the battlefield. When Judge Fire is moved by Dimensional Teleport, he may not be placed adjacent to an opponent's figure and will not take any leaving engagement attacks.

Rover




160	Life 3
Android	Move 4
Unique Hero	Range 4
Protector	Attack 4
Loyal	Defense 6
Marvel	Huge 20

SENTINEL COMPANION
At the start of the game, you may choose a Unique Human Hero or Unique Mutant Hero you control to be Rover's Companion. After revealing an Order Marker on the chosen Companion's card and instead of taking a turn with that figure, you may take an immediate turn with Rover, and you may not take any additional turns with other figures you control. During this turn, Rover rolls 1 additional die when attacking a figure adjacent to his Companion.

DESTROY!
When Rover is adjacent to his Companion or a Mutant figure who would receive one or more wounds from an attack, Rover must receive those wounds instead. If he does, the attacking figure is within 4 clear sight spaces of Rover, the attacking figure receives one wound, even if Rover would be destroyed by those wounds.

CARRY
Before moving Rover, you may choose an unengaged friendly small or medium figure adjacent to Rover. After you move Rover, place the chosen figure adjacent to Rover.

Captain Britain Brian Braddock




285	Life 6
Human	Move 4
Unique Hero	Range 1
Leader	Attack 4
Patriotic	Defense 6
Marvel	Medium 5

POWER FROM CONFIDENCE 2
Start the game with 2 blue Confidence Markers on this card. Add 1 to Captain Britain's Move and Attack numbers for each Confidence Marker on this card. If there are no Confidence Markers on this card, Captain Britain cannot use his Flying or Super Strength special powers.

UNSTEADY CONFIDENCE
When attacking an opponent's figure, if Captain Britain rolls more shields than skulls, remove a Confidence Marker from this card. When attacking an opponent's figure, if Captain Britain rolls a skull on every die, you may place all previously removed Confidence Markers back on this card.

EXCALIBUR COMMANDER
After revealing an Order Marker on this card and taking a turn with Captain Britain, if Captain Britain attacked an opponent's figure with a normal attack this turn, you may take a turn with a Unique Protector Hero or Unique Telepath Hero you control within 6 clear sight spaces of Captain Britain, and you may not take any additional turns with other figures you control.

Cosmo




160	Life 3
Dog	Move 5
Unique Hero	Range 3
Telepath	Attack 3
Loyal	Defense 5
Marvel	Small 3

CONTINUUM CORTEX
After revealing an Order Marker on the card of a figure you control and instead of taking a turn with that figure, if Cosmo is in your Start Zone, you may remove any number of unrevealed Order Markers from this card. For each Order Marker removed, you may choose a figure you control on the battlefield. If the chosen figure is not in your Start Zone, place it on an unoccupied space in your Start Zone. If the chosen figure is in your Start Zone, place the chosen figure on an unoccupied space on the battlefield that is not within 3 spaces of a Start Zone. Figures moved by this special power will not take any leaving engagement attacks and cannot be placed adjacent to any enemy figures.

TELEPATHIC PARALYSIS
After revealing an Order Marker on this card and attacking a figure without the Mental Shield special power, if at least 2 shields were rolled, you may remove one unrevealed Order Marker at random from the defending figure's card.

PSYCHIC DEFENSE X
Once per round, if Cosmo or any friendly figure within 3 spaces of Cosmo 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.

Ant-Man Scott Lang




80	Life 3
Human	Move 5
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 4
Marvel	Tiny 2

AMATEUR INSECT CONTROL
After revealing an Order Marker on this card and before taking a turn with Ant-Man, you may first take a turn with an Insect Hero you control.

SMALL BUT MIGHTY
Figures that are not tiny roll 2 fewer dice when attacking Ant-Man with a normal attack, to a minimum of 1 die, and roll 2 fewer dice when attacked by Ant-Man's normal attack.

TINY THIEF
Ant-Man cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight, can move through all figures, and only takes leaving engagement attacks from tiny figures. Ant-Man never takes falling damage and may ignore his height of 2 when climbing. After moving and before attacking, if there is not a glyph on this card, you may choose a figure that Ant-Man moved through this turn with at least one Equipment Glyph on its card and place a glyph from that card on this card.

Ares



570	Life 9
Olympian	Move 7
Event Hero	Range 4
Warlord	Attack 5
Malevolent	Defense 7
DC	Medium 6

GOD OF WAR
At the end of each players' turn, if at least one Unique or Event Hero received wounds or was destroyed that turn, place 1 black War Marker on this card, to a maximum of 3. At the end of each players' turn, if no figures received wounds or were destroyed that turn, remove a War Marker from this card.

FUELED BY DEATH
Anytime a Unique or Event Hero is destroyed, remove one Wound Marker from this Army Card. If you control the destroyed figure's Army Card, you may place any unrevealed Order Markers from its card on this card.

MALEVOLENT INFLUENCE
When attacking an adjacent figure with Ares' normal attack, add one to his Attack number for each War Marker on this card. If there is at least:
1 War Marker on this card, all other figures within 4 spaces of Ares add 1 to their Attack number; and
2 War Markers on this card, all other figures within 4 spaces of Ares subtract 1 from their Defense number; and
3 War Markers on this card, all other figures within 4 spaces of Ares cannot leave engagements and must attack an adjacent figure after ending their movement, if possible.