

5th Precinct Beat Cops

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

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

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

Aaron Cash

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

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

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

Abe Sapien *Langdon Caul*

	150		Life 4
	Amphibian		Move 5
	Unique Hero		Range 1
	Investigator		Attack 4
	Analytical		Defense 5
Dark Horse	Medium 5		

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

SWIFT SHOT SPECIAL ATTACK
Range 5. Attack 3.
Instead of moving and attacking normally with Abe Sapien, you may move Abe Sapien up to 3 spaces. Abe Sapien may attack with this special attack at any point before, during, or after this move as long as Abe Sapien is on a space where he could end his movement. If Abe Sapien is engaged when he begins this move, he will not take any leaving engagement attacks.

SUBMERGE 12
If Abe Sapien is attacked while on a water space, you may roll the 20-sided die. If you roll 12 or higher, Abe Sapien takes no damage and you may place him on any unoccupied water space within 5 spaces of Abe Sapien that is no more than 3 levels above or below Abe Sapien's base. If Abe Sapien is placed adjacent to the attacking figure, you may roll an unblockable attack die against that figure. When Abe Sapien moves with Submerge, he will not take any leaving engagement attacks.

A-Bomb *Rick Jones*

	370		Life 7
	Mutate		Move 5
	Unique Hero		Range 1
	Creature		Attack 6
	Unstable		Defense 5
Marvel	Medium 5		

CAMOUFLAGE
If A-Bomb is not engaged, he cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

SUPER LEAP
Instead of his normal move, A-Bomb may Super Leap. Super Leap has a move of 10. When counting spaces for A-Bomb's Super Leap movement, ignore elevations. A-Bomb may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. A-Bomb may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, A-Bomb will take any leaving engagement attacks. A-Bomb rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

SMASH LANDING
After moving with Super Leap, instead of attacking, you may roll an unblockable attack die against each figure within 2 spaces of A-Bomb whose base is not more than 3 levels above or below A-Bomb's base. Place each figure that received a wound from this special power on an empty space within 1 space of its original placement. Placed figures never take any leaving engagement attacks and non-flying figures moved lower can receive any falling damage that may apply.

Abomination *Emil Blonsky*

	360		Life 7
	Mutate		Move 5
	Unique Hero		Range 1
	Creature		Attack 7
	Ferocious		Defense 6
Marvel	Medium 6		

Slither
Abomination does not have to stop his movement when entering water spaces.

Super Throw 8
After attacking, choose an adjacent figure that is not Huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 8 or higher, you may throw the figure by placing it on any empty space within 4 spaces of Abomination. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of Abomination or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

Super Leap
After his normal move, Abomination may Super Leap. Super Leap has a move of 10. When counting spaces for Abomination's Super Leap movement, ignore elevations. Abomination may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Abomination may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Abomination will take any leaving engagement attacks. Abomination rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

Absorbing Man *Carl Creel*

	260		Life 6
	Mutate		Move 5
	Unique Hero		Range 1
	Criminal		Attack 2
	Gullible		Defense 5
Marvel	Medium 5		

POWER ABSORB
Before moving, you may remove all Absorption Markers from this card and choose an adjacent destructible object or an adjacent figure to Power Absorb. Roll the 20-sided die. If you roll a 7 or higher, place Absorption Markers on this card equal to the defense number on the chosen destructible object or figure's card. Add one to Absorbing Man's attack number for each Absorption Marker on this card. Anytime Absorbing Man receives any number of wounds, remove one Absorption Marker from this card for each wound he receives.

BALL AND CHAIN SWING SPECIAL ATTACK
Range 1. Attack 5.
If Absorbing Man has not attempted Power Absorb this round, he may attack with Ball And Chain Swing Special Attack. Any figure adjacent to Absorbing Man is affected by Ball And Chain Swing Special Attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately.

ADAPTATION
Before moving, you may remove all Absorption Markers from this card. If there are no Absorption Markers on this card, Slippery Ice and Heavy Snow only count as 1 space when moving, and Absorbing Man never rolls for molten lava damage or lava field damage.

A.I.M. Agents

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

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

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

Alfred Pennyworth

	60		Life 3
	Human		Move 5
	Unique Hero		Range 1
	Butler		Attack 2
	Loyal		Defense 2
DC	Medium 5		

Shotgun Blast Special Attack
Range 5. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. Alfred Pennyworth only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Alfred Pennyworth cannot be affected by his own Shotgun Blast Special Attack.

Remote Field Extraction
Before moving, choose a wounded Vigilante or Sidekick that you control. Place the chosen figure adjacent to Alfred Pennyworth and immediately remove one Wound Marker from its card. Figures moved by Remote Field Extraction do not take any leaving engagement attacks. Alfred Pennyworth may only use Remote Field Extraction once per game.

Field Medic
After revealing an Order Marker on a wounded Human Unique Hero figure you control that is adjacent to Alfred Pennyworth, and before using any other special powers on any Army Card or Glyph, you may first roll the 20-sided die. If you roll a 13 or higher, remove up to 2 Wound Markers from that Hero's Army Card. If the chosen figure is a Vigilante or Sidekick, add 2 to your roll.

Agent Hunter

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

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

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

Alien Drone

	120	 Life 2
	Xenomorph	Move 6
	Uncommon Hero	Range 1
	Stalker	Attack 4
	Menacing	Defense 5
Dark Horse	Medium 5	

STEALTH CLIMBING

While this Alien Drone is under an overhang or adjacent to an obstacle, destructible object, or space higher than its height, it cannot be targeted for any non-adjacent attacks. When moving up levels of height to move onto a space with this Alien Drone, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore this Alien Drone's height of 5 when climbing. This Alien Drone never takes falling damage or major falling damage and is never attacked when leaving an engagement.

XENOMORPH TAIL STRIKE

This Alien Drone may add 1 to its range when attacking a figure whose base is no more than 4 levels higher than its height or 4 levels lower than its base. If this Alien Drone occupies a shadow space, add one automatic skull to its attack.

ACIDIC BLOOD

Whenever this Alien Drone receives one or more wounds, before placing Wound Markers, you must immediately choose an adjacent figure that is not a Xenomorph for each wound received. Roll 1 unblockable attack die against each chosen figure. You cannot choose the same figure more than once.



Allen the Alien

	400	 Life 7
	Unopan	Move 6
	Unique Hero	Range 1
	Champion	Attack 7
	Eager	Defense 6
Image	Medium 5	

CHAMPION'S CHALLENGE

Allen the Alien rolls 1 additional attack die when attacking Champion figures. All Champion figures adjacent to Allen the Alien roll one additional attack die.

ADAPTIVE RESISTANCE

Allen the Alien receives one extra defense die for each Wound Marker on this card.

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.

Amazo

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

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.



Amazon Warriors

	100	 Life 1
	Amazon	Move 6
	Common Squad	Range 1
	Warriors	Attack 3
	Disciplined	Defense 5
DC	Medium 5	

Amazon Battle Cry

After taking a turn, if an Amazon you control inflicted one or more wounds with a normal attack this turn, you may move up to 3 Amazon Warriors you control up to 4 spaces each.

Spear Volley Special Attack

Range 4. Attack Special.

To attack with this special attack, choose a figure for a combined attack by as many Amazon Warriors that can attack the chosen figure, even Amazon Warriors that did not move this turn. Roll 1 attack die for each Amazon Warrior you control that can attack the chosen figure. The defending figure compares height to the lowest attacking Amazon Warrior to determine any height advantage.



Anarky Lonnie Machin

	110	 Life 4
	Human	Move 5
	Unique Hero	Range 1
	Prodigy	Attack 4
	Rebellious	Defense 4
DC	Medium 5	

INCITE RIOT

After revealing an Order Marker on this card and instead of taking a turn with Anarky, you may move each Common Citizen you control as long as that Citizen ends its move adjacent to an opponent's figure. You may then attack with every engaged Common Citizen you control. You may only use this power once per game.

GRAPPLING HOOK 30

Instead of Anarky's normal move, he may move only one space. This space may be up to 30 levels higher or lower. When using Grappling Hook, Anarky will take any leaving engagement attacks.

ELECTRIC STUN BATON

If Anarky inflicts one or more wounds on a Unique Hero with his normal attack, you may roll the 20-sided die, adding 2 to the roll for each wound inflicted this turn. If you roll 16 or higher, you may remove one unrevealed Order Marker at random from the defending figure's Army Card.

Angel Liam

	200	 Life 6
	Undead	Move 6
	Unique Hero	Range 1
	Protector	Attack 5
	Brooding	Defense 4
Dark Horse	Medium 5	

DARK AVENGER

Immediately after a friendly figure within 3 spaces of Angel rolls defense dice against a normal attack, you may move Angel adjacent to the defending figure, if possible. If Angel ends this move also engaged with the attacking figure, you may roll 1 unblockable attack die against that figure. When Angel uses Dark Avenger, he will take any leaving engagement attacks.

THE DEMON WITHIN

After taking a turn with Angel, if he inflicted one or more wounds with his normal attack, you must roll the 20-sided die. If you roll 1-4, choose an opponent to take control of Angel. Remove all Order Markers from this card, then give this card to the chosen opponent. If Angel is controlled by a player that did not control Angel at the start of the game, Angel cannot use his Dark Avenger special power and rolls one additional attack die.

HEALING

At the end of the round, remove 1 Wound Marker from this card.

Angel Warren Worthington III

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

Swift Carry

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

Guardian Angel

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

Stealth Flying

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



Angstrom Levy

	225	 Life 5
	Mutate	Move 5
	Unique Hero	Range 1
	Antagonist	Attack 4
	Vengeful	Defense 4
Image	Medium 5	

ALTERNATE REALITIES

Start the game with a three-hex grass tile, called the Alternate Reality, near the battlefield. The Alternate Reality is considered part of the battlefield. Only a figure with this special power can affect the Alternate Reality or figures occupying the Alternate Reality while not occupying the Alternate Reality.

REALITY TRAP

After moving, you may choose Angstrom Levy or an adjacent opponent's figure. Place the chosen figure on any empty spaces on the Alternate Reality. Whenever any player reveals a numbered Order Marker, even if Angstrom Levy is destroyed, that player must roll the 20-sided die for each figure they control that occupies the Alternate Reality, one at a time, adding 6 to the roll if that figure has the Alternate Realities special power. If that player rolls 6 or lower, the figure receives a wound. If that player rolls 13 or higher, that player must place the figure on any empty spaces in that player's Start Zone. Figures moved with Reality Trap never take any leaving engagement attacks.

MEDICAL DIMENSION

Once per game, before placing Angstrom Levy in his Start Zone with the Reality Trap special power, you may remove up to 2 Wound Markers from this card.

Animal Man Buddy Baker



170	Life 4
Metahuman	Move 5
Unique Hero	Range 1
Adventurer	Attack 4
Passionate	Defense 4
DC	Medium 5

PISTOL SHRIMP SHOT
Animal Man may add 4 to his Range number while on a water space and does not have to stop his movement when entering water spaces.

KANGAROO BOUNCE
Instead of his normal move, Animal Man may use his Kangaroo Bounce. Kangaroo Bounce has a move of 2. When counting spaces for Animal Man's Kangaroo Bounce movement, ignore elevations. Animal Man may bounce over water without stopping, bounce over figures without becoming engaged, and bounce over obstacles such as ruins. Animal Man may not bounce more than 16 levels up or down in a single bounce. If Animal Man is engaged when he starts to bounce, he will not take any leaving engagement attacks. After attacking, if Animal Man moved with Kangaroo Bounce, he may immediately use it one additional time.

VAMPIRE BAT BITE SPECIAL ATTACK
Range 1. Attack 1.
Figures without the Super Strength special power cannot roll defense dice against this special attack. If Animal Man inflicts a wound with this special attack, you may remove a Wound Marker from this card. Destructible objects are not affected by this special attack.

COCKROACH DURABILITY
Any time Animal Man would receive enough wounds to be destroyed by a normal attack, he instead receives one wound.

Animated Vines



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

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.

Annihilus



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

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

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

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

Anti-Monitor



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

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

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

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

Ant-Man Eric O'Grady



60	Life 1
Human	Move 5
Unique Hero	Range 1
Agent	Attack 3
Self-Centered	Defense 2
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.

VANISH 6
If Ant-Man is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-5, roll defense dice normally. If you roll 6 or higher, Ant-Man takes no damage and may immediately move up to 4 spaces. Ant-Man can vanish only if he ends his vanishing move not adjacent to any enemy figures.

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

Ant-Man Hank Pym



30	Life 1
Mutate	Move 4
Unique Hero	Range 1
Scientist	Attack 3
Innovative	Defense 6
Marvel	Tiny 2

Radio 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 up to two different Insect Heroes you control.

Mighty Leap 5
Instead of his normal move, Ant-Man may Mighty Leap. Mighty Leap has a move of 5. When counting spaces for Ant-Man's Mighty Leap movement, ignore elevations. Ant-Man may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Ant-Man may not leap more than 5 levels up or down in a single leap. Ant-Man cannot attack on any turn that he moves with Mighty Leap.

Tiny Stealth
Ant-Man cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from tiny figures.

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.

Apocalypse En Sabah Nur



620	Life 9
Mutant	Move 5
Event Hero	Range 4
Conqueror	Attack 6
Methodical	Defense 6
Marvel	Medium 6

Horsemen of the Apocalypse
At the start of the game, you may choose up to 4 Unique Mutant Heroes you control and place a red Horseman Marker on each of their cards. While a figure has a Horseman Marker on its card, its class is Horseman instead of what is listed on the card. After revealing an Order Marker on this card, instead of taking a turn with Apocalypse, you may take a turn with a Horseman you control within clear sight of Apocalypse. Any Horseman figure you control has the Super Strength special power and adds 1 to its Attack number for the remainder of the game.

Apocalyptic Technology
After Order Markers are placed and before initiative is rolled for the first round, you may place up to two different Equipment Glyphs on this card. Apocalypse can equip glyphs as if he were a Unique Hero and can equip a glyph even if there is an Equipment Glyph on this card, up to a maximum of 2. If Apocalypse would lose an Equipment Glyph, you may choose which Equipment Glyph he loses. Apocalypse never loses more than one Equipment Glyph at a time unless he is destroyed.

Survival of the Fittest
If Apocalypse would receive one or more wounds from a non-adjacent attack, you may choose a figure without the Super Strength special power adjacent to Apocalypse to receive those wounds instead.

Aqualad Garth



60	Life 3
Atlantean	Move 6
Unique Hero	Range 1
Sidekick	Attack 3
Loyal	Defense 3
DC	Medium 4

Titan of Atlantis
After revealing an Order Marker on a Unique Atlantean Hero or Unique Sidekick Hero's card you control and taking a turn with that Unique Hero, if Aqualad is within 6 clear sight spaces of that Unique Hero, you may take an immediate turn with Aqualad. You may not take any additional turns with other figures you control.

Water Strength 1
Aqualad does not stop his movement when entering a water space. Add 1 die to Aqualad's attack and defense while he is on a water space.

Water Leap
If Aqualad ends his movement on a water space, you may place Aqualad on any unoccupied space within 3 spaces. Aqualad may not leap more than 10 levels up in a single leap. When using Water Leap, Aqualad will not take any leaving engagement attacks.

Aquaman <i>Arthur Curry</i>		
	230	Life 5
	Atlantean	Move 5
Unique Hero	King	Range 1
	Valiant	Attack 6
DC	Medium 5	Defense 5

Power of the Deep
Aquaman does not stop his movement when entering water spaces. Add 2 to Aquaman's attack, defense and range while he is on a water space.

Water Leap
If Aquaman ends his normal movement on a water space, he may Water Leap. Water Leap has a move of 3. When counting spaces for Water Leap, ignore elevations. Aquaman may leap over figures without becoming engaged, and leap over obstacles such as ruins. Aquaman may not leap more than 10 levels up or down in a single leap. When Aquaman starts to Water Leap, he will not take any leaving engagement attacks.

Hand of the Waterbearer
After taking a turn with Aquaman, you may roll the 20-sided die, adding 6 to the roll if Aquaman is on a water space. If you roll 12 or higher, you may remove 1 Wound Marker from Aquaman's card or an adjacent figure's card.

Aquaman II <i>Arthur Curry</i>		
	330	Life 5
	Atlantean	Move 5
Unique Hero	Warrior	Range 1
	Determined	Attack 5
DC	Medium 5	Defense 5

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 an 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.

Archangel <i>Warren Worthington III</i>		
	260	Life 6
	Mutant	Move 7
Unique Hero	Horseman	Range 3
	Vengeful	Attack 4
Marvel	Medium 5	Defense 6

Avenging Angel
After Archangel or any figure you control within 3 clear sight spaces of Archangel rolls defense dice against a normal attack from an opponent's figure, you may immediately move Archangel up to 7 spaces.

Razor Wing Slash
After moving, you may choose up to 3 figures Archangel passed over with his Flying special power. Roll the 20-sided die once for each figure. If you roll 17 or higher, the chosen figure receives a wound.

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

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

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.

Arkham Inmates		
	60	Life 1
	Human	Move 4
Common Squad	Psychopaths	Range 1
	Insane	Attack 3
DC	Medium 5	Defense 2

Aggravated Assault
After rolling defense dice for an Arkham Inmate, you may move him up to 5 spaces, if possible. If he ends his movement adjacent to the attacking figure, the attacking figure receives 1 wound. When moving with Aggravated Assault, an Arkham Inmate will take any leaving engagement attacks.

Frantic Disengage
If a figure rolls for a leaving engagement attack against an Arkham Inmate and does not roll a skull, the figure receives 1 wound.

Armor <i>Hisako Ichiki</i>		
	100	Life 3
	Mutant	Move 5
Unique Hero	Sidekick	Range 1
	Insecure	Attack 4
Marvel	Large 6	Defense 4

Mutant Sidekick
After revealing an Order Marker on the Army Card of a Unique Mutant Hero you control and taking a turn with that Mutant, if Armor is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Armor, and you may not take any additional turns with other figures you control.

Psionic Armor
When Armor defends against an attack, each shield rolled counts for an additional block, unless the attacking figure is a Telepath or has the Sensory Assault special power. Armor's Defense number cannot be reduced by any special power.

Arnim Zola		
	200	Life 6
	Android	Move 5
Unique Hero	Terrorist	Range 5
	Brilliant	Attack 4
Marvel	Medium 5	Defense 4

CLONING 16
Before placing Order Markers for any round, you may choose any previously destroyed Unique Human or Clone Hero and roll the 20-sided die. If you roll 16 or higher, remove all Wound Markers from the chosen Hero's Army Card and place the chosen Hero on any empty space adjacent to Arnim Zola. You now control the chosen Hero and its species is now Clone instead of what is listed on its card. Cloning 16 may only be used to place one Unique Hero per game.

REVERSE ENGINEERING 16
After moving and before attacking, you may choose a glyph within 3 spaces of Arnim Zola and roll the 20-sided die. If you roll 16 or higher, any figure on the chosen glyph or equipped with the chosen glyph receives one wound and the chosen glyph is destroyed.

CONSCIOUSNESS TRANSMISSION 16
After attacking with Arnim Zola, you may choose an Android or Cyborg figure within 6 clear sight spaces of Arnim Zola. Roll the 20-sided die, adding 6 to the roll if you control the chosen figure. If you roll 16 or higher, destroy the chosen figure and Arnim Zola. Immediately place Arnim Zola on the space previously occupied by the chosen figure and remove all Wound Markers from Arnim Zola's card.

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

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.

Asgardian Warrior		
	190	Life 5
	Asgardian	Move 6
Uncommon Hero	Warrior	Range 1
	Disciplined	Attack 5
Marvel	Medium 5	Defense 5

ASGARDIAN BATTLE FORMATION
After revealing an Order Marker on this card and moving this Asgardian Warrior, you may move each Asgardian you control that was adjacent to this Asgardian Warrior before moving. Moved figures must end their moves adjacent to this Asgardian Warrior.

RANKS OF ASGARD
If this Asgardian Warrior is adjacent to at least one Unique Asgardian Hero you control, add 1 to this Asgardian Warrior's Attack and Defense numbers.

SHIELD BASH SPECIAL ATTACK
Range 1. Attack 3.
When attacking with this special attack, all shields rolled count as extra skulls.

Atom <i>Al Pratt</i>													
	<table border="1"> <tr><td>170</td><td>Life 5</td></tr> <tr><td>Metahuman</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Mystery Man</td><td>Attack 4</td></tr> <tr><td>Fearless</td><td>Defense 5</td></tr> <tr><td>DC</td><td>Medium 4</td></tr> </table>	170	Life 5	Metahuman	Move 5	Unique Hero	Range 1	Mystery Man	Attack 4	Fearless	Defense 5	DC	Medium 4
170	Life 5												
Metahuman	Move 5												
Unique Hero	Range 1												
Mystery Man	Attack 4												
Fearless	Defense 5												
DC	Medium 4												

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.

Atom <i>Ray Palmer</i>													
	<table border="1"> <tr><td>50</td><td>Life 2</td></tr> <tr><td>Human</td><td>Move 4</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Scientist</td><td>Attack 3</td></tr> <tr><td>Daring</td><td>Defense 6</td></tr> <tr><td>DC</td><td>Tiny 2</td></tr> </table>	50	Life 2	Human	Move 4	Unique Hero	Range 1	Scientist	Attack 3	Daring	Defense 6	DC	Tiny 2
50	Life 2												
Human	Move 4												
Unique Hero	Range 1												
Scientist	Attack 3												
Daring	Defense 6												
DC	Tiny 2												

Carried
 Before moving a friendly adjacent figure that is not Tiny, if Atom is not engaged with any Tiny figure, you may choose that figure for Atom's Carried special power. After moving the chosen figure, you may place Atom on any unoccupied space adjacent to the chosen figure.

Molecular Irritant
 After attacking with Atom, you may choose an opponent's adjacent Unique Hero that is not Tiny, remove all unrevealed Order Markers from this card, and place Atom on the chosen Hero's Army Card. Atom cannot take any turns while he is on the chosen Hero's card. A Unique Hero with Atom on its Army Card rolls 1 fewer attack die and 1 fewer defense die. If the chosen Hero receives a wound, place Atom on an empty space adjacent to the chosen Hero. If no empty spaces are available or if the chosen Hero is destroyed while Atom is on its Army Card, Atom is destroyed.

Tiny Stealth
 Atom cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from Tiny figures.

Atrocitus													
	<table border="1"> <tr><td>360</td><td>Life 6</td></tr> <tr><td>Ryutan</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Ravager</td><td>Attack 4</td></tr> <tr><td>Furious</td><td>Defense 6</td></tr> <tr><td>DC</td><td>Medium 6</td></tr> </table>	360	Life 6	Ryutan	Move 5	Unique Hero	Range 1	Ravager	Attack 4	Furious	Defense 6	DC	Medium 6
360	Life 6												
Ryutan	Move 5												
Unique Hero	Range 1												
Ravager	Attack 4												
Furious	Defense 6												
DC	Medium 6												

RED POWER BATTERY 3
 Start the game with 3 red Battery Markers on this card. Add one to this Red Lantern's Move and Attack numbers for each Battery Marker on this card.

RAGE GAMBIT
 When this Red Lantern attacks, he may attack one additional time if there is at least one Battery Marker on this card. After using Rage Gambit to attack one additional time, roll 1 unblockable attack die against this Red Lantern for each Battery Marker on this card or remove one Battery Marker from this card.

RAGE VOMIT
 After taking a turn with this Red Lantern, if he did not attack this turn, you may choose an adjacent figure and remove any number of Battery Markers from this card. The chosen figure receives one wound for each removed Battery Marker.

Aurora <i>Jeanne-Marie Beaubier</i>													
	<table border="1"> <tr><td>200</td><td>Life 4</td></tr> <tr><td>Mutant</td><td>Move 7</td></tr> <tr><td>Unique Hero</td><td>Range 5</td></tr> <tr><td>Adventurer</td><td>Attack 4</td></tr> <tr><td>Pacifistic</td><td>Defense 6</td></tr> <tr><td>Marvel</td><td>Medium 5</td></tr> </table>	200	Life 4	Mutant	Move 7	Unique Hero	Range 5	Adventurer	Attack 4	Pacifistic	Defense 6	Marvel	Medium 5
200	Life 4												
Mutant	Move 7												
Unique Hero	Range 5												
Adventurer	Attack 4												
Pacifistic	Defense 6												
Marvel	Medium 5												

LIGHT OF INNER PEACE
 Before placing Order Markers for a round, if an opponent has more than one Army Card with figures on the battlefield, you may choose one of that opponent's figures within 5 clear sight spaces of Aurora. Roll the 20-sided die. If you roll 14 or higher, no Order Markers may be placed on that figure's Army Card for that round. Aurora may not attack affected figures.

SUPERSONIC FLYING
 When using the Flying special power, Aurora may add 4 to her Move number. If she does, she cannot attack this turn.

SENSORY ASSAULT
 If Aurora has clear sight on a non-adjacent figure's Target Point, Aurora rolls 1 additional attack die when attacking that figure.

Avalanche <i>Dominikos Petrakis</i>													
	<table border="1"> <tr><td>145</td><td>Life 5</td></tr> <tr><td>Mutant</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Outcast</td><td>Attack 4</td></tr> <tr><td>Destructive</td><td>Defense 4</td></tr> <tr><td>Marvel</td><td>Medium 5</td></tr> </table>	145	Life 5	Mutant	Move 5	Unique Hero	Range 1	Outcast	Attack 4	Destructive	Defense 4	Marvel	Medium 5
145	Life 5												
Mutant	Move 5												
Unique Hero	Range 1												
Outcast	Attack 4												
Destructive	Defense 4												
Marvel	Medium 5												

Earthquake Special Attack
Range Special. Attack 3.
 All non-flying figures within 4 spaces of Avalanche are affected by Earthquake Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures without the Super Strength special power roll 1 fewer defense die when defending against Avalanche's Earthquake Special Attack.

Outcast Ambush
 After revealing an Order Marker on this card and attacking with the Earthquake Special Attack, you may move up to four Unique Outcast Heroes you control up to 4 spaces each. Outcasts moved with Outcast Ambush will not take leaving engagement attacks.

Awesome Android													
	<table border="1"> <tr><td>250</td><td>Life 5</td></tr> <tr><td>Android</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Minion</td><td>Attack 6</td></tr> <tr><td>Subservient</td><td>Defense 6</td></tr> <tr><td>Marvel</td><td>Large 8</td></tr> </table>	250	Life 5	Android	Move 6	Unique Hero	Range 1	Minion	Attack 6	Subservient	Defense 6	Marvel	Large 8
250	Life 5												
Android	Move 6												
Unique Hero	Range 1												
Minion	Attack 6												
Subservient	Defense 6												
Marvel	Large 8												

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

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

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

Azrael <i>Jean-Paul Valley</i>													
	<table border="1"> <tr><td>170</td><td>Life 4</td></tr> <tr><td>Metahuman</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Vigilante</td><td>Attack 5</td></tr> <tr><td>Conflicted</td><td>Defense 5</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	170	Life 4	Metahuman	Move 5	Unique Hero	Range 1	Vigilante	Attack 5	Conflicted	Defense 5	DC	Medium 5
170	Life 4												
Metahuman	Move 5												
Unique Hero	Range 1												
Vigilante	Attack 5												
Conflicted	Defense 5												
DC	Medium 5												

The System Suppression
 Start the game with a red System Marker. Before Order Markers are placed each round, you may place or remove the System Marker. While the System Marker is on this card, Azrael has the class of Assassin instead of Vigilante, and he adds 1 to his Move, Attack, and Defense numbers. Before taking a turn with Azrael, if the System Marker is on this card, you must roll the 20-sided die. If you roll 1-6, Azrael cannot move and must attack each adjacent figure exactly 1 time this turn.

Flaming Blades
 If Azrael inflicts one or more wounds with his normal attack on a figure that does not have the Lava Resistant special power, roll one unblockable attack die for Burn Damage. After attacking with Azrael's normal attack, you may attack one additional time.

Bad Cops													
	<table border="1"> <tr><td>55</td><td>Life 1</td></tr> <tr><td>Human</td><td>Move 5</td></tr> <tr><td>Common Squad</td><td>Range 5</td></tr> <tr><td>Lawmen</td><td>Attack 3</td></tr> <tr><td>Corrupt</td><td>Defense 3</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	55	Life 1	Human	Move 5	Common Squad	Range 5	Lawmen	Attack 3	Corrupt	Defense 3	DC	Medium 5
55	Life 1												
Human	Move 5												
Common Squad	Range 5												
Lawmen	Attack 3												
Corrupt	Defense 3												
DC	Medium 5												

On the Take
 If you do not control a Unique Lawman Hero, all Bad Cops instead have the class of Criminal.

Shakedown
 After attacking an opponent's adjacent figure with a normal attack, if the defending figure is still engaged with the attacking Bad Cop, your opponent may immediately reveal and remove one unrevealed Order Marker from any Army Card that opponent controls. If your opponent does not reveal and remove an Order Marker, the attacking Bad Cop may attack one additional time, adding 1 die to its Attack number. Figures with the Super Strength special power are not affected by Shakedown.

Balder <i>Balder Odinson</i>													
	<table border="1"> <tr><td>420</td><td>Life 7</td></tr> <tr><td>Asgardian</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Adventurer</td><td>Attack 7</td></tr> <tr><td>Brave</td><td>Defense 7</td></tr> <tr><td>Marvel</td><td>Medium 5</td></tr> </table>	420	Life 7	Asgardian	Move 6	Unique Hero	Range 1	Adventurer	Attack 7	Brave	Defense 7	Marvel	Medium 5
420	Life 7												
Asgardian	Move 6												
Unique Hero	Range 1												
Adventurer	Attack 7												
Brave	Defense 7												
Marvel	Medium 5												

GOD OF LIGHT
 Before taking a turn with Balder, you may reveal an "X" Order Marker on this card. For the rest of the round, other figures cannot use attacks or special powers that require clear sight against non-adjacent figures.

FRIGGA'S MAGIC BLESSING
 When Balder would be destroyed in any way except by this special power, instead he takes no damage, and you must roll 1 combat die:
 • If you roll a skull, place 1 Wound Marker on this card; or
 • If you roll a shield, remove 1 Wound Marker from this card; or
 • If you roll a blank, inflict 1 wound on any figure within clear line of sight.

RAGNAROK
 When Balder is destroyed, roll 1 unblockable attack die against each figure on the battlefield, one at a time. For the rest of the game, all Asgardians add 2 additional dice to their attack and subtract 2 dice from their defense.

Bane



190	Life 6
Human	Move 5
Unique Hero	Range 1
Outlaw	Attack 4
Driven	Defense 5
DC	Medium 5

Venom Injection
After moving and before attacking, you may roll the 20-sided die.

- If you roll 1-3, place one Wound Marker on this card;
- If you roll 4-8, add one die to Bane's attack;
- If you roll 9-18, add two dice to Bane's attack;
- If you roll 19 or higher, add four dice to Bane's attack.

Tactician
All friendly figures adjacent to Bane add 1 die to their attack and 1 die to their defense.

Back Breaker
Once per game, after inflicting one or more wounds on a Unique Hero with Bane's normal attack, if that Unique Hero has only one Life remaining, you may destroy that Unique Hero.

Banshee Sean Cassidy



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

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

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

Baron Von Strucker Wolfgang



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

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

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

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

Baron Zemo Heinrich Zemo



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

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

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

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

Baron Zemo Helmut Zemo



200	Life 5
Human	Move 6
Unique Hero	Range 5
Mastermind	Attack 4
Cunning	Defense 5
Marvel	Medium 5

BEST LAID PLANS
Before rolling for initiative, you may choose an opponent's Army Card. That opponent may remove one Order Marker from that Army Card. If he does not, subtract 2 from his initiative roll for each Order Marker on this card.

MASTER OF DECEPTION
After revealing a numbered Order Marker on any Army Card you control, instead of taking a turn with that card, you may reveal an "X" Order Marker on this card and take a turn with any other Army Card you control.

MASTER SWORDPLAY
If Baron Zemo attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull. Before any of these attacks, if you reveal an "X" Order Marker on this card, you may add one automatic skull to 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 Cassandra Cain



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

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.

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.

Batman Bruce Wayne



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

Evasive Strike 15
If Batman is attacked by an opponent's figure within 5 clear sight spaces and at least 1 skull is rolled, roll the 20-sided die. If you roll 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.

Batman <i>Dick Grayson</i>													
	<table border="1"> <tr><td>170</td><td>Life 4</td></tr> <tr><td>Human</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Vigilante</td><td>Attack 5</td></tr> <tr><td>Determined</td><td>Defense 5</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	170	Life 4	Human	Move 6	Unique Hero	Range 1	Vigilante	Attack 5	Determined	Defense 5	DC	Medium 5
170	Life 4												
Human	Move 6												
Unique Hero	Range 1												
Vigilante	Attack 5												
Determined	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. 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.

Batman <i>Jean-Paul Valley</i>													
	<table border="1"> <tr><td>220</td><td>Life 4</td></tr> <tr><td>Metahuman</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Vigilante</td><td>Attack 6</td></tr> <tr><td>Unstable</td><td>Defense 6</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	220	Life 4	Metahuman	Move 6	Unique Hero	Range 1	Vigilante	Attack 6	Unstable	Defense 6	DC	Medium 5
220	Life 4												
Metahuman	Move 6												
Unique Hero	Range 1												
Vigilante	Attack 6												
Unstable	Defense 6												
DC	Medium 5												

SYSTEM PSYCHOSIS
Before taking a turn with Batman, you must roll the 20-sided die. If you roll 6 or lower, Batman cannot move and must attack each adjacent figure exactly 1 time this turn with his normal attack, or, if there are no figures adjacent to Batman, his turn immediately ends.

SHURIKEN LAUNCHER SPECIAL ATTACK
Range 6. Attack 2 or 4.
Start the attack with 8 attack dice and choose a figure to attack. You may attack with 2 or 4 attack dice until all 8 attack dice have been rolled. Batman may target the same or different figures with each attack.

BAT-GRAPPLE 3
Instead of a 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 Bat-Grapple more than 30 levels up or down in a single Bat-Grapple. If Batman is engaged when he starts to Bat-Grapple, he will not take any leaving engagement attacks.

Batman <i>Terry McGinnis</i>													
	<table border="1"> <tr><td>150</td><td>Life 4</td></tr> <tr><td>Human</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Vigilante</td><td>Attack 4</td></tr> <tr><td>Tricky</td><td>Defense 4</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	150	Life 4	Human	Move 6	Unique Hero	Range 1	Vigilante	Attack 4	Tricky	Defense 4	DC	Medium 5
150	Life 4												
Human	Move 6												
Unique Hero	Range 1												
Vigilante	Attack 4												
Tricky	Defense 4												
DC	Medium 5												

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

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

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

Batman II <i>Bruce Wayne</i>													
	<table border="1"> <tr><td>250</td><td>Life 4</td></tr> <tr><td>Human</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Vigilante</td><td>Attack 5</td></tr> <tr><td>Driven</td><td>Defense 5</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	250	Life 4	Human	Move 6	Unique Hero	Range 1	Vigilante	Attack 5	Driven	Defense 5	DC	Medium 5
250	Life 4												
Human	Move 6												
Unique Hero	Range 1												
Vigilante	Attack 5												
Driven	Defense 5												
DC	Medium 5												

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.

Batman III <i>Bruce Wayne</i>													
	<table border="1"> <tr><td>250</td><td>Life 4</td></tr> <tr><td>Human</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 5</td></tr> <tr><td>Champion</td><td>Attack 4</td></tr> <tr><td>Driven</td><td>Defense 5</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	250	Life 4	Human	Move 6	Unique Hero	Range 5	Champion	Attack 4	Driven	Defense 5	DC	Medium 5
250	Life 4												
Human	Move 6												
Unique Hero	Range 5												
Champion	Attack 4												
Driven	Defense 5												
DC	Medium 5												

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.

Batroc The Leaper <i>Georges Batroc</i>													
	<table border="1"> <tr><td>130</td><td>Life 4</td></tr> <tr><td>Human</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Mercenary</td><td>Attack 5</td></tr> <tr><td>Arrogant</td><td>Defense 5</td></tr> <tr><td>Marvel</td><td>Medium 5</td></tr> </table>	130	Life 4	Human	Move 6	Unique Hero	Range 1	Mercenary	Attack 5	Arrogant	Defense 5	Marvel	Medium 5
130	Life 4												
Human	Move 6												
Unique Hero	Range 1												
Mercenary	Attack 5												
Arrogant	Defense 5												
Marvel	Medium 5												

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

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

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

Batwoman <i>Katherine Kane</i>													
	<table border="1"> <tr><td>180</td><td>Life 4</td></tr> <tr><td>Human</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Vigilante</td><td>Attack 4</td></tr> <tr><td>Disciplined</td><td>Defense 5</td></tr> <tr><td>DC</td><td>Medium 5</td></tr> </table>	180	Life 4	Human	Move 6	Unique Hero	Range 1	Vigilante	Attack 4	Disciplined	Defense 5	DC	Medium 5
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.

Beast <i>Hank McCoy</i>													
	<table border="1"> <tr><td>170</td><td>Life 5</td></tr> <tr><td>Mutant</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Scientist</td><td>Attack 5</td></tr> <tr><td>Deliberate</td><td>Defense 5</td></tr> <tr><td>Marvel</td><td>Medium 5</td></tr> </table>	170	Life 5	Mutant	Move 6	Unique Hero	Range 1	Scientist	Attack 5	Deliberate	Defense 5	Marvel	Medium 5
170	Life 5												
Mutant	Move 6												
Unique Hero	Range 1												
Scientist	Attack 5												
Deliberate	Defense 5												
Marvel	Medium 5												

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

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

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

Beast Boy <i>Gar Logan</i>													
	<table border="1"> <tr><td>20</td><td>Life 1</td></tr> <tr><td>Cheetah</td><td>Move 8</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Titan</td><td>Attack 5</td></tr> <tr><td>Fierce</td><td>Defense 3</td></tr> <tr><td>DC</td><td>Medium 3</td></tr> </table>	20	Life 1	Cheetah	Move 8	Unique Hero	Range 1	Titan	Attack 5	Fierce	Defense 3	DC	Medium 3
20	Life 1												
Cheetah	Move 8												
Unique Hero	Range 1												
Titan	Attack 5												
Fierce	Defense 3												
DC	Medium 3												

Engagement Strike 13
If an opponent's small or medium figure moves adjacent to this Beast Boy, roll the 20-sided die. If you roll 13 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with this Beast Boy.

Beast Boy *Gar Logan*



20	Life 1
Grizzly Bear	Move 6
Unique Hero	Range 1
Titan	Attack 3
Wild	Defense 4
DC	Medium 6

Maul
When rolling attack dice against a small or medium figure without the Super Strength special power, if this Beast Boy rolls a skull on every die, the defending figure cannot roll any defense dice.

Beast Boy *Gar Logan*



40	Life 1
Pterodactyl	Move 6
Unique Hero	Range 1
Titan	Attack 4
Wild	Defense 4
DC	Large 4

Carry
Before moving this Beast Boy, you may choose an unengaged friendly small or medium figure adjacent to this Beast Boy. After you move this Beast Boy, place the chosen figure adjacent to this Beast Boy.

Evasive Flying
When this Beast Boy starts to fly, he will not take any leaving engagement attacks. When this Beast Boy rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move this Beast Boy one space for each shield rolled.

Beast Boy *Gar Logan*



60	Life 2
Tyrannosaurus Rex	Move 5
Unique Hero	Range 1
Titan	Attack 4
Ferocious	Defense 5
DC	Huge 9

Dino-Bite
Before attacking, you may choose one figure adjacent to this Beast Boy. If the chosen figure is a Squad figure, destroy it. Otherwise, roll the 20-sided die. Subtract 2 from the roll if the chosen figure has Super Strength. If you roll 16 or higher, the chosen figure receives 2 wounds.

Beast Boy *Gar Logan*



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

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

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

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

Beta Ray Bill



420	Life 8
Korbinite	Move 6
Unique Hero	Range 1
Champion	Attack 7
Valiant	Defense 7
Marvel	Medium 5

STORMBREAKER SPECIAL ATTACK
Range 4. Attack 4 + Special.
If Beta Ray Bill attacks an adjacent figure with this special attack, he may attack another adjacent figure, adding 1 attack die. He may continue attacking adjacent figures, adding another attack die for each subsequent attack, up to a maximum of +2 dice. Beta Ray Bill cannot attack the same figure more than once per turn.

BACK TO BACK
After revealing an Order Marker on an adjacent Unique Asgardian Hero you control and taking a turn with that Hero, if Beta Ray Bill is still adjacent to that Hero, you may immediately attack with Beta Ray Bill.

Beyonder



2500	Life 40
Entity	Move 5
Event Hero	Range 1
Deity	Attack 7
Inquisitive	Defense 6
Marvel	Medium 5

Mere Pawns
After revealing an Order Marker on this card, and instead of taking a turn with Beyonder, you may roll the 20-sided die.
• If you roll 1-9, your turn immediately ends.
• If you roll 10-17, choose one Unique Hero within 10 clear sight spaces.
• If you roll 18 or higher, choose up to two Unique Heroes within 10 clear sight spaces.
Take temporary control of each figure and immediately take a turn with each chosen figure. At the end of the turn, control of each chosen figure returns to the player who controlled the figure before Mere Pawns was used.

Supreme Summoning
After moving and before attacking, you may choose one figure within clear sight of Beyonder. You may either place the chosen figure on any empty space adjacent to Beyonder or choose another figure within clear sight of Beyonder and switch the chosen figures. Figures moved by Supreme Summoning never take any leaving engagement attacks.

Never-Ending Battle
Any figure within clear sight of Beyonder that would be automatically destroyed instead receives four wounds.

Billy Batson



60	Life 4
Human	Move 5
Unique Hero	Range 1
Citizen	Attack 1
Innocent	Defense 1
DC	Small 4

Secret Identity
You may draft one other Billy Batson figure that is not a Citizen. Choose which figure will start the game on the battlefield. You can control only one Billy Batson figure on the battlefield at a time.

SHAZAM!
Anytime either Billy Batson figure you control receives one or more wounds or is destroyed, you may switch that figure, if possible, with another Billy Batson figure you control. After switching the figures, roll one unblockable attack die against each figure adjacent to the placed figure. Switched figures will not take any leaving engagement attacks.

Bishop *Lucas Bishop*



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

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

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

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

Bizarro *Kent Clark*



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

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

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

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

Black Adam Theo Adam

	380	Life 7
	Human	Move 8
	Unique Hero	Range 1
	Antagonist	Attack 7
	Vindictive	Defense 7
DC	Medium 5	

Stamina of Shu
If you lose initiative and there is at least one Order Marker on this card, you may remove 1 Wound Marker from this card.

Wisdom of Zehuti
After revealing an Order Marker on this card, you may switch 2 other Order Markers on Army Cards you control. Revealed Order Markers or Order Markers on Army Cards of destroyed figures may be switched.

Power of Aton Lightning Strike
After attacking with Black Adam, you may roll the 20-sided die. If you roll 16 or higher the defending figure receives 1 wound. If the defending figure does not have the Super Strength special power it receives 1 additional Wound.

Courage of Mehen
If an opponent chooses Black Adam for any special power and rolls the 20-sided die, and they roll 18 or lower, the opponent's figure using the power immediately receives one wound.  

Black Alice Lori Zechlin

	190	Life 4
	Homo Magi	Move 5
	Unique Hero	Range 1
	Outlaw	Attack 3
	Moody	Defense 4
DC	Medium 5	

BORROWED POWERS
Start the game with a white, a green, and a red Power Theft Marker. After rolling for initiative, you may place one of your Power Theft Markers on this card and remove any other Power Theft Markers from this card. After taking a turn with Black Alice, if there is a Power Theft Marker on this card, you must roll the 20-sided die. If you roll 1-4, remove that marker from the game.

POWER OF SHAZAM
While the white Power Theft Marker is on this card, Black Alice has the Flying and Super Strength special powers and adds 2 to her Move, Attack, and Defense numbers. At the end of the round, remove one Wound Marker from this card.

POWER OF VENGEANCE
While the green Power Theft Marker is on this card, Black Alice adds 4 to her Attack number and if she is attacked by an adjacent figure and at least one skull is rolled, roll the 20-sided die. If you roll 14 or higher, Black Alice takes no damage.

POWER OF HELLFIRE
While the red Power Theft Marker is on this card, Black Alice adds 4 to her Range number and 2 to her Attack number. When attacking a non-adjacent figure with Black Alice, you may choose up to 2 figures adjacent to the defending figure to also be affected by this attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

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.

Black Canary Dinah Lance

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

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

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

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

Black Cat Felicia Hardy

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

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

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

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

Black King Sebastian Shaw

	220	Life 6
	Mutant	Move 5
	Unique Hero	Range 1
	Industrialist	Attack 4
	Ambitious	Defense 3
Marvel	Medium 5	

Hellfire Club Influence
Start the game with 3 black Investment Markers on this card. Before another Mutant figure you control attacks with a normal attack, you may reveal an "X" Order Marker on this card and remove any number of Investment Markers from this card. Add one automatic skull to that attack for each Investment Marker removed.

Kinetic Energy Absorption
Add 1 to Black King's Attack and Defense numbers for each Wound Marker on this card. If Black King has 2 or more Wound Markers on this card, he gains the Super Strength special power.

Black Knight Dane Whitman

	150	Life 4
	Human	Move 5
	Unique Hero	Range 1
	Scientist	Attack 4
	Valiant	Defense 5
Marvel	Large 5	

EBONY SWORD
When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. If the defending figure has the Magical Defense special power, it is negated for this attack.

FLYING CHARGE
Black Knight receives 1 additional attack die when attacking any figure that was at least 4 clear sight spaces away from him at the start of his turn.

ABSORB AND RETURN
When rolling defense dice against a special attack, all excess shields count as unblockable hits on the attacking figure. 

Black Lantern William Hand

	175	Life 4
	Undead	Move 4
	Uncommon Hero	Range 1
	Revenant	Attack 5
	Relentless	Defense 4
DC	Medium 5	

DEATH SWARM
After revealing an Order Marker on this card and taking a turn with this Black Lantern, you may either move up to 4 other Uncommon Black Lanterns you control up to 4 spaces each, or take a turn with one other Uncommon Black Lantern you control.

BLACKEST NIGHT 11
If an enemy figure that is not an Android, Construct, or Undead would be destroyed by this Black Lantern's attack or special power, you may roll the 20-sided die. If you roll 11 or higher, place a black Battery Marker on each Black Lantern card you control, if possible. After rolling, if the destroyed figure was a Unique Hero, you may remove a black Battery Marker from this card. If you do, remove all Order Markers from that card, take control of that Hero and its card, and place or remove Wound Markers until the Hero has up to 2 Life remaining.

BLACK POWER RING 2
If this Black Lantern would be destroyed, you may instead remove a black Battery Marker from this card and remove all but 3 Wound Markers from this card. This Black Lantern may never have more than 2 black Battery Markers on this card.  

Black Lantern William Hand

	475	Life 5
	Undead	Move 5
	Event Hero	Range 5
	Revenant	Attack 5
	Nihilistic	Defense 5
DC	Medium 5	

RISE OF THE BLACK LANTERNS
Start the game with 3 black Battery Markers on this card. If this Black Lantern would be destroyed, you may instead remove a black Battery Marker from this card and remove all but 3 Wound Markers from this card. This Black Lantern may never have more than 3 black Battery Markers on this card.

BLACK HAND 9
After moving, before attacking with this Black Lantern, you may choose a figure he is engaged with and roll the 20-sided die, adding 1 to the roll for each Battery Marker on the chosen figure's Army Card. If you roll 9 or higher, the chosen figure receives one wound.

BLACKEST NIGHT 9
If an enemy figure that is not an Android, Construct, or Undead would be destroyed by this Black Lantern's attack or special power, you may roll the 20-sided die. If you roll 9 or higher, place a black Battery Marker on each Black Lantern card you control, if possible. After rolling, if the destroyed figure was a Unique Hero, you may remove a black Battery Marker from this card. If you do, remove all Order Markers from that card, take control of that Hero and its card, and place or remove Wound Markers until the Hero has up to 2 Life remaining.  

Black Mask *Roman Sionis*



100	Life 4
Human	Move 5
Unique Hero	Range 5
Crime Lord	Attack 4
Ruthless	Defense 4
DC	Medium 5

Criminal Motivation

All Criminals you control adjacent to Black Mask add 1 die to their normal attack. If a Criminal figure you control adjacent to Black Mask does not inflict at least 1 wound when attacking with a normal attack, that Criminal figure receives a wound.

Black Panther *T'Challa*



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

Vibranium Armor

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

Stealth Pounce

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

Stealth Leap 12

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

Black Tarantula *Carlos Lamuerto*



300	Life 5
Mutate	Move 7
Unique Hero	Range 5
Crime Lord	Attack 4
Ruthless	Defense 5
Marvel	Medium 6

Healer X

Before moving, you may reveal an "X" Order Marker on this card to remove one Wound Marker from the Army Card of an adjacent figure that is not a destructible object or Android. After taking a turn with Black Tarantula, remove 1 Wound Marker from this Army Card.

Eye Blast Special Attack

Range Special. Attack 5.

Choose 3 spaces in a straight line from Black Tarantula. All figures on those spaces who are in line of sight are affected by this special attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately. This special attack can only be used once per round.

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.



Black Widow *Natalia Romanova*



170	Life 5
Human	Move 6
Unique Hero	Range 7
Agent	Attack 4
Deceptive	Defense 4
Marvel	Medium 5

Espionage

If you win initiative, before revealing your first Order Marker, you may immediately move Black Widow up to 5 spaces. When moving with Espionage, Black Widow can move through all figures and is never attacked when leaving an engagement.

Widow's Bite

When Black Widow attacks a non-adjacent figure within 3 clear sight spaces and inflicts one or more wounds, you may add one additional wound. Destructible objects are not affected by Widow's Bite.

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.

Blackfire *Komand'r*



220	Life 5
Tamaranean	Move 5
Unique Hero	Range 6
Princess	Attack 4
Vengeful	Defense 5
DC	Medium 5

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 TARGET 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.



Blade *Eric Brooks*



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

Blood Tracking 3

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

Day Walker

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

Silver Weapons

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

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.

Blink *Clarice Ferguson*



145	Life 4
Mutant	Move 5
Unique Hero	Range 5
Rebel	Attack 4
Determined	Defense 5
Marvel	Medium 5

Blink!

Instead of moving and attacking normally with Blink, you may choose to use Blink! Before Blinking, you may choose an adjacent tiny, small, medium, or large figure. Place Blink on any empty space within 8 clear sight spaces of her previous position. After placing Blink, you may place the chosen figure on any empty space adjacent to Blink. Figures moved with this special power will not take any leaving engagement attacks.

Phase Javelin

If a figure receives at least one wound from Blink's normal attack, you may roll the 20-sided die. Place the chosen figure on an empty space exactly X spaces away from its original placement, where X equals the number rolled. Figures moved with this special power will not take any leaving engagement attacks.

Blob *Fred Dukes*



165	Life 6
Mutant	Move 5
Unique Hero	Range 1
Outcast	Attack 5
Obnoxious	Defense 5
Marvel	Medium 6

Blubber

When defending against a normal attack with Blob, each shield rolled counts for one additional block.

Immovable

Blob may not be moved by any special power on an Army Card unless the player controlling Blob allows him to be moved.

Stuck

All small or medium opponent's figures that enter or occupy a space adjacent to Blob may not move. Figures affected by Stuck cannot be moved by any power on an Army Card.



Blood Demons

	160	Life 1
	Demon	Move 5
	Common Squad	Range 1
	Tormentors	Attack 4
	Infernal	Defense 5
DC	Medium 5	

BLOOD CURSE

Anytime a Blood Demon is destroyed by a normal attack from an opponent's figure that is not a Demon, before removing that Blood Demon from the battlefield, roll one unblockable attack die against the attacking figure.

LAVA RESISTANT

A Blood Demon never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



Blue Beetle *Ted Kord*

	160	Life 4
	Human	Move 5
	Unique Hero	Range 1
	Crime Fighter	Attack 4
	Disciplined	Defense 4
DC	Medium 5	

BUG DROP

Blue Beetle does not start the game on the battlefield. If Blue Beetle has not been placed on the battlefield this game, after revealing a numbered Order Marker on an Army Card you control, instead of taking a turn with that card, you may place Blue Beetle on any unoccupied space within 6 spaces of any figure from that Army Card and take a turn with Blue Beetle.

STRATEGIC SHOT SPECIAL ATTACK

Range 5. Attack 4.

Choose a non-adjacent figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately. One at a time, roll the 20-sided die for each figure that received one or more wounds from this attack. If you roll 16 or higher, remove one unrevealed Order Marker at random from that figure's Army Card.

BEEBLE GUN STROBE EFFECT

If Blue Beetle is attacked by an opponent's figure and at least one skull is rolled, roll the 20-sided die. If you roll 1-12, roll defense dice normally. If you roll 13 or higher and the attacking figure was a squad figure, Blue Beetle takes no damage and that figure's turn ends. If you roll 13 or higher and the attacking figure was a Hero figure, Blue Beetle takes no damage and the attacking figure may not attack for the remainder of the round.

Blue Lantern *Bro'Dec Walker*

	280	Life 4
	Astonian	Move 3
	Unique Hero	Range 3
	Saint	Attack 3
	Hopeful	Defense 3
DC	Medium 5	

BLUE POWER BATTERY 4

Start the game with 4 blue Battery Markers on this card. Add 1 to this Blue Lantern's Move and Defense numbers for each blue Battery Marker on this card. If one or more Green Lantern figures are within 4 spaces of this Blue Lantern, you may also add the same number to this Blue Lantern's Range and Attack numbers.

BLUE LIGHT OF HOPE

After moving and before attacking, you may remove one blue Battery Marker from this card to remove up to 1 Wound Marker from the Army Cards of this Blue Lantern and of all figures adjacent to this Blue Lantern.

INSTILL HOPE

Before a friendly figure within 3 clear sight spaces of this Blue Lantern attacks, you may remove one blue Battery Marker from this card. If you do, the attacking figure adds 1 to its Attack number for each figure it is engaged with until you reveal an Order Marker.

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Bob, Agent of Hydra

	25	Life 2
	Human	Move 6
	Unique Hero	Range 6
	Fanatic	Attack 2
	Loyal	Defense 2
Marvel	Medium 5	

Hiding Places 301

When adjacent to any terrain, obstacle, or destructible object with a height higher than Bob's base, Bob cannot be targeted for an attack by a non-adjacent figure.

Deadpool's #1 Fan

If you control Deadpool and he is within clear sight of Bob when an opponent's figure inflicts one or more wounds on Deadpool with a normal or special attack, you may immediately move Bob up to 6 spaces. If Bob ends this movement within 6 clear sight spaces of the attacking figure, roll the 20-sided die. If you roll a 12 or higher, the attacking figure immediately receives one wound.

Tactics of Retreat 101

Bob never takes leaving engagement attacks. When Bob begins his turn engaged, he may move an additional 4 spaces if he ends his move not adjacent to any enemy figures.

Bodyguard

	15	Life 1
	Human	Move 5
	Common Hero	Range 1
	Criminal	Attack 3
	Professional	Defense 4
DC	Medium 5	

Security Detail

After revealing an Order Marker on the Army Card of any Crime Lord or Mastermind you control, instead of moving that Crime Lord or Mastermind, you may move up to 3 Bodyguards you control up to 5 spaces each. A Bodyguard moved by Security Detail will take leaving engagement attacks.

Boomerang *Frederick Myers*

	130	Life 4
	Human	Move 5
	Unique Hero	Range 5
	Assassin	Attack 3
	Precise	Defense 4
Marvel	Medium 5	

Shattering Special Attack

Range 5. Attack 3.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Boomerang can be affected by this special attack.

Screamerang Special Attack

Range 5. Attack 3.

If an opponent rolls the 20-sided die for a figure attacked by this special attack, you may subtract 3 from the roll, or 6 from the roll if the chosen figure is a Symbiote.

Returning Boomerang

If 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.



Booster Gold *Michael Carter*

	290	Life 4
	Human	Move 6
	Unique Hero	Range 1
	Champion	Attack 6
	Determined	Defense 7
DC	Medium 5	

SKEETS' TEMPORAL MEMORY BANK

Start the game with 1 Glyph of Temporal Displacement on this card. After your opponent reveals a numbered Order Marker, you may either place 1 Glyph of Temporal Displacement from this card on any empty space on the battlefield or remove 1 unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card.

GAUNTLET BLASTERS SPECIAL ATTACK

Range 5. Attack 4.

After attacking with this special attack, Booster Gold may attack with this special attack one additional time.

TEMPORAL DEFENSE

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



Bouncing Boy *Charles Taine*

	170	Life 4
	Metahuman	Move 5
	Unique Hero	Range 1
	Legionnaire	Attack 4
	Loyal	Defense 5
DC	Medium 4	

BALLISTIC RICOCHET SPECIAL ATTACK

Range 1. Attack 4 + Special.

Bouncing Boy can only attack an opponent's figure that he was not adjacent to at the start of his turn. Figures do not gain additional defense dice for height advantage when defending against this special attack. After attacking with this special attack, you may move Bouncing Boy up to 2 spaces with his Bounce special power. Bouncing Boy never takes leaving engagement attacks when moving during this special attack. Bouncing Boy may attack two additional times, rolling 1 additional die for each subsequent attack. He may not attack the same figure more than once in a single turn.

BOUNCE

Instead of his normal move, Bouncing Boy may use his Bounce. Bounce has a move of 2. When counting spaces for Bouncing Boy's Bounce movement, ignore elevations. Bouncing Boy may bounce over water without stopping, bounce over figures without becoming engaged, and bounce over obstacles such as ruins. Bouncing Boy may not Bounce more than 30 levels up in a single Bounce. When using Bounce, Bouncing Boy will take any leaving engagement attacks. After using Bounce, you may use

Bullseye *Lester ???*

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

Deadly Aim

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

Bucky <i>James Barnes</i>		
	60	 Life 4
	Human	Move 5
	Unique Hero	Range 1
	Scout	Attack 3
	Patriotic	Defense 3
Marvel	Medium 4	

Super Soldier Scout
After revealing an Order Marker on a Unique Soldier's Hero's card you control and before taking a turn with that Unique Soldier Hero, if Bucky is within 6 clear sight spaces of that Unique Soldier Hero, you may take an immediate turn with Bucky. If Bucky does not attack during this turn, he may move two additional spaces.

Machine Gun Special Attack
Range 5. Attack 3.
If Bucky's Machine Gun Special Attack inflicts a wound, he may attack again with his Machine Gun Special Attack. Bucky may continue attacking with his Machine Gun Special Attack until he does not inflict a wound. He may not attack the same figure more than once.

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

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.

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

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.

Brainiac 13		
	750	 Life 13
	Artificial Intelligence	Move 6
	Event Hero	Range 4
	Conqueror	Attack 6
	Calculating	Defense 6
DC	Medium 6	

ARTIFICIAL INTELLIGENCE 13
After revealing an Order Marker on this card, instead of taking a turn with Brainiac 13, you may choose any Android or Cyborg Hero figure in clear sight of Brainiac 13. If you control the chosen figure, you may take an immediate turn with it; otherwise, roll the 20-sided die. If you roll 13 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card.

12TH LEVEL INTELLECT
After any attack dice, defense dice, or the 20-sided die is rolled for Brainiac 13 or any figure within clear sight of Brainiac 13, you may immediately remove an "X" Order Marker from this card and add or subtract a skull, shield, blank, or 1 from that roll.

CONTINGENCY PROGRAM 13
If Brainiac 13 would receive enough wounds to be destroyed, before removing him from the battlefield, roll the 20-sided die. Before rolling, you may choose an Android or Cyborg you control and add 6 to the roll. If you roll 13 or higher, Brainiac 13 ignores any wounds he would have received, and if you chose an Android or Cyborg, destroy it, place Brainiac 13 on the space previously occupied by the chosen figure, and remove all Wound Markers from this card.

Brides of Dracula		
	110	 Life 1
	Undead	Move 6
	Unique Squad	Range 1
	Minions	Attack 3
	Relentless	Defense 4
Marvel	Medium 5	

DOUBLE ATTACK
When a Bride of Dracula attacks, she may attack one additional time.

BLOOD CALLING
If a Bride of Dracula inflicts one or more wounds with a normal attack on an opponent's figure that is not an Undead, Android, Construct, or destructible object, you may move an unengaged Undead Lord you control up to 3 spaces. If that Undead Lord ends its move adjacent to an opponent's figure, you may roll 1 unblockable attack die against that figure. You may only activate Blood Calling once per turn for each Bride of Dracula you control.

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

STEALTH FLYING
When a Bride of Dracula starts to fly, she will not take any leaving engagement attacks.

Brit		
	240	 Life 6
	Mutate	Move 5
	Unique Hero	Range 1
	Soldier	Attack 5
	Gruff	Defense 6
Image	Medium 5	

FIELD LEADER
After revealing an Order Marker on this card and instead of taking a turn with Brit, you may take a turn with any Unique Hero you control within 6 clear sight spaces of Brit.

CRASH LANDING
After moving, if Brit used the Flying special power for any part of his movement, you must roll the 20-sided die. If you roll 1-4, Brit may not attack this turn.

IMPENETRABLE SKIN
When Brit defends against a normal or special attack, if at least one shield is rolled, the most wounds Brit can take from this attack is one.

Brother Voodoo <i>Jericho Drumm</i>		
	210	 Life 4
	Human	Move 5
	Unique Hero	Range 5
	Mystic	Attack 4
	Stoic	Defense 4
Marvel	Medium 5	

MYSTICAL SMOKE
After revealing an Order Marker on a card you control, you may reveal an "X" Order Marker on this card. Until you reveal your next numbered Order Marker, Brother Voodoo and all adjacent friendly figures do not have any visible hit zones and will not take any leaving engagement attacks.

SPIRIT POSSESSION
After revealing a numbered Order Marker on this card and instead of attacking with Brother Voodoo, you may choose an opponent's Unique Hero within 5 clear sight spaces and roll the 20-sided die. If you roll 8 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. After taking a turn with the chosen Hero, you may reveal an "X" Order Marker on this card and roll the 20-sided die. If you roll 6 or higher, place a Wound Marker on this card and take one additional turn with the chosen figure. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before the Spirit Possession. All Order Markers that were on the chosen Hero's card will stay on the card.

Bruce Banner		
	70	 Life 2
	Mutate	Move 5
	Unique Hero	Range 1
	Scientist	Attack 2
	Reserved	Defense 3
Marvel	Medium 5	

Secret Identity
You may draft one other Bruce Banner figure that is not a Scientist. Choose which figure will start the game on the battlefield. You can control only one Bruce Banner figure on the battlefield at a time.

Monster Within
Anytime this figure receives one or more wounds or is destroyed, switch this figure, if possible, with another Bruce Banner figure you control. Switched figures will not take any leaving engagement attacks.

Puny Human
At the end of each round, if you control a different unengaged Bruce Banner figure on the battlefield that has at least one wound, switch with this figure. After switching the figures, you may remove up to three Wound Markers from the other figure's card. Switched figures will not take any leaving engagement attacks.

Buffy Summers		
	210	 Life 5
	Human	Move 6
	Unique Hero	Range 1
	Slayer	Attack 5
	Determined	Defense 5
Dark Horse	Medium 5	

The Chosen One
At the start of the game, choose an opponent's Unique or Event Hero. When Buffy Summers attacks the chosen Hero with a normal attack, all blanks rolled count as skulls.

Slayer Training
Undead and Demon figures roll 2 fewer defense dice against Buffy Summers' normal attack. Buffy Summers may attack any or all figures adjacent to her with her normal attack. Roll each attack separately.

Crossbow Special Attack
Range 5. Attack 3 + Special.
When Buffy Summers attacks a figure that is exactly 2 spaces away with this special attack, roll 2 additional attack dice. After attacking with this special attack, Buffy Summers may attack with this special attack one additional time.

Bug

	200	
Insectivoid	Move 7	
Unique Hero	Range 4	
Micronaut	Attack 4	
Amorous	Defense 5	
Marvel	Medium 5	

COMBAT DEXTERITY
Bug may attack with his normal attack up to 2 times at any point before, during, or after his normal move as long as he is on a space where he could end his movement.

DANGER SENSE REFLEXES
When rolling defense dice against a normal non-adjacent attack with Bug, add one automatic shield to whatever is rolled. After rolling defense dice against any attack, you may immediately move Bug with his Stealth Leap special power.

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

Bulldozer Henry Camp

	190	
Mutate	Move 7	
Unique Hero	Range 1	
Criminal	Attack 5	
Undisciplined	Defense 5	
Marvel	Medium 5	

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

Charging Headbutt
If Bulldozer attacks a figure that was at least 2 spaces away before Bulldozer moved this turn, add 1 automatic skull to whatever is rolled. If Bulldozer attacks a figure that was at least 4 spaces away before Bulldozer moved this turn, add 2 automatic skulls to whatever is rolled. Charging Headbutt may only be used if Bulldozer used his normal move for all of his movement this turn.

Cable Nate Summers

	275	
Mutant	Move 5	
Unique Hero	Range 7	
Telepath	Attack 4	
Disciplined	Defense 6	
Marvel	Medium 5	

Mercenary Field Commander
After revealing an Order Marker on this card, instead of moving Cable, you may rearrange any unrevealed Order Markers on Army Cards you control that are in play and immediately move any Mercenary you control within 8 clear sight spaces of Cable up to 4 spaces.

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

Sighting
When Cable is attacking with a height advantage, he rolls an additional attack die.

Carnage Cletus Kasady

	280	
Symbiote	Move 6	
Unique Hero	Range 2	
Psychopath	Attack 6	
Insane	Defense 4	
Marvel	Medium 5	

Symbiote Senses 13
If Carnage is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, Carnage takes no damage and may immediately use his Tendril Swing 3 special power.

Tendril Swing 3
Instead of his normal move, Carnage may use his Tendril Swing. Tendril Swing has a move of 3. When counting spaces for Carnage's Tendril Swing movement, ignore elevations. Carnage may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Carnage may not Tendril Swing more than 40 levels up or down in a single Tendril Swing. When Carnage uses Tendril Swing, he will not take any leaving engagement attacks. After using Tendril Swing 3, you may use it one additional time.

Kill Crazy
When Carnage destroys an opponent's figure with his normal attack, he may attack again. Roll 1 additional attack die for each figure he destroyed this turn. Carnage may continue attacking with his normal attack until he does not destroy a figure.

Captain America Steve Rogers

	240	
Human	Move 6	
Unique Hero	Range 1	
Soldier	Attack 6	
Patriotic	Defense 5	
Marvel	Medium 5	

Avengers Assemble
At the start of the game, you may choose up to 5 other Unique Heroes you control and place a white Avenger Marker on each of their cards. While there is a revealed Order Marker on this card, any figure you control with an Avenger Marker on its card adds 1 extra die to its normal attack and 1 extra die to its defense when that figure is within clear sight of Captain America.

Shield Throw Special Attack
Range 5. Attack 4.
When Captain America attacks with his Shield Throw Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

Vibranium Alloy Shield
When defending against an attack, Captain America always adds one automatic shield to whatever is rolled.

Captain Boomerang George Harkness

	90	
Human	Move 5	
Unique Hero	Range 5	
Rogue	Attack 4	
Belligerent	Defense 3	
DC	Medium 5	

Gravity Boomerang
Before moving choose a figure within 5 clear sight spaces of Captain Boomerang. Roll the 20-sided die. If you roll 1-11, nothing happens. If you roll 12 or higher, the chosen figure cannot move or be moved this turn. If an opponent rolls the 20-sided die for the chosen figure this turn, you may subtract 3 from the roll.

Razor Boomerang Special Attack
Range 4. Attack 3.
After attacking with this special attack, you may choose up to 3 figures within 2 spaces of the original placement of the defending figure that are in clear sight of Captain Boomerang. Roll the 20-sided die once for each figure. If you roll 17 or higher, the chosen figure receives one wound.

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.

Captain Boomerang Owen Mercer

	135	
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.

Captain Britain Brian Braddock

	285	
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.

Captain Cold Leonard Snart

	90	
Human	Move 5	
Unique Hero	Range 1	
Rogue	Attack 3	
Greedy	Defense 4	
DC	Medium 5	

Cold Run Special Attack
Range 4. Attack 3.
For each skull rolled when attacking with this special attack, the defending figure rolls 1 fewer defense die. Figures with the Ice Resistance special power cannot be targeted for this special attack. If Captain Cold inflicts one or more wounds with this special attack, you may take an immediate turn with any Unique Rogue Hero you control within clear sight of Captain Cold.

Frozen Molecular Field
Opponents' figures must count all land spaces within 4 spaces of Captain Cold as Heavy Snow instead of their normal terrain types, and all non-land spaces within 4 spaces of Captain Cold as Slippery Ice instead of their normal terrain types. Ladder rungs are not affected by Frozen Molecular Field.

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.

Captain Marvel *Genis-Vell*

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

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.

Captain Marvel *Billy Batson*

360	Life 7
Human	Move 8
Unique Hero	Range 1
Champion	Attack 7
Righteous	Defense 7
DC	Medium 5

Wisdom of Solomon
After an opponent reveals an Order Marker and before that opponent takes a turn, you may choose 1 unrevealed Order Marker on this card and place it on any other Army Card you control, or choose 1 unrevealed Order Marker on any other Army Card you control and place it on this card.

Stamina of Atlas
If you win initiative and there is at least one Order Marker on this card, you may remove 1 Wound Marker from this card.

Power of Zeus
When Captain Marvel is attacked by an opponent's figure that has the Magical Defense special power, the most wounds Captain Marvel can take for this attack is one.

Courage of Achilles
If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 2 from the roll.

Captain Marvel *Mar-Vell*

400	Life 5
Kree	Move 6
Unique Hero	Range 6
Champion	Attack 5
Valiant	Defense 5
Marvel	Medium 5

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.

Catgirl *Carrie Kelly*

60	Life 4
Human	Move 5
Unique Hero	Range 1
Sidekick	Attack 3
Eager	Defense 3
DC	Medium 4

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

ROLLER SKATES
Catgirl may add 3 to her Move number if she does not move up any levels of terrain this turn.

BATARANG CANNON
Once per turn, before a Vigilante you control attacks a figure within 4 clear sight spaces of Catgirl, you may roll the 20-sided die three times. For each roll of 16 or higher, subtract 1 die from the defending figure's defense this turn. After using Batarang Cannon, Catgirl cannot attack until you reveal your next numbered Order Marker.

Catman *Thomas Blake*

170	Life 9
Human	Move 5
Unique Hero	Range 1
Outlaw	Attack 4
Cunning	Defense 2
DC	Medium 5

BIG GAME TRACKER
At the start of the game, you may choose one opponent's Unique or Event Hero to be Catman's Prey. When a numbered Order Marker is revealed on the Prey's card, you may immediately move Catman up to 3 spaces. When moving with Big Game Tracker, Catman is never attacked when leaving engagements. If Catman attacks his Prey, he may attack his Prey one additional time.

OUTLAW MOTIVATOR
After revealing an Order Marker on this card and taking a turn with Catman, if he inflicted one or more wounds with his normal attack this turn, you may take an immediate turn with any other Outlaw Hero you control within clear sight of Catman.

A COWARD'S REWARD
Catman rolls one additional die against figures leaving an engagement with him.

Catwoman *Selina Kyle*

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

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

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

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

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: Catpots on this card. Catwoman cannot lose these glyphs by receiving wounds unless she is destroyed. Catwoman is not affected by the Glyph of Utility: Catpots.

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.

Cecil Stedman

180	Life 4
Human	Move 5
Unique Hero	Range 5
Director	Attack 3
Cunning	Defense 3
Image	Medium 5

GOVERNMENT-FUNDED HEROES
At the start of the game, choose a Unique Hero you control. After revealing an Order Marker on this card and taking a turn with Cecil Stedman, you may either take a turn with the chosen Hero or any Agent Hero you control. If the chosen Hero is a Champion within 6 clear sight spaces of Cecil Stedman, you may roll 1 additional die when attacking with the chosen Hero this turn.

TAXPAYER TELEPORTATION TECH
Instead of moving normally, you may remove an unrevealed Order Marker from this card. If you do, you may place Cecil Stedman on any empty space within 10 spaces of his original placement. When starting to Teleport, Cecil Stedman will not take any leaving engagement attacks.

GLOBAL DEFENSE AGENCY
If Cecil Stedman is targeted for an attack by an opponent's figure, before any attack dice are rolled, you may remove an unrevealed Order Marker from this card and choose an unengaged Agent figure you control. Place the chosen figure on an empty space adjacent to Cecil Stedman or the attacking figure. After the chosen figure is placed, the attacking figure must target a figure again before any attack dice can be rolled.

Chameleon *Dimitri Kravinoff*



100	Life 4
Human	Move 5
Unique Hero	Range 5
Spy	Attack 3
Tricky	Defense 3
Marvel	Medium 5

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

Framed!
If Chameleon inflicts one or more wounds on any figure in the Impersonated Hero's army other than the Impersonated Hero, immediately remove all Order Markers from the Impersonated Hero's Army Card.

Chameleon Boy *Reep Daggle*



190	Life 5
Durlan	Move 5
Unique Hero	Range 1
Legionnaire	Attack 4
Tricky	Defense 5
DC	Medium 5

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

THIS IS CONTROL
While you control Chameleon Boy, each Science Police figure you control has the class of Legionnaire in addition to what is printed on its card, and all Legionnaires you control add one to their defense dice if they are adjacent to at least one Science Police figure you control.

Cheetah *Priscilla Rich*



120	Life 4
Human	Move 6
Unique Hero	Range 1
Thief	Attack 4
Boastful	Defense 3
DC	Medium 4

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.

Cheshire *Jade Nguyen*



170	Life 4
Human	Move 6
Unique Hero	Range 1
Assassin	Attack 4
Ruthless	Defense 5
DC	Medium 4

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.

Chronos *David Clinton*



75	Life 4
Human	Move 5
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 3
DC	Medium 5

Temporal Marker 2
Start the game with 2 Glyphs of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Chronos' movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Chronos previously occupied this turn.

Time Bandit
Once per round after taking a turn with Chronos, you may immediately place him on this card and remove all Wound Markers from this card. Order Markers may still be placed and revealed on this card. Whenever you or an opponent reveals an Order Marker, if Chronos is on this card and not destroyed, you may immediately remove 1 unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, then place Chronos on the space that the Glyph of Temporal Displacement previously occupied. When Chronos uses Time Bandit he will only take leaving engagement attacks from figures with the Temporal Defense special power.

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.

Civilians



45	Life 1
Human	Move 4
Common Squad	Range 1
Citizens	Attack 1
Frantic	Defense 1
Marvel	Medium 4

Crowd Movement
After revealing an Order Marker on this card and instead of moving normally, you may move up to 8 Citizens that you control. Instead of attacking normally, you may attack with any 4 Citizens you control, even Citizens that did not move this turn.

Strength in Numbers
When attacking or defending with any Human Citizen, if that Human Citizen is adjacent to at least one other friendly adjacent Human, add 1 die to your roll.

Panic
After a figure you control rolls defense dice against a normal attack, you may move any 2 Citizens you control up to 4 spaces each. A Citizen moved with Panic must start its movement within 8 clear sight spaces of the defending figure. When a Citizen moves with Panic, it will take any leaving engagement attacks.

Clayface *Basil Karlo*



240	Life 6
Metahuman	Move 6
Unique Hero	Range 2
Criminal	Attack 5
Dramatic	Defense 5
DC	Medium 5

Getting Into Character
If Clayface destroys an enemy figure with a normal attack, you may place that figure on this card. While a figure is on this card and Clayface is not the only figure in your army, all other figures controlled by the opponent who controlled that figure are considered friendly to Clayface and may not attack him. Remove the figure from this card if any of that opponent's figures receive any wounds during Clayface's turn.

Smother
If Clayface is engaged with only one enemy figure, and that enemy figure is small or medium, that enemy figure is considered Smothered. A Smothered figure cannot move or be moved by any special power on any Army Card or glyph. A Smothered figure rolls 1 fewer attack and defense die for each revealed Order Marker on this card.

Cloak *Tyrone Johnson*



195	Life 4
Mutate	Move 6
Unique Hero	Range 2
Recluse	Attack 4
Brooding	Defense 5
Marvel	Medium 4

Darkforce Hunger
Before placing Order Markers, if Dagger is not within 5 clear sight spaces of Cloak, Cloak receives one wound.

Dimension of Darkness
Before attacking, you may choose one figure within 2 spaces of Cloak that is not an Event Hero or a destructible object and roll the 20-sided die. If you roll 16 or higher, place the chosen figure on this card. At the end of each round, if one or more figures that were chosen for Dimension of Darkness are on this card, roll a single attack die for each figure, one at a time. If a skull is rolled, the chosen figure receives one wound. Remove one Wound Marker from this card for each wound inflicted with Dimension of Darkness. If a blank is rolled, place the chosen figure on any space adjacent to Cloak. If Cloak is destroyed, remove all figures from this card and place them on empty spaces adjacent to the space previously occupied by Cloak. Figures that cannot be placed are automatically destroyed.

Aura of Darkness
Cloak and any figures within 2 spaces of Cloak take leaving engagement attacks only from figures with the Sensory Assault special power and roll one fewer defense die against normal attacks from figures with the Sensory Assault special power.

Code: Blue Officer

	70	 Life 3
	Human	 Move 5
	Uncommon Hero	 Range 6
	Lawman	 Attack 3
	Dauntless	 Defense 5
Marvel	Medium 5	

SUPPRESSING FIRE SPECIAL ATTACK

Range 5. Attack 3.
When this Code: Blue Officer attacks with his Suppressing Fire Special Attack, he may attack one additional time. Roll 1 fewer attack die for the subsequent attack.

RESCUE MISSION

You may add 1 to this Code: Blue Officer's Range and Attack numbers when he attacks a non-adjacent figure that is engaged with a figure you control with his normal attack. If the defending figure receives one or more wounds from this attack and is not destroyed, you may immediately move each figure you control that is still engaged with the defending figure up to 2 spaces. Figures moved by this special power will not take any leaving engagement attacks from the defending figure.

Colossal Boy *Gim Allon*

	175	 Life 4
	Metahuman	 Move 6
	Unique Hero	 Range 1
	Legionnaire	 Attack 5
	Tenacious	 Defense 6
DC	Huge 8	

COLOSSAL ATTACK

When attacking with Colossal Boy's normal attack you may either:

- 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, or
- Choose one other figure adjacent to the defending figure to be affected by this attack. Roll attack dice once for both affected figures. Defending figures roll defense dice separately.

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 Colossal Boy can take from this attack is one.



Colossus *Piotr Rasputin*

	260	 Life 6
	Mutant	 Move 5
	Unique Hero	 Range 1
	Protector	 Attack 6
	Disciplined	 Defense 6
Marvel	Medium 5	

Fastball Special

Instead of attacking, you may choose an adjacent, unengaged, small or medium figure you control. Throw the chosen figure by placing it on any empty space within 5 spaces of Colossus. If the chosen figure has the Healing Factor X special power, you may place it on any empty space within 7 spaces of Colossus. Fastball Special may only be used if the thrown figure can be placed in clear sight of Colossus and adjacent to an enemy figure that is not engaged with Colossus. After placing the figure, immediately choose one enemy figure adjacent to the thrown figure and roll the 20-sided die. If you roll a 1, the thrown figure receives one wound. If you roll an 11 or higher, the chosen enemy figure receives one wound.

Steel Skin

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



Comedian *Edward Blake*

	160	 Life 4
	Human	 Move 5
	Unique Hero	 Range 1
	Soldier	 Attack 4
	Nihilist	 Defense 5
DC	Medium 5	

AUTO SHOTGUN SPECIAL ATTACK

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

FLAMETHROWER SPECIAL ATTACK

Range 2 + Special. Attack 4.
Choose a figure to attack. You may also choose 3 spaces in a straight line from the targeted figure. All figures on those spaces are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.

IT'S ALL A JOKE

When Comedian is destroyed, remove all unrevealed Order Markers from all Army Cards.

Commander Rogers *Steve Rogers*

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

MASTER TACTICIAN

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

TRAINED TO PERFECTION

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

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

PHOTONIC ENERGY SHIELD

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

Commissioner Gordon

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

Bat Signal

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

Call for Backup

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

Conan

	200	 Life 6
	Human	 Move 6
	Unique Hero	 Range 1
	Barbarian	 Attack 6
	Savage	 Defense 4
Dark Horse	Medium 5	

BARRAGE OF BLADES SPECIAL ATTACK

Range 1. Attack 4.
Instead of moving and attacking normally with Conan, you may move him up to 4 spaces. Conan can attack up to 3 times with this special attack at any point before, during, or after this move as long as he is on a space where he could end his movement.

BATTLE HARDENED

If there is at least 1 Wound Marker on this card, the most wounds Conan can receive from an attack is one.

CIMMERIAN CLIMBING

When counting spaces for Conan's normal movement, elevation changes of up to 1 level count as one space. If Conan uses his normal move to move two or fewer spaces, one elevation change of up to 15 levels may count as one space. You may ignore Conan's height of 5 when climbing.

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Cosmic Boy *Rokk Krinn*

	260	 Life 4
	Braalian	 Move 5
	Unique Hero	 Range 5
	Legionnaire	 Attack 5
	Valiant	 Defense 5
DC	Medium 5	

Legionnaire Leadership

After revealing an Order Marker on a Legionnaire you control and after taking a turn with that Legionnaire, if there is an unrevealed Order Marker on this card, you may take a turn with one other Legionnaire you control.

Magnetic Throw Defense

If an opponent's figure within 5 clear sight spaces of Cosmic Boy targets a figure you control for an adjacent or non-adjacent attack, you may roll the 20-sided die. If you roll 14 or higher, the figure cannot attack this turn and you may place it on any empty space within 4 spaces of its current placement. After the figure is placed, it receives a wound. Thrown figures do not take any leaving engagement attacks.



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.

Count Vertigo Werner Vertigo



160	Life 4
Metahuman	Move 6
Unique Hero	Range 6
Count	Attack 4
Manipulative	Defense 3
DC	Medium 5

Nullify
Opponent's figures within 6 clear sight spaces of Count Vertigo subtract 3 from their Range number, to a minimum of 1. Prior to moving, if an opponent's figure is within 6 clear sight spaces of Count Vertigo, it cannot use the Flying or Stealth Flying special power.

Vertigo Effect
When an opponent's figure within 6 clear sight spaces of Count Vertigo targets any figure or destructible object with a special attack, you may first roll the 20-sided die. If you roll a 10 or higher, the opponent's figure cannot attack this turn.

Electronic Implant
Count Vertigo rolls 1 less defense die against special attacks.

Creeper Jack Ryder



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

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

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

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

Crime Alley Crooks



65	Life 1
Human	Move 5
Common Squad	Range 1
Thieves	Attack 3
Greedy	Defense 3
DC	Medium 5

FOUR-MAN JOB
After revealing an Order Marker on the card of a Unique Thief Hero you control and taking a turn with that Thief, you may take a turn with Crime Alley Crooks.

MUGGING
After taking a turn with Crime Alley Crooks, if you inflicted one or more wounds with any Crime Alley Crook's normal attack this turn, you may immediately move a Unique Thief Hero you control up to 4 spaces. Figures moved with Mugging will not take any leaving engagement attacks.

Crimson Dynamo Gennady Gavrillov



150	Life 4
Human	Move 5
Unique Hero	Range 1
Student	Attack 5
Opportunistic	Defense 5
Marvel	Medium 5

ELECTRICAL BLAST SPECIAL ATTACK
Range 4. Attack 4 and 3.
Choose a figure to attack. You may also choose one other figure within 2 clear sight spaces of the targeted figure to be affected by this special attack. Roll 4 attack dice once for all figures. Each figure rolls defense dice separately. Figures with the Electrically Charged special power are not affected by Electrical Blast Special Attack. After attacking with this special attack, Crimson Dynamo may attack 1 additional time, rolling 1 fewer attack die for the subsequent attack.

ARMOR PIERCING ROCKET LAUNCHER SPECIAL ATTACK
Range 6. Attack 2.
Only non-adjacent figures can be attacked with this special attack. For each skull rolled, the defending figure subtracts 1 die from its defense. After attacking with this special attack, Crimson Dynamo may attack two additional times.

Cyborg Vic Stone



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

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

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

Cybernetic Repair X
At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.

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.

Cyborg Superman Hank Henshaw



380	Life 6
Cyborg	Move 6
Unique Hero	Range 1
Destroyer	Attack 7
Nihilist	Defense 6
DC	Medium 5

Kryptonian DNA
Cyborg Superman has the species of Kryptonian in addition to the species listed on this card. When Cyborg Superman rolls defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

Eye Beam Special Attack
Range 4. Attack 3 + Special.
Choose a figure to attack and roll 3 attack dice. For each skull rolled, roll one additional attack die. The defending figure rolls defense dice normally.

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.

Cyclops Scott Summers



190	Life 4
Mutant	Move 5
Unique Hero	Range 8
Leader	Attack 4
Determined	Defense 4
Marvel	Medium 5

Mutant Field Commander
After revealing an Order Marker on this card, instead of moving Cyclops, you may rearrange any unrevealed Order Markers on Army Cards you control that are in play and immediately move any other Mutant you control within 8 clear sight spaces of Cyclops up to 4 spaces.

Telepathic Rapport
After revealing an Order Marker on this card, instead of attacking, you may take a turn with any Unique Telepath Hero you control.

Optic Blast Special Attack
Range Special. Attack 5.
Choose 7 spaces in a straight line from Cyclops. All figures on those spaces who are in line of sight are affected by Cyclops's Optic Blast Special Attack. Roll 5 attack dice once for all affected figures. Affected figures roll defense dice separately.

Dagger Tandy Bowen



105	Life 4
Mutate	Move 5
Unique Hero	Range 5
Fighter	Attack 3
Loyal	Defense 4
Marvel	Medium 5

Sensory Assault
If Dagger has clear sight on a non-adjacent figure's Target Point, Dagger rolls 1 additional attack die when attacking that figure.

Light Daggers Special Attack
Range 5. Attack 1.
Androids, destructible objects, and Undead figures are not affected by this special attack. Dagger does not require clear sight on the targeted figure. Figures cannot roll defense dice against this special attack. If a Unique Hero receives one or more wounds from this special attack, you may roll the 20-sided die. If you roll 15 or higher, you may remove one Order Marker at random from that Unique Hero's Army Card. When Dagger attacks with this special attack, she may attack one additional time. She cannot attack the same figure more than once.

Daredevil *Matt Murdock*



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

Man Without Fear

Daredevil may attack any or all figures adjacent to him. Roll each attack separately. Add 1 to Daredevil's attack dice for each enemy figure adjacent to Daredevil.

Radar Sense 12

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

Criminal Intimidation

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

Dark Phoenix *Jean Grey*



490	Life 9
Entity	Move 7
Event Hero	Range 4
Telepath	Attack 6
Ruthless	Defense 7
Marvel	Medium 5

From The Ashes

You may draft a Jean Grey figure with the Unstable personality. If you do, Dark Phoenix does not start the game on the battlefield. When your Unstable Jean Grey is destroyed, switch her with Dark Phoenix.

Psionic Wave

After moving and before attacking, you must roll 1 unblockable attack die against each figure within 2 spaces of Dark Phoenix, one at a time. If a figure receives a wound, you may place it on any empty space within 2 spaces of its original placement.

Phoenix Fire

Anytime Dark Phoenix receives one or more wounds or is destroyed, you must immediately roll 1 unblockable attack die against each adjacent figure, one at a time.



Darkseid *Uxas*



380	Life 7
New God	Move 4
Unique Hero	Range 1
Conqueror	Attack 8
Obsessive	Defense 7
DC	Medium 6

Omega Effect Special Attack Range 6. Attack 7.

If Darkseid's Omega Effect Special Attack inflicts at least one wound, you must roll the 20-sided die. If you roll a 19 or higher, destroy the defending figure. If the defending figure does not receive any wounds from Omega Effect Special Attack, place one wound marker on this card. No clear line of sight is needed when attacking with Omega Effect Special Attack. Darkseid may not attack adjacent figures with Omega Effect Special Attack.

Imposing Presence

Opponent's figures engaged with Darkseid subtract 1 die from their normal Attack number and 1 die from their Defense number, to a minimum of 1 die each.



Dazzler *Alison Blaire*



100	Life 4
Mutant	Move 5
Unique Hero	Range 5
Entertainer	Attack 3
Ambitious	Defense 4
Marvel	Medium 5

Dazzled

Start the game with 3 white Dazzle Markers on this card. After taking a turn with Dazzler, you may choose an opponent's Unique Hero within 5 clear sight spaces and place a Dazzle Marker on its Army Card. A figure with one or more Dazzle Markers on its card subtracts 1 from its Move, Range, Attack, and Defense numbers to a minimum of 1. Figures with the Sensory Assault or Radar Sense special power are not affected by Dazzled. At the end of each round, all of your Dazzle Markers are returned to this Army Card.

Sensory Assault

If Dazzler has clear sight on a non-adjacent figure's Target Point, Dazzler rolls 1 additional attack die when attacking that figure with a normal attack.

Deadpool *Wade Wilson*



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

Double Attack

When Deadpool attacks, he may attack one additional time.

Wisecrack 13

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

Healing Factor X

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

Deadshot *Floyd Lawton*



150	Life 4
Human	Move 5
Unique Hero	Range 7
Outlaw	Attack 4
Relentless	Defense 5
DC	Medium 5

Sniper Targeting

If Deadshot does not move this turn, you may add 3 to his Range number and 1 automatic skull to whatever is rolled when he attacks a non-adjacent figure.

Finish the Job

After Deadshot inflicts one or more wounds on a figure with his normal attack, if that figure has only 1 life remaining, Deadshot may attack that figure one additional time.

Deathbird *Cal'syee Neramani*



240	Life 4
Shi'ar	Move 6
Unique Hero	Range 1
Exile	Attack 5
Ferocious	Defense 6
Marvel	Medium 5

BERSERKER FRENZY

After taking a turn with Deathbird, if she is engaged, you must immediately, if possible, reveal and remove an unrevealed Order Marker from this card to take another turn with Deathbird.

Deathlok *Michael Collins*



255	Life 5
Cyborg	Move 6
Unique Hero	Range 5
Engineer	Attack 5
Analytical	Defense 6
Marvel	Medium 5

PLASMA BURSTS SPECIAL ATTACK

Range 5. Attack 4 + Special.
If Deathlok is not engaged, he may attack up to four times with this special attack, rolling one fewer attack die for each subsequent attack. He cannot attack the same figure more than once this turn.

NANO-HACKING 7

After revealing an Order Marker on this card and attacking with Deathlok, you may choose an opponent's Android or Cyborg figure within 5 clear sight spaces of Deathlok and roll the 20-sided die. If you roll 7 or higher, take temporary control of the chosen figure and take an immediate turn with the figure. At the end of this turn, control of the figure returns to the player who controlled the figure before the Nano-Hacking. All Order Markers that were on the chosen figure's card will stay on the card.

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.

SEEKING MY HUMANITY

At the end of the round, if Deathlok destroyed one or more Human figures this round, roll one unblockable attack die against Deathlok.



Deathstroke *Slade Wilson*



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

Quick Shot Special Attack Range 5. Attack 3.

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

Calculated Defense

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

Healing Factor

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

Destiny *Irene Adler*



55		Life 6
Mutant		Move 5
Unique Hero		Range 5
Outcast		Attack 1
Perceptive		Defense 2
Marvel	Medium 5	

Probability Precognition
When you roll the 20-sided die for a special power on an Army Card you control, if there is at least one unrevealed Order Marker on this card, you may add 3 to the roll for any Mutant Outcast special powers, or 1 to the roll for any other Mutant special powers.

Deadly Crossbow
When Destiny attacks a non-adjacent figure, add 1 automatic skull to whatever is rolled.

Destroyer Armor



460		Life 8
Asgardian		Move 7
Event Hero		Range 1
Construct		Attack 8
Relentless		Defense 7
Marvel	Large 6	

DISINTEGRATION RAY 14
Instead of attacking, you may choose 5 spaces in a straight line from Destroyer Armor. All figures on the chosen spaces are affected. Roll the 20-sided die once for all affected figures. If you roll 14 or higher, all affected figures receive two wounds.

ODIN'S LIFE-FORCE ENCHANTMENT
When defending against a normal attack from a figure that is not an Asgardian or does not have the Magical Defense special power, the most wounds Destroyer Armor can take from this attack is one.

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.

Diablo *Esteban De Ablo*



140		Life 6
Human		Move 5
Unique Hero		Range 5
Alchemist		Attack 3
Brilliant		Defense 4
Marvel	Medium 5	

SLEEP POTION 14
When an opponent reveals an Order Marker on a card that has at least one figure within 3 clear sight spaces of Diablo, roll the 20-sided die. If you roll 14 or higher, all opponents' figures within 3 clear sight spaces of Diablo cannot move, attack or use any special powers this turn. All opponents' squads activate one fewer member for each of their figures within 3 clear sight spaces of Diablo this turn.

PROTOPLASM FORM
If Diablo would receive only one wound from an attack, ignore that wound.

TELEPORTATION POTION
Instead of moving and attacking with Diablo, or if at least one blank was rolled while defending against an opponent's attack in which Diablo received more than one wound, you may place him on any unoccupied space on the battlefield. When moving with this special power, Diablo will not take any leaving engagement attacks and cannot be placed adjacent to an opponent's figure.

Diamondback *Rachel Leighton*



160		Life 4
Human		Move 6
Unique Hero		Range 3
Mercenary		Attack 3
Conflicted		Defense 5
Marvel	Medium 5	

TACTICAL DOUBLE ATTACK
When Diamondback attacks with a normal or special attack, she may attack one additional time with a normal or special attack.

ACID DIAMOND SPECIAL ATTACK
Range 3. Attack 2.
For each skull you roll with this special attack, the defending figure must subtract 1 from its Defense number for the remainder of Diamondback's turn.

FRAG DIAMOND SPECIAL ATTACK
Range 3. Attack 3.
After attacking with this special attack, roll the 20-sided die. If you roll 15 or higher, all figures that were adjacent to the defending figure at the start of this special attack receive 1 wound.

Doctor Doom *Victor von Doom*



375		Life 6
Human		Move 5
Unique Hero		Range 5
Ruler		Attack 5
Egomaniacal		Defense 6
Marvel	Medium 5	

Mystic Power Drain 14
After taking a turn with Doctor Doom, you may choose any opponent's figure adjacent to him. Roll the 20-sided die. If you roll 14 or higher and the chosen figure is a Unique Hero or Event Hero, take one additional turn with Doctor Doom. During this turn and for the rest of the round, you may use any special powers on the chosen figure's Army Card. If the special power refers to the chosen figure or the chosen figure's card, it refers to Doctor Doom or Doctor Doom's card instead. If you Mystic Power Drain a Unique Hero or Event Hero, you cannot roll for this special power against a Unique Hero or Event Hero again for the rest of the round. If you roll 14 or higher and the chosen figure is not a Unique Hero or Event Hero, destroy the chosen figure and remove a wound from this card.

Elaborate Pit Trap 14
When an opponent's figure that moved 1 or more spaces ends its movement within 4 clear sight spaces of Doctor Doom, you may immediately roll the 20-sided die. If you roll 14 or higher, place that figure on any empty space within 4 spaces of Doctor Doom, and your opponent's turn immediately ends. If you place the figure adjacent to Doctor Doom, the figure receives a wound. Figures moved by Elaborate Pit Trap 14 will not take any leaving engagement attacks.

Mental Shield
An opponent may never take temporary or permanent control of Doctor Doom.

Doctor Fate *Kent Nelson*



290		Life 5
Human		Move 5
Unique Hero		Range 5
Mystic		Attack 5
Resolute		Defense 5
DC	Medium 5	

Teleportation Spell
Instead of moving and attacking with Doctor Fate, you may choose a friendly figure within 4 clear sight spaces. Place Doctor Fate on any unoccupied space on the battlefield. You may then place the chosen figure on any empty space adjacent to Doctor Fate. Figures moved by this special power will not take any leaving engagement attacks and cannot be placed adjacent to any enemy figures. Doctor Fate can only use this special power once per round.

Helm of Nabu
Anytime after you have rolled the 20-sided die, you may immediately remove any unrevealed Order Markers from this card. Add one to the roll for each unrevealed Order Marker you remove. Helm of Nabu cannot be used when rolling the 20-sided die for an Event Hero.

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

Doctor Light *Arthur Light*



190		Life 5
Metahuman		Move 5
Unique Hero		Range 5
Inventor		Attack 4
Vindictive		Defense 5
DC	Medium 5	

Blinding Light
Opponents' figures within 5 clear sight spaces of Doctor Light cannot use attacks or special powers that require clear sight. Figures with the Sensory Assault or Radar Sense special power are not affected by Blinding Light.

Power over Light
Energy Constructs cannot roll any defense dice against Doctor Light's normal attack.

Sensory Assault
If Doctor Light has clear sight on a non-adjacent figure's Target Point, Doctor Light rolls 1 additional attack die when attacking that figure.

Doctor Manhattan *John Osterman*



470		Life 7
Entity		Move 7
Event Hero		Range 7
Recluse		Attack 7
Cold		Defense 7
DC	Huge 8	

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 but 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.

Doctor Mid-Nite *Charles McNider*

	150	Life 4
	Metahuman	Move 5
	Unique Hero	Range 1
	Mystery Man	Attack 3
	Precise	Defense 4
DC	Medium 5	

BLACKOUT BOMBS

Start the game with 3 Glyphs of Blackout Bomb on this card. At any point during his movement, Doctor Mid-Nite may place a Glyph of Blackout Bomb from this card power-side up onto an empty space within 5 clear sight spaces of Doctor Mid-Nite.

PHYSICIAN 16

After taking a turn with Doctor Mid-Nite, if he did not attack this turn, you may choose an adjacent Human or Metahuman Unique Hero, remove 1 Wound Marker from the chosen figure's Army Card and roll the 20-sided die. If you roll 16 or higher, remove an additional Wound Marker.

OF THE NIGHT

When Doctor Mid-Nite attacks a figure on a Shadow Tile, the defending figure does not receive any additional defense dice for the Shadow Tile. Doctor Mid-Nite cannot be targeted by non-adjacent figures for any special powers or attacks while on a Shadow Tile.

Doctor Octopus *Otto Octavius*

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

Telescopic Tentacles 4

Doctor Octopus may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base. When Doctor Octopus attacks, he may attack three additional times.

Cyber Claw

All opponents' small or medium figures that enter or occupy a space adjacent to Doctor Octopus may not move. Figures affected by Cyber Claw cannot be moved by any special power on an Army Card.

Expert Climbing

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

Doctor Strange *Steven Strange*

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

Eye of Agamotto

When an opponent's figure would receive one or more wounds from Doctor Strange's normal attack, you may choose not to inflict any number of those wounds. Remove one unrevealed Order Marker at random from that figure's Army Card for each wound you chose not to inflict with Doctor Strange's normal attack.

Sorcerer Supreme

Opponents' figures that have the Magical Defense special power and are within 3 clear sight spaces of Doctor Strange or start their turn within 3 clear sight spaces of Doctor Strange, may not use any special power on their Army Cards. Figures with a Wise personality are not affected by Sorcerer Supreme.

Magical Defense

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

Donald Ferguson

	160	Life 4
	Cyborg	Move 5
	Unique Hero	Range 5
	Agent	Attack 4
	Reserved	Defense 4
Image	Medium 5	

SOLDIER COVER FIRE

If Donald Ferguson inflicts one or more wounds on an opponent's figure, you may move one Soldier figure you control that is within 8 clear sight spaces of Donald Ferguson up to 4 spaces.

ARM ROCKETS SPECIAL ATTACK

Range 4. Attack 4 + Special.

If Donald Ferguson has 2 or more Wound Markers on this card, subtract 2 dice from this special attack. After attacking with this special attack, Donald Ferguson may attack one additional time.

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.

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.

Doombot

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

Decoy of Doom

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

Doomsday

	390	Life 6
	Kryptonian	Move 5
	Unique Hero	Range 1
	Destroyer	Attack 7
	Relentless	Defense 5
DC	Medium 6	

Adaptive Resistance

Doomsday receives one extra defense die for each Wound Marker he has.

Evolutionary Regeneration

After revealing an Order Marker on this card you may, instead of moving and attacking, remove 1 Wound Marker from this card. When Doomsday is destroyed, begin your next turn with a total of 6 Wound Markers on this card. Order Markers may still be placed and revealed on this card. If the last Wound Marker is removed from Doomsday's Army Card while he is destroyed, immediately place Doomsday on a space adjacent to any figure you control.

Super Leap

Instead of his normal move, Doomsday may Super Leap. Super Leap has a move of 10. When counting spaces for Doomsday's Super Leap movement, ignore elevations. Doomsday may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Doomsday may not leap more than 50 levels up or down in a single leap. If Doomsday is engaged when he starts to leap, he will take any leaving engagement attacks. Doomsday rolls 3 less attack dice on any turn that he chooses to Super Leap.

Dracula *Vlad Tepes Dracula*

	490	Life 6
	Undead	Move 7
	Event Hero	Range 1
	Lord	Attack 5
	Sanguinary	Defense 5
Marvel	Medium 5	

LORD OF THE DEAD

After revealing an Order Marker on this card and instead of taking a turn with Dracula, you may take a turn with one Undead Hero or Undead Squad you control.

VAMPIRISM

If an opponent's figure receives enough wounds from Dracula's normal attack to be destroyed, remove a Wound Marker from this card. If the figure was a Unique Hero, instead of destroying it normally, place all wounds from the attack on that figure's card and remove up to 2 Wound Markers and all Order Markers from that card. If that figure has enough wounds to be destroyed, destroy it. Otherwise, take control of that figure and his Army Card. That figure's Species is now Undead instead of what is listed on the card. Vampirism never affects Undead, Androids, Constructs, or destructible objects.

RISE FROM THE GRAVE

After revealing a numbered Order Marker on an Army Card you control and before taking a turn with that card, if Dracula has been destroyed, roll the 20-sided die. Add 2 to your roll if that card has the Magical Defense special power. If you roll 19 or higher, remove all Wound Markers from this card and immediately place Dracula on any empty space on the battlefield.

STEALTH FLYING

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

Dragon Man

	320	Life 6
	Android	Move 6
	Unique Hero	Range 1
	Creature	Attack 6
	Ferocious	Defense 6
Marvel	Huge 9	

Tail Smash

When attacking with Dragon Man's normal attack, you may choose for the attack to also affect all figures adjacent to the defending figure except Dragon Man. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Fire Breath Special Attack

Range 4. Attack 5.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack except Dragon Man. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately. If Dragon Man inflicts 1 or more wounds on a figure with this special attack, after placing those wounds, you may roll 1 unblockable attack die against that figure. Figures with the Lava Resistant special power are not affected by this special attack.

Weak-Minded 2

If any player rolls the 20-sided die to take temporary or permanent control of Dragon Man, that player may add 2 to the roll.

Drax *Arthur Douglas*



350	Life 5
Golem	Move 6
Unique Hero	Range 1
Hunter	Attack 6
Relentless	Defense 8
Marvel	Medium 5

DRAX'S NEMESIS
At the beginning of the game, choose an opponent's Unique or Event Hero to be Drax's Nemesis. If an opponent controls Thanos, then Thanos must be the chosen Nemesis. If Drax attacks his Nemesis with a normal attack, add 2 additional dice to his attack.

RELENTLESS ADVANCE
After his Nemesis takes a turn, you must move Drax as close to his Nemesis as possible, moving up to a maximum of 3 spaces. When Drax moves with this special power, he may move through all opponent's figures except his Nemesis and if a figure rolls a leaving engagement attack against Drax and does not roll a skull, the figure receives 1 wound.

DWI THEET
Opponent's figures adjacent to Drax cannot receive any automatic shields or skulls from special powers on their Army Cards when attacked by or attacking Drax.

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Dum Dum Dugan *Timothy Dugan*



90	Life 4
Human	Move 5
Unique Hero	Range 5
Agent	Attack 4
Loyal	Defense 4
Marvel	Medium 5

Marksmanship
After moving and before attacking, you may subtract any number of Dum Dum Dugan's attack dice from your roll, to a minimum of 1 attack die, and add that number to Dum Dum Dugan's Range number for this turn.

Commando Backup
If Dum Dum Dugan attacks a figure engaged with any other Agent you control, he may attack one additional time.

Diversion
Agents you control do not take leaving engagement attacks from opponents' figures that are within 5 clear sight spaces of Dum Dum Dugan.

Echo *Maya Lopez*



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

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

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

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.

Electro *Maxwell Dillon*



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

Electrostatic Bolt Special Attack
Range 5+Special. Attack 5+Special.
Choose a figure to attack. You may also choose any figures within 2 clear sight spaces of the chosen figure to be affected by the attack. For each additional figure chosen, roll 1 fewer attack die. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Any affected figure that occupies a water space rolls 1 fewer defense die. Figures with the Electrically Charged special power are not affected by Electrostatic Bolt Special Attack.

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

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

Elektra *Elektra Natchios*



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

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

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

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

Elite League Assassins



150	Life 1
Human	Move 5
Unique squad	Range 1
Assassins	Attack 2
Merciless	Defense 4
DC	Medium 5

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

Deadly Strike
When attacking with Elite League Assassins, each skull rolled counts as one additional hit.

Vanish 11
If an Elite League Assassin is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-10, roll defense dice normally. If you roll 11 or higher, that Elite League Assassin takes no damage and may immediately move up to 4 spaces. Elite League Assassins can only vanish if they end their vanishing move not adjacent to any enemy figures.

Emma Frost



170	Life 5
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 4
Arrogant	Defense 4
Marvel	Medium 5

Diamond Form
After revealing an Order Marker on this card, you may place or remove the white Diamond Marker. While the Diamond Marker is on this card, you may not use any other special power on this card and:

- Emma Frost gains the Super Strength special power;
- When she defends against an attack, one shield will block all damage;
- A player may only take a turn with Emma Frost after revealing an Order Marker on this card.

Psychic Proxy Special Attack
Range Special. Attack 5.
Choose a Telepath figure you control and attack any figure within 3 spaces of the chosen Telepath. Emma Frost does not need clear line of sight to attack with this special attack.

Telepathic Link
While Emma Frost is in play all squad and hero figures you control are considered in clear sight of each other.

Enchantress *Amora*



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

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

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

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

Energizer Katie Power



	50	Life 3
	Mutate	Move 5
	Unique Hero	Range 4
	Adventurer	Attack 3
	Enthusiastic	Defense 3
Marvel	Small 3	

Energy Blast Special Attack
Range 4. Attack 3.
 Destructible objects do not roll any defense dice against this special attack. If Energizer inflicts one or more wounds with this special attack, before placing Wound Markers, roll the 20-sided die. If you roll 12 or higher, all figures adjacent to the defending figure receive one wound.

Kymellian Healing Factor
 After taking a turn with Energizer, if she is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.

Eradicator



	280	Life 6
	Artificial Intelligence	Move 6
	Unique Hero	Range 1
	Program	Attack 6
	Xenophobic	Defense 5
DC	Medium 5	

Kryptonian DNA
 Eradicator has the species of Kryptonian in addition to the species listed on this card. When Eradicator rolls defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

Solar Radiation Special Attack
Range 3. Attack 3+ Special.
 Before attacking with this special attack, you may place any number of Wound Markers on this card. For each placed Wound Marker, add 1 to the attack number of this special attack for the rest of this turn. After attacking with this special attack, Eradicator may attack one additional time. Each time a Kryptonian figure is attacked with this special attack, the most wounds it can take is one.

Solar Transference
 After taking a turn with Eradicator, each Kryptonian figure within 3 clear sight spaces of Eradicator may remove one Wound Marker from its Army Card if Eradicator received any wounds this turn.

Etrigan



	320	Life 7
	Demon	Move 6
	Unique Hero	Range 1
	Prince	Attack 7
	Wild	Defense 6
DC	Medium 5	

HELLFIRE BURST SPECIAL ATTACK
Range Special. Attack 5.
 Choose a space adjacent to Etrigan. If there is a figure on that space, it is affected by this special attack. You may also choose up to two figures in clear sight of Etrigan that are within two spaces of the chosen space to be affected by this special attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately.

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

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

Executioner Skurge



	370	Life 7
	Etin	Move 5
	Unique Hero	Range 1
	Warrior	Attack 8
	Savage	Defense 6
Marvel	Medium 5	

Axe Slash Teleportation
 After moving and instead of attacking, you may roll 12 combat dice. Place Executioner on any empty space within X spaces of his current location, where X equals the number of skulls rolled. You may choose one figure that was adjacent to Executioner before using this special power and place it on an empty space adjacent to Executioner. Moved figures will not take any leaving engagement attacks. If a figure other than Executioner is moved at least one space with this power, you may roll 1 unblockable attack die against that figure. This special power can only be used once per round.

Giant Killer
 When Executioner attacks Huge figures, add 2 attack dice.

Falcon Sam Wilson



	140	Life 4
	Mutate	Move 6
	Unique Hero	Range 1
	Protector	Attack 4
	Patriotic	Defense 4
Marvel	Medium 5	

Redwing Distraction
 When Falcon is attacked by an adjacent figure with a normal attack and at least 1 skull is rolled, subtract 1 skull from whatever is rolled.

Six Billion Pairs of Eyes
 When Falcon or a figure you control within 4 clear sight spaces of Falcon attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece.

Aerial Advantage
 While Falcon can use his Flying special power, he is always considered to have height advantage on non-flying figures.

Fandral



	280	Life 6
	Asgardian	Move 6
	Unique Hero	Range 1
	Warrior	Attack 5
	Dashing	Defense 6
Marvel	Medium 5	

SWORDPLAY
 If Fandral attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.

WARRIORS THREE
 After revealing an Order Marker on this card and instead of taking a turn with Fandral, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.

Fantomex Charlie Cluster-7



	260	Life 4
	Mutate	Move 6
	Unique Hero	Range 6
	Experiment	Attack 4
	Deceptive	Defense 5
Marvel	Medium 5	

MISDIRECTION 14
 When an opponent's figure within 6 spaces targets Fantomex for an attack, you may roll the 20-sided die. If you roll 14 or higher, Fantomex takes no damage and you may choose an opponent's figure within 3 clear sight spaces that is not the attacking figure. Switch Fantomex with the chosen figure and the attacking figure must target and attack the chosen figure, even if engaged. Figures switched with Misdirection 14 never take any leaving engagement attacks.

PHANTOM WALK
 Fantomex can move through all figures and is never attacked when leaving an engagement.

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

MENTAL SHIELD
 An opponent may never take temporary or permanent control of Fantomex.

Fatality Yrra Cynril



	300	Life 6
	Xanshian	Move 6
	Unique Hero	Range 1
	Warrior	Attack 6
	Vengeful	Defense 6
DC	Medium 5	

Green Lantern Retribution
 Anytime Fatality's normal attack is ignored by a figure with the Green Power Battery special power, Fatality may immediately attack again with her normal attack.

Energy Staff Special Attack
Range 5. Attack 4.
 Figures defending against this special attack cannot roll more than 5 defense dice. If Fatality inflicts one or more wounds with this special attack, she may attack one additional time with this special attack.

Fire Beatriz Bonilla Da Costa



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

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.

Fire Ant Swarm

	10	 Life 1
	Insect	 Move 4
	Common Hero	 Range 1
	Scavenger	 Attack 1
	Irritating	 Defense 1
Marvel	Tiny 1	

Swarm Tunneling

If you win initiative, you may immediately place each Fire Ant Swarm you control on any unoccupied land space within 5 spaces of its current location. A Fire Ant Swarm cannot be placed on any space that is higher or lower than 5 levels from its original placement. Fire Ant Swarms moved with Swarm Tunneling will not take any leaving engagement attacks.

Poison Sting

Instead of attacking, choose an adjacent figure. Roll the 20-sided die, adding 1 to the roll for each other Fire Ant Swarm you control adjacent to the chosen figure. If you roll 16 or higher, the chosen figure receives one wound. Continue rolling for Poison Sting until the chosen figure does not receive a wound. Destructible objects are not affected by Poison Sting.

Fire Demons

	250	 Life 1
	Demon	 Move 6
	Unique Squad	 Range 1
	Tormentors	 Attack 4
	Relentless	 Defense 6
Marvel	Medium 6	

FIRE AND BRIMSTONE

At the start of the game, before rolling for initiative, you may place up to 4 single-hex lava field tiles on any empty spaces on the battlefield if the lava field tiles fit normally onto those spaces.

FIRE SPAWNING 13

At the end of each round, you may choose one empty lava field or molten lava space on the battlefield and roll the 20-sided die. If you roll 13 or higher, you may place one of your previously destroyed Fire Demons on the chosen space.

LAVA RESISTANT

Fire Demons never roll for molten lava damage or lava field damage and do not have to stop in molten lava spaces.



Firebrand Gary Gilbert

	240	 Life 4
	Human	 Move 6
	Unique Hero	 Range 6
	Enforcer	 Attack 4
	Vindictive	 Defense 6
Marvel	Medium 5	

DUAL FLAMETHROWERS

SPECIAL ATTACK

Range 2 + Special. Attack 4.

Choose a figure to attack. You may also choose 3 spaces in a straight line from the targeted figure. All figures on those spaces are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack. After attacking with this special attack, you may attack with this special attack one additional time.

LAVA RESISTANT

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



Firefly Garfield Lynns

	120	 Life 4
	Human	 Move 5
	Unique Hero	 Range 4
	Arsonist	 Attack 3
	Insane	 Defense 4
DC	Medium 5	

Raining Fire

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

Flamethrower Special Attack

Range 2 + Special. Attack 4.

Choose a figure to attack. You may also choose 3 spaces in a straight line from the targeted figure. All figures on those spaces are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.

Lava Resistant

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



Firestar Angelica Jones

	120	 Life 4
	Mutant	 Move 6
	Unique Hero	 Range 1
	Fighter	 Attack 4
	Dedicated	 Defense 4
Marvel	Medium 4	

Microwave Beam Special Attack

Range Special. Attack 2 + Special.

Choose 4 spaces in a straight line from Firestar. All figures on those spaces are affected by this special attack. Roll 2 attack dice once for all affected figures.

For each skull rolled, roll one additional attack die.

Continue rolling additional attack dice for each additional skull rolled until no skulls are rolled. Affected figures roll defense dice separately.



Flash Barry Allen

	250	 Life 4
	Metahuman	 Move 12
	Unique Hero	 Range 1
	Scientist	 Attack 5
	Bold	 Defense 4
DC	Medium 5	

Superspeed

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

Fist Fusillade Special Attack

Range 1. Attack 1, 2, or 3.

Start the attack with 12 attack dice. You may attack with 1, 2, or 3 attack dice until all 12 attack dice have been rolled.

Speed Dodge 4

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

Flash Jay Garrick

	220	 Life 4
	Metahuman	 Move 10
	Unique Hero	 Range 1
	Mystery Man	 Attack 5
	Inspiring	 Defense 7
DC	Medium 5	

SUPERSPEED

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

DISORIENTING WHIRLWIND

After moving and before attacking with Flash, you may choose 2 small or medium figures he moved through this turn and either:

- switch the chosen figures; or
- if the chosen figures are in the same army, move up to 1 unrevealed Order Marker from each chosen figure's Army Card to the other chosen figure's Army Card.

Figures moved by Disorienting Whirlwind never take any leaving engagement attacks.

INSPIRING SPEEDSTER

All Mystery Men, Protégés, and figures with the Superspeed or Speed Force special power you control that are within 6 clear sight spaces of Flash add 1 to their Defense numbers.

Flash John Fox

	220	 Life 4
	Metahuman	 Move 12
	Unique Hero	 Range 1
	Scientist	 Attack 4
	Deliberate	 Defense 5
DC	Medium 5	

SUPERSPEED

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

SPEED SHIFT SPECIAL ATTACK

Range 1. Attack 3.

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

TEMPORAL DEFENSE

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

Firestorm Ronnie Raymond

	330	 Life 5
	Metahuman	 Move 7
	Unique Hero	 Range 5
	Student	 Attack 5
	Lazy	 Defense 5
DC	Medium 5	

MATRIX INSTABILITY

Firestorm has the secret identity of Martin Stein, the class of Scientist, and the personality of Brilliant in addition to what is listed on this card. Before taking a turn with Firestorm, you must roll the 20-sided die. If you roll 5 or lower, Firestorm cannot use his Firestorm Matrix special power this turn. If you roll 16 or higher, roll 1 additional combat die if Firestorm uses his Firestorm Matrix special power this turn.

FIRESTORM MATRIX 4

Instead of taking a turn with Firestorm, you may roll 4 combat dice. After rolling, choose one of the following:

- For each shield rolled, remove 1 Wound Marker from this card.
- For each shield rolled, choose a figure or Destructible Object within 4 clear sight spaces of Firestorm and place 1 Wound Marker on that figure's card.
- If two or more shields were rolled, choose an equipment glyph that is within 4 clear sight spaces of Firestorm or that is equipped by a figure within 4 clear sight spaces of Firestorm. Destroy the chosen glyph.

LAVA RESISTANT

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



Flash Wally West

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

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

INFINITE MASS PUNCH SPECIAL ATTACK
Range 1. Attack Special.
If Flash is unengaged at the start of his turn, before moving him, you may choose a figure within 8 clear sight spaces. Count the minimum number of spaces between Flash and the chosen figure. After moving, if you attack the chosen figure with this special attack, roll X dice, where X equals the number of spaces you counted.

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

Floronic Man Jason Woodrue

	135	Life 6
	Metahuman	Move 5
	Unique Hero	Range 1
	Scientist	Attack 4
	Insane	Defense 4
DC	Medium 5	

Accelerated Tree Growth
Start the game with 1 Evergreen Tree Destructible Object on this card. After moving, before attacking, you may choose an empty space within 6 spaces of Floronic Man and place 1 Evergreen Tree Destructible Object from this card on the chosen space. Placed trees must fit on the battlefield normally. If you destroy an Evergreen Tree Destructible Object, you may remove all Wound Markers from its Army Card and place it on this 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 Floronic Man, one at a time. If you roll 12 or higher, the figure receives one wound.

Forge Jonathan Silvercloud

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

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.

Frankenstein

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

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

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

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

Frost Giant

	220	Life 5
	Etin	Move 7
	Uncommon Hero	Range 1
	Warrior	Attack 5
	Ferocious	Defense 7
Marvel	Huge 9	

Freezing Touch 14
Start the game with one Ice Rock Destructible Object on this card. Instead of attacking, if the Ice Rock is on this card, you may choose one adjacent small or medium enemy figure that is not an Etin. Roll the 20-sided die. If you roll 14 or higher, switch the chosen figure with the Ice Rock on this card. The chosen figure will not take any leaving engagement attacks.

Frost Bite
At the end of each round, if a figure that was chosen for Freezing Touch 14 is on this card and has not been destroyed, roll a single attack die. If a skull is rolled, the chosen figure receives one wound. If a blank is rolled and the chosen figure has Super Strength, destroy the Ice Rock. Whenever the Ice Rock from this card is destroyed, place it on this card and switch it with the chosen figure on this card if possible. Players cannot lose the game if one or more of their figures is still affected by Freezing Touch.

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

Galactus

	1600	Life 28
	Taaen	Move 0
	Event Hero	Range 12
	Devourer	Attack 7
	Insatiable	Defense 6
Marvel	Huge 32	

Herald of Galactus
At the start of the game, you may choose a Unique Hero on the battlefield to be Galactus' Herald. Before taking a turn with Galactus, you may place him within 4 spaces of his Herald. If his Herald is a figure you control, when Galactus is adjacent to his Herald, add 2 to your roll for Devourer of Worlds. When Galactus is placed with this special power, he will not take any leaving engagement attacks. Galactus cannot be moved by any other means.

Devourer of Worlds
After taking a turn with Galactus, you may roll the 20-sided die. If you roll:

- 1-2, Galactus receives one wound;
- 3-15, choose up to three unoccupied terrain pieces, glyphs, destructible objects, or obstacles such as ruins on the battlefield;
- 16 or higher, choose up to five unoccupied terrain pieces, glyphs, destructible objects, or obstacles on the battlefield.

Remove the chosen items from the battlefield. If there are no unoccupied terrain pieces, glyphs, destructible objects, or obstacles, Galactus may destroy one figure instead.

Gambit Remy Lebeau

	210	Life 4
	Mutant	Move 5
	Unique Hero	Range 1
	Thief	Attack 4
	Charming	Defense 5
Marvel	Medium 5	

Five Card Draw Special Attack
Range 4. Attack 1 or 2.
Gambit starts each turn with 5 attack dice. Choose any non-adjacent figure within range and attack by rolling 1 or 2 attack dice. Gambit may keep making special attacks with 1 or 2 attack dice until he has rolled all 5 attack dice. When rolling attack dice for Five Card Draw Special Attack, if a skull is rolled on every die, each skull rolled counts for one additional hit.

Staff Vault
After moving and before attacking, if Gambit 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. Gambit may vault over water without stopping, vault over figures without becoming engaged, and vault over obstacles such as ruins. Gambit may not vault more than 8 levels up or down in a single vault. After using Staff Vault, you may add 1 to Gambit's normal attack this turn.

Disengage
Gambit is never attacked when leaving engagements.

Gamora

	310	Life 5
	Zen-Whoberi	Move 7
	Unique Hero	Range 1
	Assassin	Attack 5
	Ruthless	Defense 5
Marvel	Medium 5	

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.

GODSLAYER
After Gamora inflicts one or more wounds on a figure with her normal attack, you may roll the 20-sided die. If you roll 14 or higher, that figure receives X additional wounds, where X is equal to the number of wounds inflicted this turn, and you may not roll for this power again for the remainder of the game.

HEALING
At the end of the round, remove 1 Wound Marker from this card.

General Zod Dru-Zod

	380	Life 6
	Kryptonian	Move 6
	Unique Hero	Range 5
	General	Attack 4
	Egomaniacal	Defense 6
DC	Medium 5	

General of New Krypton
After revealing an Order Marker on this card and instead of taking a turn with General Zod, you may:

- take a turn with 1 Unique Kryptonian Hero you control; or
- move up to 2 Kryptonian Soldier Heroes you control; or
- roll 1 unblockable attack die against any figure adjacent to a Kryptonian Spy you control.

Kneel Before Zod
When Zod attacks an adjacent figure, roll two additional attack dice and if Zod has height advantage, the adjacent defending figure rolls two fewer defense dice.

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

Gentleman Ghost *Jim Craddock*



165	Life 2
Undead	Move 7
Unique Hero	Range 5
Thief	Attack 3
Degenerate	Defense 5
DC	Medium 5

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

HIGHWAYMAN
When Gentleman Ghost attacks a figure equipped with an Equipment Glyph or a figure occupying a road space, add 1 die to his attack.

DANSE MACABRE
When Gentleman Ghost is destroyed, Order Markers can still be placed and revealed on this card. Once per round, if Gentleman Ghost is destroyed, after revealing a numbered Order Marker on this card, you may roll the 20-sided die.
• If you roll 1-4, nothing happens.
• If you roll 5-12, you may place Gentleman Ghost on any unoccupied space on the battlefield, remove all Wound Markers on this card, and take a turn with Gentleman Ghost. After taking this turn, destroy Gentleman Ghost.
• If you roll 13 or higher, you may place Gentleman Ghost on any unoccupied space on the battlefield, remove all Wound Markers on this card, and take a turn with Gentleman Ghost.

Ghost



170	Life 4
Human	Move 5
Unique Hero	Range 5
Saboteur	Attack 4
Vindictive	Defense 4
Marvel	Medium 5

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

Sabotage
Instead of attacking with Ghost, you may choose to either:
• roll 4 unblockable attack dice against one destructible object (Ghost was on top of or adjacent to at the beginning of his turn); or
• roll 1 unblockable attack die against each figure Ghost was adjacent to at the beginning of his turn.

Hacking 13
Before an opponent's Android or Cyborg figure within 5 clear sight spaces of Ghost begins its turn, you may roll the 20-sided die. If you roll 13 or higher, that figure's turn immediately ends.

Ghost Rider *Johnny Blaze*



380	Life 7
Demon	Move 9
Unique Hero	Range 1
Spirit	Attack 6
Vengeful	Defense 7
Marvel	Medium 5

Hellfire Motorcycle
Ghost Rider does not take leaving engagement attacks. When counting spaces for Ghost Rider's movement, count elevation changes of up to 2 levels as one space and ignore terrain effects of water, lava, heavy snow and slippery ice. You may ignore Ghost Rider's height when moving up levels of terrain.

Penance Stare 19
Anytime an opponent's Unique Hero destroys a figure you control with a normal or special attack, you may place the destroyed figure on the attacking Hero's Army Card. Instead of attacking with Ghost Rider, you may choose an adjacent Unique Hero. Roll the 20-sided die. Add 1 to the roll for each figure that was placed on the chosen figure's card by this special power, up to a maximum of +4. If you roll 19 or higher, destroy the chosen figure.

Giant-Man *Hank Pym*



180	Life 4
Mutate	Move 7
Unique Hero	Range 1
Scientist	Attack 5
Self-Doubting	Defense 7
Marvel	Huge 8

Gigantic Reach
Giant-Man may add 1 to his range when attacking a figure whose base is more than 6 levels higher than his height or 6 levels lower than his base.

Giant Swat
If an opponent's small or medium figure moves adjacent to Giant-Man, you may roll the 20-sided die. If you roll 15 or higher, the opponent's figure receives one wound and you may place the figure on any unoccupied space within 2 spaces of Giant-Man. Figures can be affected by Giant Swat only as they move into engagement with Giant-Man. Figures moved by Giant Swat never take any leaving engagement attacks. A non-flying figure will receive any falling damage that may apply.

Giant Defense
When rolling defense dice against a normal attack from a figure that is not Huge, if you roll at least shield, the most wounds Giant-Man can take from this attack is one.

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.

Gorgon *Tomi Shishido*



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

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

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

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

Gorilla City Warriors



125	Life 1
Simians	Move 6
Common Squad	Range 1
Warriors	Attack 4
Loyal	Defense 4
DC	Medium 5

Simian Hero Bonding
After revealing an Order Marker on this card and taking a turn with the Gorilla City Warriors, you may take a turn with any Unique Simian Hero you control.

Telepathic Troop
When a Gorilla City Warrior attacks, it receives 1 additional attack die for each other Gorilla City Warrior or Telepath you control engaged with the defending figure, to a maximum of 2 additional attack dice for Telepathic Troop.

Gorilla Grodd



225	Life 5
Simian	Move 6
Unique Hero	Range 1
Telepath	Attack 6
Devious	Defense 5
DC	Medium 5

Psychokinetic Defense
When rolling defense dice against a figure that does not have the Mental Shield special power, Gorilla Grodd always add one automatic shield to whatever is rolled.

Cognizant Control 16
After revealing an Order Marker on this cards and taking a turn with Gorilla Grodd, you may choose any Unique Hero figure in clear sight of Gorilla Grodd. Roll the 20-sided die. Add one to your roll for each Wound Marker on this card. If you roll 16 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before the Cognizant Control. All Order Markers that were on the chosen Hero's card will stay on the card.

Gorilla-Man *Ken Hale*



160	Life 6
Simian	Move 6
Unique Hero	Range 7
Agent	Attack 5
Cursed	Defense 3
Marvel	Medium 5

Machine Gun Special Attack
Range 5. Attack 3.
If Gorilla-Man inflicts a wound with this special attack, he may attack again with this special attack. Gorilla-Man may continue attacking with this special attack until he does not inflict a wound. He may not attack the same figure more than once.

Curse of the Gorilla Man
If a small or medium common or unique figure destroys Gorilla-Man with a normal or special attack, roll the 20-sided die. If you roll 1-13, destroy the attacking figure. If possible, place Gorilla-Man on the space previously occupied by the attacking figure, remove all Order Markers and Wound Markers from this card and give this card to the player who controlled the figure that destroyed Gorilla-Man. That player now controls Gorilla-Man. Simians and Androids are not affected by Curse of the Gorilla-Man.

Graviton *Franklin Hall*



400	Life 6
Mutate	Move 5
Unique Hero	Range 5
Physicist	Attack 5
Egocentric	Defense 6
Marvel	Medium 5

Reverse Gravity
After moving and instead of attacking, you may choose one small or medium figure within 4 clear sight spaces of Graviton. Roll the 20-sided die. If you roll 9 or higher, place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die. If you roll 11 or higher, the figure receives 1 wound. Chosen figures do not take any leaving engagement attacks. When Graviton uses Reverse Gravity, he may use Reverse Gravity two additional times.

Gravitational Grasp 9
Any time an opponent would begin the movement of Graviton or a figure within 4 clear sight spaces of Graviton, you may first roll the 20-sided die. If you roll 9 or higher, the figure may not be moved and may not attack with a normal attack this turn.

Gravitational Shield
When rolling defense for Graviton, if there are at least two unrevealed Order Markers on this card, add one automatic shield to whatever is rolled.

Green Arrow *Connor Hawke*



130	Life 4
Human	Move 5
Unique Hero	Range 8
Archer	Attack 3
Disciplined	Defense 3
DC	Medium 5

Piercing Shot
When an opponent's non-adjacent figure receives one or more wounds from Green Arrow's normal attack, roll the 20-sided die.

- If you roll a 1-11, place wound markers normally.
- If you roll a 12-17, the defending figure receives one additional wound.
- If you roll an 18 or higher, the defending figure receives two additional wounds.

Close Combat Expert
If Green Arrow is attacking an 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.

Green Arrow *Oliver Queen*



150	Life 4
Human	Move 5
Unique Hero	Range 10
Archer	Attack 4
Precise	Defense 4
DC	Medium 5

Skill Shot
Before attacking with a normal non-adjacent attack, you must first roll the 20-sided die.

- If you roll a 1, you may not attack this turn.
- If you roll a 2-10, attack normally.
- If you roll a 11-19, the targeted figure rolls 2 fewer defense dice.
- If you roll a 20, the targeted figure cannot roll any defense dice.

Exploding Arrow Special Attack
Range 6. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Exploding Arrow Special Attack. Green Arrow only needs a clear sight shot at the chosen figure. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Green Arrow can be affected by his own Exploding Arrow Special Attack.

Green Construct *Decoy*



50	Life 2
Energy	Move 6
Uncommon Hero	Range 5
Construct	Attack 4
Tricky	Defense 4
DC	Medium 5

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

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

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

Green Construct *Helicopter Gunship*



130	Life 2
Energy	Move 4
Unique Hero	Range 7
Construct	Attack 4
Uplifting	Defense 5
DC	Large 6

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

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

HEAVY MACHINE GUN SPECIAL ATTACK
Range 5. Attack 4.
If this Green Construct inflicts one or more wounds with this special attack, it may attack again with this special attack. This Green Construct may continue attacking with this special attack until it does not inflict a wound. It may not attack the same figure more than once.

Green Construct *Mech Warrior*



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

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

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

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

Green Construct *Shield*



20	Life 1
Energy	Move 0
Common Hero	Range 0
Construct	Attack 0
Resolute	Defense 2
DC	Small 3

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

PERMANENT POSITION
This Green Construct can never move or attack.

REINFORCED DEFENSE
Friendly figures may add 2 dice to their defense for each adjacent Green Construct Shield. If a figure adding to its defense dice with this Green Construct Shield receives one or more wounds from an attack, this Green Construct Shield is destroyed.

Green Construct *Tactical Bomber*



100	Life 3
Energy	Move 8
Unique Hero	Range 1
Construct	Attack 1
Precise	Defense 5
DC	Huge 6

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

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

SMART BOMB SPECIAL ATTACK
Range Special. Attack 5.
You may choose a figure to attack that this Green Construct passed over this turn. Any figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Green Construct cannot be affected by this special attack.

Green Goblin *Norman Osborn*



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

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

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

Green Lantern *Alan Scott*



280	Life 4
Human	Move 6
Unique Hero	Range 4
Mystery Man	Attack 5
Valiant	Defense 5
DC	Medium 5

GREEN POWER RING
Start the game with a green Boxing Glove Marker, a green Shield Marker, and a green Cage Marker on this card.

Before attacking with this Green Lantern, you may remove a Boxing Glove Marker from this card and roll 2 additional attack dice.

Before defending with this Green Lantern, you may remove a Shield Marker from this card and roll 2 additional defense dice.

Once per round, before a figure within 4 clear sight spaces begins its movement, you may remove a Cage Marker from this card and prevent that figure from moving this turn.

RING RECHARGE
After taking a turn with this Green Lantern, if he did not move or attack, you may place all previously removed markers from the Green Power Ring special power back on this card.

WOOD WEAKNESS
When this Green Lantern is adjacent to at least one Evergreen Tree or Jungle Piece, he rolls 1 fewer attack and defense die.

Green Lantern *Guy Gardner*



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

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

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

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

Green Lantern *Hal Jordan*



350	Life 4
Human	Move 5
Unique Hero	Range 1
Officer	Attack 3
Fearless	Defense 3
DC	Medium 5

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

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

Fearless Charge 17
After you take a turn with this Green Lantern, if he is not adjacent to any friendly figures and is engaged with at least one enemy figure, roll the 20-sided die and add one to the roll for each Wound Marker on this card. If you roll a 17 or higher, you may take another turn with this Green Lantern.

Green Lantern *John Stewart*



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

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

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

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

Green Lantern *Kilowog*



310	Life 5
Bolovaxian	Move 5
Unique Hero	Range 1
Drill Instructor	Attack 4
Resolute	Defense 5
DC	Medium 5

Green Power Battery 2
Start the game with 2 green Battery Markers on this card. Add one to this Green Lantern's Move, Range, Attack and Defense numbers for each green Battery Marker on this card.

Green Lantern Leadership
Before taking a turn with Kilowog, you may remove one green Battery Marker from this card and add one to the Move, Range, Attack and Defense numbers of each Officer Hero you control for as long as Kilowog remains in play. You may not add more than two to any Officer's Move, Range, Attack or Defense numbers with Green Lantern Leadership.

Chew on This, Pooser!
When Kilowog attacks an adjacent figure with a normal attack, add two dice to his attack.

Green Lantern *Kyle Rayner*



300	Life 4
Human	Move 5
Unique Hero	Range 1
Officer	Attack 2
Creative	Defense 2
DC	Medium 5

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

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

Sustained Willpower
If a Green Construct you control is adjacent to this Green Lantern, an opponent's figure may not attack this Green Lantern with a normal or special attack. If an adjacent Green Construct you control is attacked with a normal or special attack and receives enough wounds to be destroyed, you may roll the 20-sided die and add 1 to the roll for each green Battery Marker on this card. If you roll a 17 or higher, the Green Construct takes no damage.

Grey Gargoyle *Paul Pierre Duval*



200	Life 5
Mutate	Move 5
Unique Hero	Range 1
Thief	Attack 4
Debonair	Defense 5
Marvel	Medium 5

Hand Of Stone
Start the game with 3 grey Stone Markers on this card. If Grey Gargoyle inflicts a wound on an adjacent Unique Hero with his normal attack, place a Stone Marker on the defending figure's card. A figure other than Grey Gargoyle with a Stone Marker on its card cannot move, roll for attacks or leaving engagement attacks, or use any special powers on its Army Card, and adds 1 additional die to its defense. At the end of each round, all of your Stone Markers are returned to this card.

Tough
When rolling defense dice against a normal attack, Grey Gargoyle always adds one automatic shield to whatever is rolled.

Groot



275	Life 7
Flora Colossus	Move 4
Unique Hero	Range 1
Ruler	Attack 7
Arrogant	Defense 6
Marvel	Huge 10

BRANCH CARRY
Before moving Groot:

- If there are 3 or fewer Wound Markers on this card, you may choose up to two unengaged friendly tiny or small figures or one unengaged friendly medium or large figure.
- If there are 4-6 Wound Markers on this card, you may choose one unengaged friendly tiny or small figure.

Chosen figures must be adjacent to Groot. After you move Groot, place the chosen figures on any empty spaces adjacent to Groot.

CUT DOWN TO SIZE
When Groot attacks, roll one fewer attack die for each Wound Marker on this card.

ORGANIC REGENERATION
At the end of each round, remove one Wound Marker from this card. If Groot is on a water space at the end of the round, remove an additional Wound Marker from this card.

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.

Gypsy Cindy Reynolds



180	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Telepath	Attack 4
Guarded	Defense 3
DC	Medium 5

LIMITED PRECOGNITION 8
Before rolling for initiative, if there is at least one unrevealed Order Marker on this card, you may roll the 20-sided die. If you roll 8 or higher, you may choose an opponent's Army Card and view all unrevealed Order Markers on the chosen card.

ILLUSION CASTING
After an opponent reveals a numbered Order Marker, you may choose one friendly figure adjacent to Gypsy. Gypsy and the chosen figure cannot be targeted by that opponent's non-adjacent figures for any attacks or special powers that require clear sight for the remainder of that opponent's turn. Opponents' Android and Undead figures are not affected by Illusion Casting.

ACROBATIC MANEUVER
When Gypsy rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Gypsy one space up to 6 levels up or down. When Gypsy moves using Acrobatic Maneuver, she will not take any falling damage or leaving engagement attacks.

Hand Ninja



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

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

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

Harley Quinn Harleen Quinzel



130	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Misfit	Attack 3
Insane	Defense 3
DC	Medium 4

Insane Devotion
After revealing an Order Marker on the Army Card of any other insane figure you control and taking a turn with that figure, if Harley Quinn is within clear sight of that figure, you may take an immediate turn with Harley Quinn, and you may not take any additional turns with other figures you control.

Smilex Bomb Special Attack
Range 5. Lob 8. Attack 6.
Choose a space to bomb. Any figure on the chosen space and all figures within 2 spaces of the chosen space are affected. No clear line of sight is needed. Roll 6 attack dice once for all affected figures. Each figure rolls defense dice separately. After all affected figures have rolled defense dice, roll the 20-sided die. If you roll a 13 or higher, remove one unrevealed Order Marker at random from each affected figure's Army Card. Smilex Bomb Special Attack may only be used once per game.

Acrobatic Maneuver
When Harley Quinn rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Harley Quinn one space up to 6 levels up or down. When Harley Quinn moves using Acrobatic Maneuver she does not take any falling damage or leaving engagement attacks.

Harley Quinn II Harleen Quinzel



180	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Outlaw	Attack 4
Insane	Defense 6
DC	Medium 4

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.

Harpoon Kodiak Noatak



130	Life 4
Mutant	Move 5
Unique Hero	Range 5
Marauder	Attack 4
Relentless	Defense 4
Marvel	Medium 5

ENERGIZED HARPOON SPECIAL ATTACK
Range 5. Attack 4.
Choose a non-adjacent figure and before attacking with this special attack, choose one of the following effects:

- add 1 automatic skull to whatever is rolled;
- or any figures adjacent to the chosen figure are also affected by this special attack. Harpoon only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately; or
- if an opponent's Unique Hero receives one or more wounds from this special attack, roll the 20-sided die. If you roll 9 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card.

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.

Hawkeye Clint Barton



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

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

Trick Arrows Special Attacks
Range 8. Attack 3.
Choose a non-adjacent figure to attack. Before attacking with this special attack, choose one of the following effects:

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

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

Hawkeye II Clint Barton



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

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.

Hawkgirl Shayera Hol



225	Life 5
Thanagarian	Move 6
Unique Hero	Range 1
Warrior	Attack 6
Fierce	Defense 5
DC	Medium 5

Hawk Swoop
If Hawkgirl attacks a figure that was at least 2 spaces away before Hawkgirl moved this turn, roll 1 additional attack die. If Hawkgirl attacks a figure that was at least 4 spaces away before Hawkgirl moved this turn, you may either:

- roll 2 additional attack dice, or
- roll attack dice as normal, and after attacking you may attack one additional time.

Hawk Swoop may only be used if Hawkgirl used Flying for all of her movement this turn.

Nth Metal Mace
Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkgirl's normal attack.

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

Hawkman *Carter Hall*



220	Life 5
Human	Move 6
Unique Hero	Range 1
Mystery Man	Attack 5
Fierce	Defense 5
DC	Medium 5

GOLDEN AGE HEROISM
Immediately after revealing a numbered Order Marker on this card, if all of your unrevealed Order Markers are placed on the cards of Unique Mystery Man Heroes, you may reveal an Order Marker on this card and remove it. If it is:

- an "X" Order Marker, instead of taking a turn with Hawkman, you may immediately take a turn with up to four other Mystery Men you control. During this turn, the chosen Mystery Men cannot attack and you cannot take any additional turns with other figures you control.
- a numbered Order Marker, for the remainder of the round all figures you control add 1 to their Attack numbers and after taking each turn with Hawkman, you may take one additional turn with one other Mystery Man you control, but cannot take any additional turns with other figures you control.

Hawkman *Katar Hol*



225	Life 5
Thanagaria	Move 5
Unique Hero	Range 1
Warrior	Attack 6
Fearless	Defense 6
DC	Medium 5

Hawk Strike
If Hawkman attacks a figure that was at least three spaces away before Hawkman moved this turn, roll two additional attack dice. Hawk Strike may only be used if Hawkman used Flying for all of his movement this turn.

Undying Love
If you control Hawkgirl and she is destroyed or has at least one wound marker on her card, when Hawkman attacks, he may attack one additional time.

Nth Metal Mace
Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkman's normal attack.

Hawkmen of Thanagar



100	Life 1
Thanagaria	Move 5
Common Squad	Range 1
Lawmen	Attack 5
Confident	Defense 5
DC	Medium 5

Birds of a Feather
After revealing an Order Marker on a Thanagarian Hero's Army Card, and after taking a turn with that Thanagarian Hero, if it attacked an opponent's figure with a normal attack but did not inflict any wounds, you may take a turn with the Hawkmen of Thanagar.

Battle Maneuver
After taking a turn with the Hawkmen of Thanagar, you may move any Thanagarian Hero you control up to 4 spaces. Thanagarian Heroes moved by Battle Maneuver will not take any leaving engagement attacks.

Nth Metal Mace
Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkmen of Thanagar's normal attack.

Heat Wave *Mick Rory*



110	Life 4
Human	Move 5
Unique Hero	Range 4
Rogue	Attack 4
Destructive	Defense 4
DC	Medium 5

Flamethrower Special Attack
Range 2 + Special. Attack 4.
Choose a figure to attack. You may also choose 3 spaces in a straight line from the targeted figure. All figures on those spaces are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.

Fear of Cold
Before Heat Wave moves onto a snow or ice space, you must first roll one defense die. If you roll a shield, Heat Wave's movement immediately ends and he cannot attack this turn.

Lava Resistant
Heat Wave never rolls for molten lava damage or lava field damage, and he does not have to stop in molten lava spaces.

Heimdall



390	Life 7
Asgardian	Move 5
Unique Hero	Range 1
Guardian	Attack 6
Vigilant	Defense 8
Marvel	Medium 5

GUARDIAN OF THE BIFROST
At the start of the game, you may place a Glyph of Bifrost power-side up on any empty space on the battlefield that is not in a Start Zone. If Heimdall is in your Start Zone, instead of moving normally with Heimdall or an adjacent figure, you may immediately place that figure on any empty space within 2 spaces of a Glyph of Bifrost. Placed figures will not take any leaving engagement attacks.

GOD OF VIGILANCE
If Heimdall is in your Start Zone, you may add 8 to your initiative roll.

Hellboy *Anung Un Rama*



360	Life 8
Demon	Move 5
Unique Hero	Range 1
Investigator	Attack 6
Cavalier	Defense 5
Dark Horse	Medium 5

RIGHT HAND OF DOOM
When Hellboy attacks an adjacent Creature, Undead, Demon, Lycanthrope or huge figure with his normal attack, you may add 2 dice to his attack.

THE GOOD SAMARITAN SPECIAL ATTACK
Range 6. Attack Special.
Roll the 20-sided die.
• If you roll 1-8, end Hellboy's turn immediately.
• If you roll 9-19, roll 4 attack dice.
• If you roll 20, the defending figure receives 1 wound.

MAGICAL PROTECTION
Opponents' figures with the Magical Defense special power cannot target Hellboy with a special power or special attack.

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

Hellcat *Patsy Walker*



75	Life 4
Human	Move 6
Unique Hero	Range 1
Adventurer	Attack 4
Curious	Defense 5
Marvel	Medium 5

MYSTICAL SENSES
If an opponent controls a Demon figure or a figure with the Magical Defense special power in play, after rolling for initiative each round, you may move Hellcat with her Cable-Claw 3 special power.

CABLE-CLAW 3
Instead of a normal move, Hellcat may use her Cable-Claw. Cable-Claw has a move of 3. When counting spaces for Cable-Claw, ignore elevations. Hellcat may cable-claw over water without stopping, cable-claw over figures without becoming engaged, and cable-claw over obstacles such as ruins. Hellcat may not cable-claw more than 30 levels up or down in a single Cable-Claw. If Hellcat is engaged when she starts to Cable-Claw, she will not take any leaving engagement attacks. If Hellcat ends her Cable-Claw adjacent to a figure she did not begin her turn adjacent to, she may add 1 die to her attack if she attacks that figure.

Hercules



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

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.

Hired Guns



130	Life 1
Human	Move 5
Unique Squad	Range 5
Criminals	Attack 3
Merciless	Defense 3
Marvel	Medium 5

Trigger Happy
After revealing an Order Marker on any Crime Lord or Mastermind's card you control, instead of attacking with that Crime Lord or Mastermind, you may attack with the Hired Guns.

Double Attack
When each member of the Hired Guns attacks, he may attack one additional time.

Hit-Girl Mindy Macready

	135	 Life 3
	Human	 Move 6
	Unique Hero	Range 5
	Vigilante	Attack 3
	Brutal	Defense 3
Icon	Medium 4	Defense 3

DISENGAGE

Hit-Girl is never attacked when leaving engagements.

COMBAT DEXTERITY

Hit-Girl 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.

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.

Hogun

	310	 Life 6
	Asgardian	 Move 5
	Unique Hero	Range 1
	Warrior	Attack 6
	Grim	Defense 6
Marvel	Medium 5	Defense 6

BLUDGEONING STRIKE

When a defending figure receives one or more wounds from Hogun's normal attack, you may inflict one additional wound on it or any figure adjacent to it.

WARRIORS THREE

After revealing an Order Marker on this card and instead of taking a turn with Hogun, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.



Hourman Rick Tyler

	190	 Life 5
	Metahuman	 Move 5
	Unique Hero	Range 1
	Protégé	Attack 3
	Devoted	Defense 4
DC	Medium 5	Defense 4

MIRACLO INJECTION

Once per game, at the start of a round before Order Markers are placed, you may place 3 yellow Miraclo Markers on this card. Before rolling for initiative each round, if there is at least one Miraclo Marker on this card, you must either reveal an "X" Order Marker on this card or remove a Miraclo Marker. If you remove a Miraclo Marker, for the duration of this round, Hourman gains the Super Strength special power and adds 2 to his Move, Attack, and Defense numbers.

TACHYON-ENHANCED HOURGLASS 11

Immediately after rolling for initiative, if there is at least one unrevealed Order Marker on this card, you may roll the 20-sided die. If you roll 11 or higher, you may choose an opponent and view all unrevealed Order Markers on cards the chosen opponent controls.

BONDS OF MARRIAGE

After revealing an Order Marker on this card and taking a turn with Hourman, you may immediately take a turn with a Jesse Chambers figure you control that has this special power, and you may not take any additional turns with other figures you control. During this turn, that Jesse Chambers figure can attack only while adjacent to Hourman.

Hugo Strange

	155	 Life 4
	Human	 Move 5
	Unique Hero	Range 5
	Psychiatrist	Attack 2
	Insane	Defense 5
DC	Medium 5	Defense 5

Mutagenic Experiment

At the start of a round, before rolling for initiative, you may reveal an "X" Order Marker on any Army Card you control with the Insane personality. Until the end of that round, all special powers on the chosen Army Card are negated, its species is Mutate, its Move number is 6, its Range number is 1, and its Attack number is 6. You can only use this special power once per game.

Insane Provocation

After revealing an Order Marker on this card and instead of taking a turn with Hugo Strange, you may either:

- Move up to 6 other figures you control with the Insane personality up to 4 spaces each; or
- Take a turn with one other Army Card you control with the Insane Personality.

Vigilantes Unmasked

Vigilante figures that have a secret identity cannot engage and attack Hugo Strange on the same turn.

Hulkbuster Soldiers

	125	 Life 1
	Human	 Move 5
	Common Squad	Range 6
	Soldiers	Attack 3
	Disciplined	Defense 3
Marvel	Medium 5	Defense 3

HULKBUSTER ARMAMENTS

Hulkbuster Soldiers roll 1 additional attack die when attacking an opponent's Creature that has the Super Strength special power.

TRANQ GUN 16

A Hulkbuster Soldier that moved but did not attack normally may use Tranq Gun. To use Tranq Gun, choose an opponent's Unique Hero within 3 clear sight spaces. Roll the 20-sided die. If you roll 16 or higher, you may remove one Order Marker at random from the chosen Hero's Army Card.

Human Torch Jim Hammond

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

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.



Human Torch Johnny Storm

	225	 Life 5
	Mutate	 Move 6
	Unique Hero	Range 6
	Adventurer	Attack 4
	Brash	Defense 4
Marvel	Medium 5	Defense 4

Flame On 4

Before moving Human Torch with his Flying special power, and after receiving any damage from leaving engagement attacks that may apply, you must immediately roll the 20-sided die once for each figure engaged with Human Torch. If you roll 4 or higher, that figure receives two wounds. Figures with the Lava Resistant special power are not affected by Flame On 4.

Supernova Special Attack

Range Special. Attack 7.

All figures within 2 spaces of Human Torch are affected by Supernova Special Attack. Roll attack dice once for all affected figures. Each affected figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by Supernova Special Attack. After using Supernova Special Attack, all of Human Torch's special powers are negated, and his range is reduced 1 for the entire game.

Lava Resistant

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



Huntress Helena Bertinelli

	170	 Life 4
	Human	 Move 6
	Unique Hero	Range 1
	Vigilante	Attack 4
	Ruthless	Defense 5
DC	Medium 5	Defense 5

Crossbow Special Attack

Range 5. Attack 3+

When Huntress attacks a figure that is exactly two spaces away, add 2 attack dice to her Crossbow Special Attack. After attacking with Crossbow Special Attack, Huntress may attack with her Crossbow Special Attack one additional time.

Reckless Engagement

If Huntress is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 to her normal attack and subtract 1 from her defense.

Ruthless Counterstrike

When rolling defense dice against a normal attack from an adjacent attacking figure, if Huntress is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.

Hush Thomas Elliott

	220	 Life 5
	Human	 Move 5
	Unique Hero	Range 5
	Mastermind	Attack 4
	Calculating	Defense 5
DC	Medium 5	Defense 5

Obsessive Vendetta

At the start of the game, choose an opponent's Unique Hero. Hush, or any Crime Lord or Criminal you control taking a turn with Master Manipulator rolls 1 additional die when attacking the chosen figure with a normal attack.

Master Manipulator

After revealing an Order Marker on Hush's card, instead of taking a turn with Hush, you may take a turn with any Unique Hero you control within clear sight of Hush.

Surgical Strike

If Hush inflicts at least one wound on an adjacent figure with his normal attack, the defending figure receives one additional wound.

Hydro-Man *Morris Bench*



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

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

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

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

HYDRA Agents



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

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

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

Ice *Tora Olafsdotter*



170	Life 4
Metahuman	Move 5
Unique Hero	Range 5
Princess	Attack 4
Guileless	Defense 4
DC	Medium 5

FREEZE BLAST
Start the game with 4 blue Ice Markers on this card. When attacking a Unique Hero with Ice's normal attack, if you roll at least 1 skull you may place an Ice Marker from this card onto the defending figure's Army Card. A figure other than Ice with an Ice Marker on its card subtracts 1 from its Move and Defense numbers, to a minimum of 1, for each Ice Marker on its card. If a figure other than Ice with an Ice Marker on its card moves onto a lava field or molten lava space, remove all Ice Markers on its card from the game. Ice Markers cannot be placed on the cards of figures with the Ice Resistance special power.

BLIZZARD
Instead of attacking with Ice, you may roll the 20-sided die. If you roll 16 or higher, for the remainder of the round any figure that starts its turn within 5 spaces of Ice cannot move, attack, or use any special power on any Army Card or Glyph during its turn.

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

Iceman *Bobby Drake*



150	Life 4
Mutant	Move 5
Unique Hero	Range 6
Adventurer	Attack 4
Confident	Defense 5
Marvel	Medium 5

Deep Freeze Special Attack
Range 4. Attack 5.
If an opponent's Unique Hero receives at least one wound from Deep Freeze Special Attack, roll the 20-sided die. If you roll a 16 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card. When Iceman uses his Deep Freeze Special Attack to attack a figure with the Ice Resistance special power, roll one fewer attack die.

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

Ice Slide 4
Instead of his normal move, Iceman may use Ice Slide 4. Ice Slide 4 has a move of 4. When counting spaces for Ice Slide 4, ignore elevations. Iceman may slide over water without stopping, slide over figures without becoming engaged, and slide over obstacles such as ruins. Iceman may not slide more than 20 levels up or down in a single Ice Slide. Iceman may not slide over molten lava. If Iceman is engaged when he starts to Ice Slide, he will take any leaving engagement attacks.

Icicle *Cameron Mahkent*



150	Life 4
Metahuman	Move 5
Unique Hero	Range 1
Psychopath	Attack 3
Vengeful	Defense 4
DC	Medium 5

Slick Ice Spray
Start the game with 4 ice tiles on this card. Before moving, you may place up to 4 ice tiles from this card onto any empty land spaces within 4 spaces of Icicle, if the ice tile fits normally onto that space. When a figure without the Ice Resistance special power moves onto or begins its movement on an ice tile within 4 clear sight spaces of Icicle, you may roll the 20-sided die. If you roll 12 or higher, the figure receives one wound and must end its movement.

Ice Darts Special Attack
Range 3. Attack 1.
When Icicle attacks with this special attack, he may attack 1 additional time. Each skull rolled counts for one additional hit against figures with the Ice Resistance special power or for two additional hits against other figures.

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

Impossible Man



430	Life 10
Poppupian	Move 6
Event Hero	Range 3
Prankster	Attack 5
Tricky	Defense 8
Marvel	Medium 5

Shapeshifting Prankster
Before taking a turn with Impossible Man, you may choose an adjacent Unique Hero. Roll the 20-sided die, adding 8 to your roll if the chosen figure is an Adventurer or Scientist. If you roll 16 or higher, for this turn you may use any special powers on the chosen figure's Army Card. If the special power refers to the chosen figure or the chosen figure's card, it refers to Impossible Man or Impossible Man's card instead.

Ignored
If a Unique or Event Hero starts its turn engaged with Impossible Man, the figure may choose to ignore Impossible Man. A figure that ignores Impossible Man cannot target him for any attacks or special powers this turn. If Impossible Man is ignored, he receives one wound and cannot make any leaving engagement attacks this turn.

Poppupian Pup
When Impossible Man defends against an attack, and you roll at least two blanks, Impossible Man takes no damage and you may immediately place him on any empty space up to 6 spaces away. When Impossible Man starts to pop, he will not take any leaving engagement attacks.

Incredible Hulk *Bruce Banner*



380	Life 7
Mutate	Move 5
Unique Hero	Range 1
Creature	Attack 6
Angry	Defense 6
Marvel	Medium 6

Rage Enhanced DNA
At the end of an opponent's turn, place the red Rage Marker on this card if Hulk received two or more wounds that turn. If the Rage Marker is on this card, add one die to Incredible Hulk's attack and defense for each Wound Marker on this card.

Soothe the Beast
Before rolling for initiative each round, if Incredible Hulk is not adjacent to any enemy figure, remove the Rage Marker from this card.

Super Leap
Instead of his normal move, Incredible Hulk may use his Super Leap. Super Leap has a move of 10. When counting spaces for Hulk's Super Leap movement, ignore elevations. Hulk may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Hulk may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Hulk will take any leaving engagement attacks. Roll 3 fewer attack dice on any turn that Hulk moves with Super Leap.

Indigo-1 *Iroque*



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

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.

Invincible *Markus Grayson*



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

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

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

Invisible Woman *Susan Richards*



215	Life 5
Mutate	Move 5
Unique Hero	Range 4
Adventurer	Attack 3
Merciful	Defense 0
Marvel	Medium 5

Fantastic Force Field 4
All Adventurers and Scientists you control within 4 clear sight spaces of Invisible Woman add 4 to their defense dice. All other figures you control within 4 clear sight spaces of Invisible Woman add 2 to their defense dice. Fantastic Force Field 4 affects Invisible Woman.

Invisibility
Invisible Woman can move through all figures, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

Intergang Agents



120	Life 1
Human	Move 5
Common Squad	Range 5
Criminals	Attack 3
Greedy	Defense 3
DC	Medium 5

In It For The Money
At the start of the game, choose a Crime Lord you control to be the Boss for all Intergang Agents you control. When taking a turn with Intergang Agents, you may move and attack with an additional Intergang Agent for each revealed Order Marker on their Boss' Army Card.

Apokoliptian Weaponry
When rolling attack dice, if an Intergang Agent rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.

Iron Fist *Danny Rand*



260	Life 5
Mutate	Move 6
Unique Hero	Range 1
Fighter	Attack 4
Focused	Defense 6
Marvel	Medium 5

Force of One
Before attacking with Iron Fist, you may choose to either:
• Attack any or all figures adjacent to Iron Fist, rolling each attack separately; or
• Add 3 to Iron Fist's Attack number this turn, and while attacking, Iron Fist has the Super Strength special power.

Focused Chi
Once per round, after taking a turn with Iron Fist, you may reveal your X Order Marker on this card and remove one Wound Marker from this card or the Army Card of a Unique Hero adjacent to Iron Fist.

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

Iron Man *Tony Stark*



270	Life 4
Human	Move 6
Unique Hero	Range 6
Agent	Attack 4
Arrogant	Defense 6
Marvel	Medium 5

Stealth Dodge
When Iron Man rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

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

Hyper Speed 4
After taking a turn with Iron Man, Iron Man may move up to an additional 4 spaces.

Iron Man *Tony Stark*



360	Life 6
Human	Move 5
Unique Hero	Range 1
Guardian	Attack 8
Arrogant	Defense 4
Marvel	Large 6

Hulkbuster
When rolling defense dice, roll one additional defense die for each skull rolled by the attacking figure. If the attacking figure is adjacent, count all excess shields rolled as unblockable hits on the attacking figure.

Immovable
Iron Man may not be moved by any special power on an Army Card unless the player controlling Iron Man allows him to be moved.

Iron Man Mk. I *Tony Stark*



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

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*



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

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*



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

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*



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

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*



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

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.

Iron Monger *Obadiah Stane*



230	Life 3
Human	Move 4
Unique Hero	Range 4
Antagonist	Attack 5
Intimidating	Defense 7
Marvel	Medium 6

TURBO BOOST
Before moving, you may add up to 3 to Iron Monger's Move number for the remainder of the turn. If you do, subtract the same number from his Range number for the remainder of the turn.

IMPOSING PRESENCE
Opponents' figures engaged with Iron Monger subtract 1 die from their normal Attack number and 1 die from their Defense number, to a minimum of 1 die each.

AIR-TO-SURFACE MISSILES SPECIAL ATTACK
Range Special. Attack 2 + Special.
After moving with the Flying special power, you may choose up to 2 figures Iron Monger passed over this turn. One at a time, roll attack dice for each chosen figure, rolling an additional attack die if that figure does not have the Flying or Stealth Flying special power. Destructible objects roll 2 fewer defense dice against this special attack. Iron Monger may attack the chosen figures, even if he is engaged with a different figure.

Iron Patriot *Norman Osborn*



290	Life 5
Mutate	Move 5
Unique Hero	Range 5
Leader	Attack 4
Unstable	Defense 5
Marvel	Medium 5

CHAOTIC LEADERSHIP
While Iron Patriot is on the battlefield:
if you win initiative, you may move each other figure you control with at least one Order Marker on its card up to 4 spaces. Figures moved with Chaotic Leadership will take any leaving engagement attacks that may apply.
if you lose initiative, the player who won initiative may rearrange any Order Markers placed on Army Cards you control other than this card. That player may never reveal an Order Marker when using Chaotic Leadership.

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

MASTER MOTIVATOR
After taking a turn with Iron Patriot, if he inflicted one or more wounds with his normal attack this turn, you may take an immediate turn with any Unique Hero you control within clear sight of Iron Patriot without the Master Motivator special power.

Jackal *Miles Warren*



255	Life 4
Mutate	Move 6
Unique Hero	Range 1
Scientist	Attack 4
Insane	Defense 4
Marvel	Medium 4

EXPERIMENTAL CLONING 15
At the start of the game, you may choose a Unique Human, Mutate, or Clone Hero on the battlefield. Before placing Order Markers each round, if the chosen Hero is destroyed, you may roll the 20-sided die. If you roll 15 or higher, the chosen Hero becomes Jackal's Experiment. Remove all Wound Markers from the chosen Hero's Army Card and place the chosen Hero on any empty space adjacent to Jackal. You now control the chosen Hero, and it has the species of Clone instead of what is listed on its card.

DRUG-TIPPED CLAWS
After attacking an adjacent figure with Jackal's normal attack, if the defending figure received one or more wounds but was not destroyed, you may roll the 20-sided die. If you roll 12 or higher, remove one unrevealed Order Marker at random from the defending figure's card. Androids, Constructs, and destructible objects are not affected by Drug-Tipped Claws.

CELLULAR DEGENERATION
For the entire game, after taking a turn with Jackal's Experiment and at the end of each round, place one Wound Marker on its card.

Jade *Jennifer-Lynn Haden*



240	Life 4
Metahuman	Move 7
Unique Hero	Range 4
Interloper	Attack 5
Merciful	Defense 7
DC	Medium 5

STARHEART RECHARGE
Start the game with two green Battery Markers on this Army Card. Before taking a turn with Jade, you may remove one Battery Marker from this card and either remove one Wound Marker from this card or place the removed Battery Marker from this card on the Army Card of an adjacent, friendly figure with the Green Power Battery special power. You may never place more green Battery Markers on an Army Card than were on that card at the start of the game.

Jason Voorhees



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

"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.

Jean Grey



180	Life 4
Mutant	Move 5
Unique Hero	Range 4
Telepath	Attack 4
Merciful	Defense 5
Marvel	Medium 5

Telekinesis 12
After moving and before attacking, you may choose either Jean Grey, a small or medium figure within 4 clear sight spaces of Jean Grey, or a small or medium destructible object within 4 clear sight spaces of Jean Grey. Roll the 20-sided die. Add 1 to the roll for each Telepathy you control adjacent to Jean Grey. If you roll a 12 or higher, you may place the chosen figure or object on any empty space within 4 spaces of its original placement. After the figure or object is placed, you may roll the 20-sided die for damage. If you roll an 11 or higher, the figure or object receives 1 wound. Chosen figures do not take any leaving engagement attacks.

Psionic Grip 12
Any time an opponent would begin the movement of Jean Grey, a figure within 4 clear sight spaces of Jean Grey, or a destructible object within 4 clear sight spaces of Jean Grey, you may first roll the 20-sided die. Add 1 to the roll for each Telepathy you control adjacent to Jean Grey. If you roll 12 or higher, the figure or destructible object may not be moved.

Jesse Quick *Jesse Chambers*



120	Life 4
Metahuman	Move 10
Unique Hero	Range 1
Titan	Attack 4
Confident	Defense 3
DC	Medium 5

METAGENES
You may draft one other Jesse Chambers figure that is a Protégé. Place Jesse Quick's figure on the other Jesse Chambers' card. While Jesse Quick's figure is on the other Jesse Chambers' card, that Jesse Chambers adds 5 to her Move number and may use any special powers on this card in addition to her own. If any of Jesse Quick's special powers refer to Jesse Quick or Jesse Quick's card, they refer to the other Jesse Chambers or the other Jesse Chambers' card instead.

SUPERSPEED
Jesse Quick may move through all figures, never takes leaving engagement attacks, and does not have to stop her movement when entering water spaces. After taking a turn with Jesse Quick, if she did not use her Flying special power this turn, she may move up to an additional 4 spaces without using the Flying special power.

3x2(9yZ)4A
When Jesse Quick attacks, she may attack one additional time, rolling 1 fewer attack die for the second attack. After rolling defense dice with Jesse Quick, you may immediately move her up to 4 spaces.

Jewel *Jessica Jones*



150	Life 5
Mutate	Move 5
Unique Hero	Range 1
Fighter	Attack 4
Intuitive	Defense 6
Marvel	Medium 5

Power Fluctuations
Before taking a turn with Jewel, roll the 20-sided die.
• If you roll 1-5, Jewel may not use the Flying or Super Strength special powers for the remainder of this turn.
• If you roll 6-15, nothing happens.
• If you roll 16 or higher, add one to Jewel's Attack number for the remainder of this turn.

Psychological Vulnerability
When Jewel defends against a normal or special attack from a Telepath or a figure with a Manipulative personality, roll one fewer defense die.

Fighter Loyalty
If Jewel is adjacent to a Unique Fighter Hero you control, add one die to her attack and defense.

Jocasta



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

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

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

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

Joe Fixit Bruce Banner



310	Life 7
Mutate	Move 5
Unique Hero	Range 1
Enforcer	Attack 7
Gruff	Defense 6
Marvel	Medium 6

MACHINE GUN SPECIAL ATTACK
Range 5. Attack 3.
If Joe Fixit's Machine Gun Special Attack inflicts a wound, he may attack again with his Machine Gun Special Attack. Joe Fixit may continue attacking with his Machine Gun Special Attack until he does not inflict a wound. He may not attack the same figure more than once.

BOUNCED
Whenever Joe Fixit is attacked with a normal attack from an adjacent figure and takes no damage, you may choose up to X empty spaces in a straight line from the attacking figure and place the attacking figure on any of the chosen spaces. X is the number of excess shields rolled. A figure moved by Bounced cannot be placed adjacent to Joe Fixit, never takes any leaving engagement attacks, and can receive any falling damage that may apply.

SUPER LEAP
Instead of his normal move, Joe Fixit may Super Leap. Super Leap has a move of 10. When counting spaces for Joe Fixit's Super Leap movement, ignore elevations. Joe Fixit may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Joe Fixit may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Joe Fixit will take any leaving engagement attacks. Joe Fixit rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

Joker ???



190	Life 6
Human	Move 5
Unique Hero	Range 5
Psychopath	Attack 4
Insane	Defense 3
DC	Medium 5

Reorganized Chaos
If you win initiative and at least one Order Marker is on this card, you may move any 2 Order Markers on each opponent's cards to any other cards that opponent controls. You may not place Order Markers on any cards not in play and you may never reveal an opponent's Order Markers when using Reorganized Chaos.

"Wanna Hear Another?" Special Attack
Range 4. Attack 3.
If Joker inflicts a wound with "Wanna Hear Another?" Special Attack, he must attack again. Joker must continue attacking figures within 4 clear sight spaces until he does not inflict a wound.

It's Just Not The Same...
If Batman is destroyed during a game, Joker may not use any other special power on this Army Card and must roll 1 less attack and defense die.

Joker II ???



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

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.

Joker Goons



120	Life 1
Human	Move 5
Unique Squad	Range 5
Criminals	Attack 3
Desperate	Defense 3
DC	Medium 5

All Part Of The Plan
After revealing an Order Marker on this card and taking a turn with the Joker Goons, you may take a turn with an Insane Unique Hero you control within 6 clear sight spaces of a Joker Goon you control. You may then take one additional turn with that Insane Unique Hero. After this additional turn, destroy a Joker Goon you control. You may not take any additional turns with other figures you control.

Clowning Around
If you control Joker and at least 1 skull is rolled for an attack against him by an opponent's figure, before rolling defense dice, you may switch Joker with any Joker Goon you control within 6 clear sight spaces of Joker. That Joker Goon must defend against the attack and take any resulting wounds instead of Joker. Figures moved by this special power will not take any leaving engagement attacks.

Jonah Hex



130	Life 5
Human	Move 5
Unique Hero	Range 7
Lawman	Attack 2
Relentless	Defense 4
DC	Medium 5

Bounty Hunter
At the start of the game, choose an opponent's Unique Hero to be Jonah Hex's Bounty. Jonah Hex rolls an additional die when attacking or defending against his Bounty.

Cavalry Saber 3
When Jonah Hex attacks an adjacent figure, add 3 dice to his attack.

Fancy Shooting
When Jonah Hex or any Unique Lawman Hero you control within 4 clear sight spaces of Jonah Hex attacks a non-adjacent figure with a normal attack, add one automatic skull to whatever is rolled.

Jonah Jameson



85	Life 3
Human	Move 5
Unique Hero	Range 1
Editor	Attack 1
Vindictive	Defense 2
Marvel	Medium 4

SMEAR CAMPAIGN
At the start of the game, you may choose an opponent's Unique Hero. While J. Jonah Jameson is in play and there is at least one Order Marker on this card, the chosen Hero has the class of Menace instead of what is listed on its card.

RABBLE-ROUSING
When a Citizen you control attacks or defends against a Menace, it receives 1 additional die.

Jubilee Jubilation Lee



60	Life 4
Mutant	Move 5
Unique Hero	Range 1
Sidekick	Attack 3
Naive	Defense 3
Marvel	Medium 4

Mutant Sidekick
After revealing an Order Marker on a Mutant card you control and taking a turn with that Mutant, if Jubilee is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Jubilee. You may not take any additional turns with other Sidekicks you control.

Fireworks Special Attack
Range 4. Attack 2 or 4.
Start the attack with 4 attack dice and choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. You may attack with 2 or 4 attack dice until all 4 attack dice have been rolled. Attack dice are rolled once for all figures. Each affected figure rolls defense dice separately. Jubilee is not affected by her own special attack.

Judge Death Sidney Death



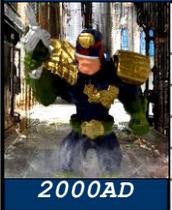
295	Life 5
Undead	Move 5
Unique Hero	Range 1
Dark Judge	Attack 3
Malevolent	Defense 5
2000AD	Medium 5

DEATH SENTENCE SPECIAL ATTACK
Range 1. Attack 2.
Unique figures may not roll more than 1 defense die and Common figures may not roll defense dice against this special attack. Androids, Undead, and destructible objects roll defense dice normally. After revealing a numbered Order Marker on this card, if Judge Death destroys a figure with this special attack, you may immediately take a turn with any other Undead Hero you control.

DEATH NEVER DIES
When Judge Death is destroyed, you may remove all markers, including Order Markers, from this card and place him on the card of any Undead Unique Hero you control. After Judge Death has been destroyed, when a figure with Judge Death on its card attacks and destroys an opponent's figure that is not an Android, Undead, or destructible object, you may immediately replace the destroyed figure with Judge Death.

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

Judge Dredd *Joe Dredd*



240	Life 5
Clone	Move 5
Unique Hero	Range 1
Judge	Attack 5
Unyielding	Defense 5
2000AD	Medium 5

I AM THE LAW

After attacking with a special attack, Judge Dredd may immediately attack one additional time with a special attack. Criminals roll 1 fewer defense die against Judge Dredd's attacks.

LAWGIVER INCENDIARY SPECIAL ATTACK

Range 7. Attack 3.

Destructible objects roll 2 fewer defense dice against this special attack. If this special attack inflicts one or more wounds, you may roll 1 unblockable attack die against the defending figure. Figures with the Lava Resistant special power are not affected by this special attack.

LAWGIVER RICOCHET SPECIAL ATTACK

Range Special. Attack 3.

Choose a non-adjacent figure within 5 clear sight spaces of Judge Dredd, and choose one additional figure within 3 clear sight spaces of the first chosen figure. Attack the first figure. If it receives one or more wounds, you may attack the additional chosen figure.

LAWGIVER HIGH EXPLOSIVE SPECIAL ATTACK

Range 5. Attack 4.

Choose a figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately.

Judge Fear



145	Life 5
Undead	Move 5
Unique Hero	Range 1
Dark Judge	Attack 3
Fearless	Defense 5
2000AD	Medium 5

MANTRAP

Start the game with two gray Mantrap Markers. Before an opponent's small or medium Unique Hero that does not have the Super Strength special power within 2 clear sight spaces of Judge Fear begins to take a turn, you may place a Mantrap Marker on that figure's card. That figure is Trapped. A Trapped figure cannot move or target a non-adjacent figure for an attack, even if Judge Fear is destroyed. At the end of each round, a player may place a Wound Marker on any Trapped figure's card that player controls. If a Trapped figure receives one or more wounds, remove all Mantrap Markers on its card from the game.

FACE OF FEAR

If only one figure is engaged to Judge Fear, when that figure rolls defense dice, you may subtract 1 shield from whatever is rolled. Judge Dredd and figures with the Fearless or Insane personalities are not affected by Face of Fear.

DIMENSIONAL TELEPORT

At the end of each round, if Judge Fear 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 Fear is moved with Dimensional Teleport, he may not be placed adjacent to an opponent's figure and will not take any leaving engagement attacks.

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.

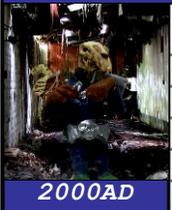
LAVA RESISTANT

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.

Judge Mortis



165	Life 5
Undead	Move 5
Unique Hero	Range 1
Dark Judge	Attack 2
Morbid	Defense 5
2000AD	Medium 5

DARK JUDGEMENT

After revealing an Order Marker on the Army Card of another Undead Unique Hero you control and immediately before attacking with that Hero, if Judge Mortis is engaged, he may immediately attack an opponent's figure with his normal attack.

DECAYING TOUCH

When Judge Mortis attacks an adjacent figure with his normal attack, and at least one skull is rolled, the defending figure immediately receives one unblockable wound before defense dice are rolled, or two unblockable wounds if it is a destructible object.

DIMENSIONAL TELEPORT

At the end of each round, if Judge Mortis 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 Mortis is moved with Dimensional Teleport, he may not be placed adjacent to an opponent's figure and will not take any leaving engagement attacks.

Juggernaut *Cain Marko*



340	Life 7
Human	Move 5
Unique Hero	Range 1
Outcast	Attack 6
Unyielding	Defense 7
Marvel	Large 5

Unstoppable Force

Juggernaut's movement cannot be stopped by any special power on an Army Card. Juggernaut may move through all figures and will not take any leaving engagement attacks.

Running Charge Special Attack

Range Special. Attack 5 + Special.

Move Juggernaut up to 4 spaces in a straight line. Roll 5 + X attack dice for each figure Juggernaut moved through during this special attack. X is the number of spaces between each figure and Juggernaut's placement before this special attack.

Mental Shield

An opponent can never take temporary or permanent control of Juggernaut.



Kang *Nathaniel Richards*



270	Life 4
Human	Move 4
Uncommon Hero	Range 5
Conqueror	Attack 5
Calculating	Defense 6
Marvel	Medium 5

Temporal Marker 1

Start the game with 1 Glyph of Temporal Displacement on this card. After revealing an Order Marker on this card, at any point during Kang's movement, you may place up to one Glyph of Temporal Displacement from this card power-side up on an empty space Kang previously occupied this turn.

Time Warp

After taking a turn with this Kang, you may remove one unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card, place this Kang on the space the Glyph of Temporal Displacement previously occupied, and take one additional turn with this Kang. During this additional turn, Kang may not use his Temporal Marker 1 special power. When Kang uses Time Warp he will only take leaving engagement attacks from figures with the Temporal Defense Special Power.

Temporal Defense

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



Kang II *Nathaniel Richards*



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

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.



Karnilla



330	Life 6
Asgardian	Move 5
Unique Hero	Range 5
Ruler	Attack 5
Domineering	Defense 5
Marvel	Medium 5

YOU WILL BE MINE...

At the start of the game, you may choose an opponent's Unique Hero to be Karnilla's Love. Karnilla and all figures you control within 3 clear sight spaces of Karnilla cannot attack Karnilla's Love. After taking a turn with Karnilla, if her Love is within 3 clear sight spaces of her, you may reveal and remove an "X" Order Marker from this card to roll the 20-sided die. If you roll 15 or higher, take control of Karnilla's Love and its Army Card and remove all Order Markers from that Army Card.

MAGICAL DEFENSE

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



Karate Kid *Val Armorr*



230	Life 4
Human	Move 6
Unique Hero	Range 1
Legionnaire	Attack 3
Fearless	Defense 4
DC	Medium 5

SUPER KARATE

While attacking with his normal attack, Karate Kid has the Super Strength special power and for each skull you roll with his normal attack, the defending figure must subtract 1 from its Defense number.

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.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Karate Kid.



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.

Ka-Zar Kevin Plunder



170	Life 4
Human	Move 5
Unique Hero	Range 5
Hunter	Attack 4
Determined	Defense 4
Marvel	Medium 5

BIG GAME TRACKER
At the start of the game, you may choose one opponent's Unique or Event Hero to be Ka-Zar's Prey. When a numbered Order Marker is revealed on the Prey's card, you may immediately move Ka-Zar up to 3 spaces. When moving with Big Game Tracker, Ka-Zar is never attacked when leaving engagements. If Ka-Zar attacks his Prey, he may attack his Prey one additional time.

VINE SWING 3
At any point before, during, or after moving Ka-Zar, if he is adjacent to an Evergreen Tree or Jungle Piece, you may place Ka-Zar on any unoccupied space adjacent to that Evergreen Tree or Jungle Piece. When Ka-Zar moves with Vine Swing, he will not take any leaving engagement attacks. Ka-Zar cannot use Vine Swing more than 3 times in a single turn.

KING OF THE JUNGLE
While he is adjacent to an Evergreen Tree or Jungle Piece, Ka-Zar adds 1 die to his attack and he cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

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 shield to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.

Kick-Ass Dave Lizewski



40	Life 3
Human	Move 5
Unique Hero	Range 1
Crime Fighter	Attack 3
Eager	Defense 3
Icon	Medium 5

KICKASS INSPIRATION
If Kick-Ass is engaged with one or more figures, each Unique Crime Fighter or Vigilante you control within 6 clear sight spaces of Kick-Ass may add 1 die to its normal attack.

BATON ASSAULT SPECIAL ATTACK
Range 1. Attack 2.
Choose up to two figures to attack. Roll 2 attack dice once for all affected figures. Each figure rolls defense dice separately.

Kid Flash Wally West



110	Life 4
Metahuman	Move 9
Unique Hero	Range 1
Sidekick	Attack 4
Tricky	Defense 3
DC	Medium 4

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

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

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

Killer Bee



15	Life 1
Insect	Move 6
Common Hero	Range 1
Drone	Attack 1
Subservient	Defense 2
Marvel	Tiny 1

TINY MOUNT
Before moving a Killer Bee, you may choose an adjacent, friendly Tiny Unique Hero adjacent to that Killer Bee that is not engaged with a Tiny figure. After moving that Killer Bee, place the chosen figure on an empty space adjacent to that Killer Bee.

BEE STING 13
After moving a Killer Bee, you may choose one figure adjacent to that Killer Bee and roll the 20-sided die. If you roll 13 or higher, place a Wound Marker on the chosen figure's Army Card and destroy that Killer Bee.

Killer Croc Waylon Jones



200	Life 5
Metahuman	Move 5
Unique Hero	Range 1
Criminal	Attack 6
Ferocious	Defense 6
DC	Medium 5

Croc Headlock
If Killer Croc rolls a skull against a small or medium figure leaving an engagement with him, that figure may not leave the engagement with Killer Croc this turn and must immediately end its turn.

Death Roll
Instead of moving and attacking, you may choose one small or medium figure adjacent to Killer Croc. Roll the 20-sided die, adding 4 to the roll if Killer Croc is on a water space. If you roll 14 or higher, the chosen figure receives one wound. You may continue rolling for Death Roll until you do not roll 14 or higher or the chosen figure is destroyed.

Killer Frost Crystal Frost



230	Life 4
Metahuman	Move 4
Unique Hero	Range 5
Psychopath	Attack 3
Vengeful	Defense 3
DC	Medium 5

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.

Killer Penguins



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

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

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

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

King Shark Nanaue



220	Life 7
Shark	Move 5
Unique Hero	Range 1
Outlaw	Attack 4
Ferocious	Defense 5
DC	Medium 5

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

FEEDING FRENZY
When King Shark attacks, he receives 1 extra attack die for each Wound Marker on the defending figure's Army Card, to a maximum of 3 additional attack dice for Feeding Frenzy. When King Shark destroys a figure with his normal attack, he must attack again. King Shark must continue attacking with his normal attack until he does not destroy a figure.

Kingpin Wilson Fisk



220	Life 5
Human	Move 5
Unique Hero	Range 1
Kingpin	Attack 5
Cunning	Defense 6
Marvel	Medium 5

Organized Crime
After revealing an Order Marker on this card and before taking a turn with Kingpin, you may take a turn with one of the following that you control:

- a Criminal Hero or Criminal Squad; or
- an Assassin Hero or Assassin Squad; or
- a Crime Lord

Kirigi



175	Life 6
Undead	Move 6
Unique Hero	Range 1
Ninja	Attack 5
Relentless	Defense 4
Marvel	Medium 5

Phantom Walk
Kirigi can move through all figures and is never attacked when leaving an engagement.

Kyoketsu Shogi
After moving and before attacking, if Kirigi was not engaged at the start of his turn, you may choose a non-adjacent small or medium figure within 3 clear sight spaces of Kirigi whose base is no more than 8 levels above or below Kirigi's base. Roll one attack die. If you roll a skull, you may choose to either inflict a wound on the chosen figure or place the chosen figure adjacent to Kirigi. Figures placed by Kyoketsu Shogi do not take leaving engagement attacks. After using this special power, Kirigi may use it one additional time.

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

Knockout Kay Fury



290	Life 6
New God	Move 5
Unique Hero	Range 1
Outlaw	Attack 6
Flirtatious	Defense 6
DC	Medium 5

SMITTEN
Once per game, when Knockout receives one or more wounds from an adjacent Unique Hero's normal attack, you may choose that Hero for Smitten. Knockout receives 2 additional attack dice when attacking the chosen Hero for the rest of the game.

APOKOLIPTIAN GRAPPLING
Before attacking, you may switch Knockout and any small or medium figure she is engaged with. Switched figures never take leaving engagement attacks. If the switched figure does not have the Super Strength special power, after switching it, you may roll an unblockable attack die against that figure.

Korvus Rook'shir



270	Life 5
Shi'ar	Move 5
Unique Hero	Range 1
Pirate	Attack 5
Stoic	Defense 6
Marvel	Medium 5

BLADE OF THE PHOENIX
Figures roll 2 fewer defense dice when defending against Korvus' normal attack. If Korvus is within 4 spaces of a figure with the Phoenix Fire special power you control after inflicting one or more wounds on a figure with his normal attack, you may roll 1 unblockable attack die against the defending figure. Figures with the Phoenix Fire special power are not affected by Blade of the Phoenix.

SWEEPING BLADE SPECIAL ATTACK
Range Special. Attack 4.
Choose two spaces within 1 space of Korvus that are also within 1 space of each other. All other figures on or within 1 space of the chosen spaces that are no more than 3 levels higher than Korvus's height or 3 levels lower than his base are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Kraven Sergei Kravinoff



200	Life 6
Human	Move 7
Unique Hero	Range 5
Hunter	Attack 3
Driven	Defense 5
Marvel	Medium 5

Big Game Tracker
At the start of the game, you may choose one opponent's Unique or Event Hero to be Kraven's Prey. When a numbered Order Marker is revealed on the Prey's card, you may immediately move Kraven up to 3 spaces. When moving with Big Game Tracker, Kraven is never attacked when leaving engagements. If Kraven attacks his Prey, he may attack his Prey one additional time.

Bolas 12
Start the game with a brown Bolas Marker on this card. After moving and before attacking, if your Bolas Marker is on this card, you may choose a small, medium, or large figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 12 or higher and the chosen figure is a Unique Hero, place your Bolas Marker on the chosen figure's card. Affected figures that are not Unique Heroes receive a wound. A chosen figure that has your Bolas Marker on its card cannot move and must roll 2 fewer defense dice. When the chosen figure receives a wound or is destroyed, place your Bolas Marker back on this card.

Nerve Punch
When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. If Kraven inflicts one or more wounds on an adjacent Unique Hero with a normal attack, you may immediately remove one unrevealed Order Marker at random from the defending figure's Army Card.

Kree Scout



40	Life 1
Kree	Move 6
Common Hero	Range 7
Scout	Attack 3
Disciplined	Defense 4
Marvel	Medium 5

Kree Hero Bonding
After revealing an Order Marker on this card, and after taking a turn with a Kree Scout, you may immediately take a turn with any other Kree Hero you control.

Kree Tactical Teleportation
Instead of moving normally, you may choose an unengaged Kree Scout you control. Immediately place up to two unengaged Kree Heroes you control on empty spaces adjacent to the chosen Kree Scout. Figures moved with Kree Tactical Teleportation must be placed so that they are not engaged.

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.

Krypto



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

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

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

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

Kryptonian Infiltrator



160	Life 4
Kryptonian	Move 6
Uncommon Hero	Range 1
Spy	Attack 4
Tricky	Defense 4
DC	Medium 4

Infiltrate
Before initiative is rolled each round, if this figure is not engaged, you may roll a single combat die. If you roll a blank, place this figure adjacent to any enemy figure.

Double Attack
When this Kryptonian Infiltrator attacks, she may attack one additional time.

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



Kryptonian Soldier



200	Life 4
Kryptonian	Move 6
Uncommon Hero	Range 1
Soldier	Attack 5
Disciplined	Defense 5
DC	Medium 5

Horo-Kanu Combat
When this Kryptonian Soldier attacks a squad or hero figure with a normal attack and two or more blanks are rolled, you may have the squad or hero figure ignore this attack and receive one wound.

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



Kryptonite Man *K. Russel Abernathy*



120	Life 5
Metahuman	Move 5
Unique Hero	Range 3
Engineer	Attack 4
Malicious	Defense 4
DC	Medium 5

KRYPTONITE RADIATION
A Kryptonian figure within 3 spaces of Kryptonite Man cannot use any special power on its Army Card. At the end of a round, any Kryptonian within 3 spaces of Kryptonite Man receives 1 wound.

KRYPTONIAN KILLER
Kryptonian figures adjacent to Kryptonite Man roll 3 fewer dice when attacking or defending.

Lady Blackhawk *Zinda Blake*



110	Life 4
Human	Move 6
Unique Hero	Range 5
Adventurer	Attack 3
Dauntless	Defense 2
DC	Medium 5

ADEPT OPERATOR
After revealing an Order Marker on this card and moving a vehicle, you may move that vehicle one additional space. When rolling the 20-sided die for a vehicle that Lady Blackhawk occupies, you may add 2 to your roll.

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.

Lady Deathstrike *Yuriko Oyama*



240	Life 6
Cyborg	Move 6
Unique Hero	Range 1
Assassin	Attack 4
Vengeful	Defense 5
Marvel	Medium 4

Adamantium Claws
Figures subtract 2 from their defense dice when attacked by Lady Deathstrike.

Vengeful Strike
After moving and before attacking, if there is at least one Wound Marker on this card, you may choose a figure adjacent to Lady Deathstrike and roll the 20-sided die. Add 1 to your roll for each Wound Marker on this card. If you roll 12-18, the chosen figure receives 1 wound. If you roll 19 or higher, the chosen figure receives 2 wounds.

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.



Lady Shiva *Sandra Woosan*



175	Life 4
Human	Move 6
Unique Hero	Range 1
Assassin	Attack 5
Deadly	Defense 4
DC	Medium 5

Assassin Training
At the start of the game, you may choose one Unique Vigilante Hero you control. While Lady Shiva is in play, the chosen figure's class is Assassin instead of what is on its card, and all Assassins you control can move through all figures and are never attacked when leaving engagements.

Leopard Blow Special Attack
Range 1. Attack 3.
Figures roll 3 fewer defense dice against this special attack. When attacking with this special attack, if the defending figure receives 3 wounds, it is destroyed.

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.

Lagoon Boy *La'gaan*



90	Life 5
Amphibian	Move 6
Unique Hero	Range 1
Titan	Attack 4
Brash	Defense 3
DC	Medium 4

Puffed Up
Before taking a turn with Lagoon Boy, you may reveal an "X" Order Marker on this card. If you do, add 1 to Lagoon Boy's Attack and Defense numbers and subtract 3 from Lagoon Boy's Move number for the remainder of the round.

Water Strength 1
Lagoon Boy does not stop his movement when entering water spaces. Add 1 die to Lagoon Boy's attack and defense while he is on a water space.

Laufey



360	Life 10
Etin	Move 7
Unique Hero	Range 1
King	Attack 7
Ferocious	Defense 7
Marvel	Huge 13

Quest for Eternal Winter
Start the game with the Glyph of Casket of Ancient Winters on this card. After moving and before attacking, if the Glyph of Casket of Ancient Winters is on this card, you may roll the 20-sided die. After rolling, you may reveal an "X" Order Marker on this card to add 5 to your roll. If you roll 15 or higher, place the Glyph of Casket of Ancient Winters power-side up on any space Laufey occupies.

Frost Giant Raid
After revealing an Order Marker on this card and instead of taking a turn with Laufey, you may take a turn with up to two Frost Giants you control within 8 clear sight spaces of Laufey. When taking a turn with this special power, a Frost Giant may add 2 to its move if it ends its move adjacent to an opponent's figure.

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



Leech



40	Life 4
Mutant	Move 5
Unique Hero	Range 1
Orphan	Attack 2
Enthusiastic	Defense 3
Marvel	Small 3

Mutant Negation
A Mutant figure within 3 spaces of Leech cannot use any special powers on its Army Card unless it has this special power.

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.

Lex Luthor



100	Life 4
Human	Move 5
Unique Hero	Range 5
Mastermind	Attack 3
Devious	Defense 3
DC	Medium 5

Red Kryptonite Control
After moving and before attacking, you may choose any Kryptonian Hero figure within 4 clear sight spaces of Lex Luthor. Roll the 20-sided die. If you roll a 6 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Red Kryptonite Control. All Order Markers that were on the chosen Hero's card will stay on the card.

Criminal Deception
If a Criminal figure you control is within clear line of sight of Lex Luthor, Lex Luthor cannot be attacked and he will not take any leaving engagement attacks.

Villainous Entrapment
Lex Luthor and all Criminal figures you control within clear line of sight of Lex Luthor each roll one additional die against each figure leaving an engagement with them.

Lex Luthor II



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

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.

Lexcorp Security



130	Life 1
Human	Move 6
Common Squad	Range 5
Enforcers	Attack 4
Professiona	Defense 5
DC	Medium 5

Criminal Alliance
After revealing an Order Marker on this card, you may choose only one LexCorp Security figure to take a turn with this turn. After taking a turn with the chosen LexCorp Security figure, you may take a turn with one Unique Criminal Hero you control. Add 1 die to that Unique Criminal Hero's normal attack this turn.

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

Liberty Belle Jesse Chambers



190	Life 4
Metahuman	Move 5
Unique Hero	Range 1
Protégé	Attack 5
Confident	Defense 5
DC	Medium 5

SOCIETY FORTITUDE
If Liberty Belle is adjacent to at least 1 Mystery Man or Protégé Hero you control, Liberty Belle and all Mystery Men and Protégés you control adjacent to her roll 1 additional attack and defense die.

BONDS OF MARRIAGE
After revealing an Order Marker on this card and taking a turn with Liberty Belle, you may immediately take a turn with a Rick Tyler figure you control that has this special power, and you may not take any additional turns with other figures you control. During this turn, that Rick Tyler figure can attack only while adjacent to Liberty Belle.

ENHANCED DURABILITY
When Liberty Belle is attacked with a normal attack, the most wounds she can receive from that attack is one.

Lieutenant Stone Marcus Stone



140	Life 4
Human	Move 5
Unique Hero	Range 6
Lawman	Attack 4
Dedicated	Defense 5
Marvel	Medium 5

LIEUTENANT'S ORDERS
After revealing an Order Marker on this card, instead of taking a turn with Lieutenant Stone, you may take a turn with a Code: Blue Officer you control.

COORDINATED EFFORTS
After revealing an Order Marker on this card and taking a turn with Lieutenant Stone or a Code: Blue Officer you control taking a turn with Lieutenant's Orders, you may move a total of up to 2 Uncommon or Common Lawmen you control up to 3 spaces each.

PRESERVING THE LAW
When defending against Lieutenant Stone's normal attack, Criminal, Crime Lord and Vigilante figures roll 1 fewer defense die if they are Human, or 2 fewer defense dice if they are not Human.

Lightning Lad Garth Ranzz



180	Life 4
Metahuman	Move 5
Unique Hero	Range 4
Legionnaire	Attack 4
Brash	Defense 5
DC	Medium 5

Charged Lightning Bolt Special Attack
Range 6. Attack 6 + special.
Subtract 1 die from this special attack for each space Lightning Lad moved this turn. After attacking with this special attack, Lightning Lad may attack one additional time, rolling a number of attack dice equal to the number of skulls rolled for the first attack. Figures with the Electrically Charged special power are not affected by this special attack.

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

Lightspeed Julie Power



40	Life 3
Mutate	Move 7
Unique Hero	Range 1
Adventurer	Attack 3
Enthusiastic	Defense 3
Marvel	Small 3

Small Carry
While Lightspeed is flying, you may choose one friendly unengaged tiny or small figure that she passes over this turn. Place the chosen figure on an empty space adjacent to Lightspeed at the end of her move.

Kymellian Healing Factor
After taking a turn with Lightspeed, if she is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.

Livewire Leslie Willis



260	Life 5
Metahuman	Move 8
Unique Hero	Range 4
Antagonist	Attack 3
Fierce	Defense 4
DC	Medium 5

ELECTRICITY ABSORPTION
At the end of each round, you may add one white Electrical Marker to this card. If Livewire is attacked by a figure with the Electrically Charged special power and at least 1 skull is rolled, before rolling defense dice, you may add one Electrical Marker to this card. There can be a maximum of 3 Electrical Markers on this card. If Livewire is on a water space at the end of any figure's turn, remove all Electrical Markers from this card.

POWER CHARGED
If there is at least 1 Electrical Marker on this card, Livewire gains the Flying special power, can move through all figures and obstacles such as ruins, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight. Add 1 to Livewire's Attack and Defense numbers for each Electrical Marker on this card. If Livewire inflicts one or more wounds with her normal attack, remove one Electrical Marker from this card.

SHOCK JOCK
If there are 3 Electrical Markers on this card, instead of attacking normally, you may remove all Electrical Markers from this card and roll 3 unblockable attack dice against an adjacent figure.

Living Laser *Arthur Parks*



190	Life 4
Energy	Move 10
Unique Hero	Range 5
Criminal	Attack 3
Vengeful	Defense 5
Marvel	Medium 5

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

Sensory Assault
If Living Laser has clear sight on a non-adjacent figure's Target Point, Living Laser rolls 1 additional attack die when attacking that figure.

Laser Barrage Special Attack
Range Special. Attack 4, 3, and 2.
Instead of moving and attacking normally, Living Laser can use Laser Barrage Special Attack. Move Living Laser up to 4 spaces in a straight line through at least one opponent's figure. All opponents' figures Living Laser moves through are affected by this special attack. Roll attack dice once for all affected figures. Defending figures roll defense dice separately. After using this special attack, you may use this special attack two additional times, rolling 1 fewer attack die for each subsequent attack.

Living Mummy *N'Kantu*



200	Life 6
Undead	Move 4
Unique Hero	Range 1
Creature	Attack 5
Tormented	Defense 4
Marvel	Medium 5

PREHENSILE BANDAGES 9
Before attacking, you may choose an opponent's small or medium figure within 4 clear sight spaces of Living Mummy and roll the 20-sided die. If you roll 9 or higher, place the chosen figure on any empty space adjacent to Living Mummy. Figures moved by Prehensile Bandages will not take any leaving engagement attacks.

WRAPPED UP
If Living Mummy is engaged with only one figure, that figure cannot move out of engagement with Living Mummy and rolls one fewer defense die when attacked by Living Mummy.

FIRE WEAKNESS
If Living Mummy is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

UNDEAD RESILIENCE
If Living Mummy receives two or more wounds from a single attack but is not destroyed, you may immediately remove up to two of those wounds.

Liz Sherman



180	Life 4
Human	Move 5
Unique Hero	Range 3
Investigator	Attack 3
Conflicted	Defense 4
Dark Horse	Medium 5

FIRESTORM SPECIAL ATTACK
Range Special. Attack 3 + Special.
When attacking with this special attack, you may roll up to X additional dice, where X is equal to Liz Sherman's remaining Life. All figures within 3 spaces of Liz Sherman are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack. After attacking with this special attack, roll one unblockable attack die against Liz Sherman for each additional die rolled. Firestorm Special Attack may only be used once per round.

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

Lizard *Curtis Connors*



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

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

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

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

Lobo *He Who Devours Your Entrails And Thoroughly Enjoys It*



330	Life 6
Czarian	Move 5
Unique Hero	Range 1
Brawler	Attack 6
Apathetic	Defense 6
DC	Medium 5

Big Bastich Bounty Hunter
At the start of the game, choose an opponent's Unique or Event Hero to be Lobo's Bounty. Lobo rolls two additional attack dice when attacking his Bounty.

Hook, Line, and Massacre
Before attacking, if Lobo is not engaged, you may choose one small or medium figure within 3 clear sight spaces whose base is not higher or lower than 10 levels from Lobo's base. Roll the 20-sided die. If you roll 9 or higher, place the chosen figure on any empty space adjacent to Lobo. The chosen figure will not take any leaving engagement attacks.

Blah, Blah, Healing Factor, Blah
Before taking a turn with Lobo, you may remove 1 Wound Marker from this card.

Lobster Johnson



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

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

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

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

Lockheed



60	Life 3
Dragon	Move 6
Unique Hero	Range 1
Companion	Attack 3
Loyal	Defense 5
Marvel	Medium 5

Mutant Protector's Pet
At the beginning of the game, you may choose one Unique Mutant Protector you control to be Lockheed's Companion. After revealing an Order Marker on this card and before taking a turn with Lockheed, you may take a turn with Lockheed's Companion.

Fire Snort Special Attack
Range 2. Attack 3.
Choose a figure to attack. You may also choose a figure adjacent to the targeted figure to be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Lockheed and figures with the Lava Resistant special power are not affected by this special attack.

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

Loki *Loki Laufeyson*



420	Life 7
Asgardian	Move 4
Unique Hero	Range 1
Trickster	Attack 6
Treachorous	Defense 6
Marvel	Medium 5

God of Mischief
Start the game with an additional "X" Order Marker. At the start of any round, when placing Order Markers, you may place the additional "X" Order Marker on any card you control as long as at least two Order Markers are placed on this card. If you place the additional "X" Order Marker, after rolling for initiative, roll the 20-sided die. If you roll 1-4, choose an opponent to remove one unrevealed Order Marker at random from one army card you control.

God of Evil
If Loki receives one or more wounds, you may choose a figure within 3 clear sight spaces of Loki and roll the 20-sided die, adding 4 to the roll if the chosen figure has the Valiant personality. If you roll 1-16, place Wound Markers normally. If you roll 17 or higher, the chosen figure receives the wounds instead of Loki.

Deceptive Teleportation
After taking a turn with Loki, you may reveal an "X" Order Marker on this card and place Loki on an empty space within 8 spaces. When Loki starts to Teleport, he will not take any leaving engagement attacks.

Luke Cage



190	Life 5
Mutate	Move 5
Unique Hero	Range 1
Fighter	Attack 5
Proud	Defense 5
Marvel	Medium 5

I've Got Your Back
After revealing an Order Marker on this card and before taking a turn with Luke Cage, you may take a turn with any other Unique Fighter Hero or a Unique Crime Fighter Hero you control within 6 clear sight spaces of Luke Cage.

Street Fighter
Add 1 additional die to Luke Cage's attack while he is on an asphalt or concrete space.

Impenetrable Skin
When Luke Cage defends against a normal or special attack, if at least one shield is rolled, the most wounds Luke Cage can take from this attack is one.

Lurker



25	Life 1
Undead	Move 3
Common Hero	Range 1
Devourer	Attack 2
Mindless	Defense 1
Image	Medium 3

LYING IN WAIT
At the start of the game, before rolling for initiative, place each Lurker in your army on an empty space so that it is unengaged and not in a Start Zone.

ZOMBIE APOCALYPSE
After revealing an Order Marker on this card and taking a turn with a Lurker, you may take a turn with up to 5 other common Undead Devourers you control.

VIRAL INFECTION
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

Mad Hatter Jervis Tetch



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

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

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

Mad Thinker



180	Life 4
Human	Move 5
Unique Hero	Range 1
Strategist	Attack 2
Calculating	Defense 5
Marvel	Medium 5

Mind Games
After revealing a numbered Order Marker on this card, before taking a turn, you may move any one unrevealed Order Marker on one opponent's card to one other card that opponent controls. You may not place Order Markers on any cards not in play and you may never reveal an opponent's Order Marker when using Mind Games.

Android Affinity
After revealing an Order Marker on this card and instead of taking a turn with Mad Thinker, you may take a turn with a Unique Android Hero you control. After this turn, you may immediately remove any unrevealed Order Marker from this card and take one additional turn with Mad Thinker or any Unique Android Hero you control. You may only use Android Affinity to take an additional turn once per round.

Madame HYDRA Ophelia Sarkissian



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

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

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

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

Magma Amara Aquilla



170	Life 4
Mutant	Move 5
Unique Hero	Range 1
Adventurer	Attack 3
Fiery	Defense 6
Marvel	Medium 5

Eruption
Start the game with 3 molten lava tiles on this card. After moving and instead of attacking, you may remove a molten lava tile from this card and place it on either the space Magma occupies or any empty land space within 3 spaces of Magma, if the molten lava tile fits normally onto that space.

Lava Projectiles Special Attack
Range 6. Attack 5 + Special.
Magma may only use Lava Projectiles Special Attack while on a molten lava space. When Magma uses her Lava Projectiles Special Attack to attack a figure with the Lava Resistant special power, roll 2 fewer attack dice.

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

Magneto Erik Lehnsherr



310	Life 4
Mutant	Move 5
Unique Hero	Range 7
Revolutionary	Attack 5
Determined	Defense 5
Marvel	Medium 5

Magnetic Throw
After moving and instead of attacking, you may choose one small or medium destructible object or figure within 4 clear sight spaces of Magneto. Roll the 20-sided die. If you roll a 6 or higher, throw the chosen object or figure by placing it on any empty space within 4 spaces of its original placement. After the object or figure is placed, you may roll the 20-sided die for throwing damage. If you roll an 11 or higher, the thrown object or figure receives 1 wound. Thrown figures do not take any leaving engagement attacks. When Magneto uses his Magnetic Throw, he may use his Magnetic Throw one additional time.

Magnetic Shield
Start the game with the Magnetic Shield Marker on this card. After revealing an Order Marker on this card, you may place or remove the Magnetic Shield Marker. While the Magnetic Shield Marker is on Magneto's card, when rolling defense dice, you may add 1 automatic shield to whatever is rolled. Magneto may not use Magnetic Throw while the Magnetic Shield Marker is on this card.

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

Magneto II Erik Lehnsherr



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

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.

Malekith



220	Life 4
Dark Elf	Move 6
Unique Hero	Range 4
Illusionist	Attack 4
Deceptive	Defense 4
Marvel	Medium 5

ILLUSIONARY ARTS
If Malekith or a friendly figure within 3 spaces of Malekith is targeted for an attack, you may reveal an "X" Order Marker on this card. Choose a figure other than the attacker within 6 clear sight spaces of Malekith and switch the targeted figure with the chosen figure. The attacking figure must then target and attack the chosen figure, if possible. Figures moved with this special power will not take any leaving engagement attacks.

DARK FAERIE DECEPTION
Before taking a turn with Malekith, if there is at least one unrevealed Order Marker on this card, you may choose an opponent. For the remainder of the turn, all figures controlled by that opponent are considered friendly to Malekith.

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

Malice Susan Richards



300	Life 5
Mutate	Move 6
Unique Hero	Range 4
Tormentor	Attack 4
Malicious	Defense 4
Marvel	Medium 5

Bubble Suffocation
Start the game with two white Bubble Markers on this card. Before attacking, you may choose a figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 9 or higher, and the figure is not a Unique Hero, it receives a wound. If you roll 6 or higher, and the figure is a Unique Hero, place a Bubble Marker from this card onto its card. After revealing a numbered Order Marker on this card, you may roll an unblockable attack die, one at a time, against any figures other than Malice with one of your Bubble Markers on their cards. Whenever Malice receives one or more wounds, return all your Bubble Markers in play to this card. If a figure with one of your Bubble Markers on its card is destroyed, return that Bubble Marker to this card.

Force Field Daggers Special Attack
Range 6. Attack 3.
Malice can only use this special attack if there is at least 1 Bubble Marker on this card. After rolling attack dice, you may immediately remove 1 Bubble Marker from this card and add 2 automatic skulls to whatever is rolled. Bubble Markers removed from this card using this power are returned to this card at the end of the round.

Personal Force Field
When defending with Malice, if there is at least 1 Bubble Marker on this card, one shield will block all damage.

Man-Bat Assassins



150	Life 1
Metahuman	Move 5
Unique Squad	Range 1
Assassins	Attack 4
Ferocious	Defense 4
DC	Medium 5

Claw Grab
While a Man-Bat Assassin is flying, you may choose one opponent's small or medium figure that he passed over this turn. At the end of that Man-Bat Assassin's move, roll one combat die. If you roll a skull, the chosen figure receives one wound, and you may place the chosen figure on an empty space adjacent to that Man-Bat Assassin. When the chosen figure is moved by Claw Grab, it will not take any leaving engagement attacks. You may not Claw Grab the same figure more than once in a turn.

Evasive Flying
When a Man-Bat Assassin starts to fly, he will not take any leaving engagement attacks. When a Man-Bat Assassin rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move the defending Man-Bat Assassin one space for each shield rolled.

Mandarin

Gene Khan



280	Life 5
Human	Move 5
Unique Hero	Range 1
Conqueror	Attack 5
Tyrannical	Defense 5
Marvel	Medium 5

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.

Manhunter



140	Life 2
Android	Move 5
Uncommon Hero	Range 3
Hunter	Attack 5
Relentless	Defense 6
DC	Medium 5

Manhunting
At the start of the game, choose one opponent's Unique Hero for all Manhunters you control. When a numbered Order Marker is revealed on the chosen hero's card, you may immediately move this Manhunter up to 4 spaces.

Yellow Power Charge
Instead of taking a turn with this Manhunter, you may replace one previously removed yellow Battery Marker on the Army Card of a figure adjacent to a Manhunter you control if possible.

Green Power Drain
After moving and instead of attacking with this Manhunter, you may remove up to two green Battery Markers from an adjacent figure's Army Card.

Manchester Black



190	Life 4
Metahuman	Move 5
Unique Hero	Range 4
Telepath	Attack 4
Arrogant	Defense 5
DC	Medium 5

TELEKINETIC CRUSH 13
Instead of attacking, you may choose either one figure with the Super Strength special power or up to two figures without the Super Strength special power. Chosen figures must be within 4 clear sight spaces of Manchester Black.
If you chose only one figure, roll the 20-sided die. If you roll 13 or higher, the chosen figure receives one wound, and you may roll again for Telekinetic Crush against this figure.
If you chose two figures, choose one of the figures and roll the 20-sided die. If you roll 13 or higher, this chosen figure receives one wound, and you may choose either of the figures and roll again for Telekinetic Crush.

PSYCHIC LOBOTOMY
Once per game, after inflicting one or more wounds on an opponent's figure with Manchester Black's normal attack, you may add one additional Wound Marker to and remove all Order Markers from that figure's Army Card. Figures with the Mental Shield special power are not affected by Psychic Lobotomy.

Marrow

Sarah



220	Life 5
Mutant	Move 5
Unique Hero	Range 4
Terrorist	Attack 4
Bitter	Defense 4
Marvel	Medium 4

Bone Shards
When Marrow attacks a non-adjacent figure, roll 1 fewer attack die. After attacking a non-adjacent figure with Marrow's normal attack, you may place one Wound Marker on this card and attack two additional times with her normal attack.

Spike Defense
When rolling defense dice against a normal adjacent attack, roll one additional die for each shield rolled by the attacker. If you roll any excess shields, the attacking figure receives one unblockable wound.

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

Martian Manhunter

J'onn J'onzz



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

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

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

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

Martian Manhunter II

J'onn J'onzz



420	Life 7
Martian	Move 7
Unique Hero	Range 4
Champion	Attack 6
Benevolent	Defense 7
DC	Medium 5

JUSTICE LEAGUE OF AMERICA
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, Officer, Vigilante, or Warrior, to a maximum of 7.

TELEPATHIC LEAGUE LINK
All figures you control are considered within clear sight of each other. An opponent may never take control of Martian Manhunter or any figure you control within 4 spaces of Martian Manhunter. Once per round, after revealing a numbered Order Marker on this card and instead of taking a turn normally with Martian Manhunter, you may remove a Justice League Marker from this card and immediately choose up to two Unique Heroes you control within 8 spaces of Martian Manhunter to take a turn. Martian Manhunter may be one of the chosen heroes.

DENSITY CONTROL
Martian Manhunter can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Martian Manhunter cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight. Martian Manhunter may not be moved by any special power on an opponent's Army Card.

Masahiro Arashi



170	Life 4
Human	Move 6
Unique Hero	Range 1
Yakuza	Attack 4
Passionate	Defense 4
Crusade	Medium 5

YAKUZA OYABUN
After revealing an Order Marker on this card, before taking a turn with Masahiro Arashi, you may choose any one Yakuza, Ninja, or Assassin Hero or squad you control and first take a turn with the chosen Hero or squad.

RUTHLESS COMMAND
At the start of each round, if there is at least one Order Marker on this card, you may choose an opponent's Unique Hero. For this round, all other Yakuza, Assassin, and Ninja Heroes you control add 1 to their Attack numbers when attacking the chosen Hero with a normal attack. At the end of the round, if the chosen Hero is not destroyed, you must destroy one other Yakuza, Assassin, or Ninja Hero you control.

RUTHLESS COUNTER STRIKE
When rolling defense dice against a normal attack from an adjacent attacking figure, if Masahiro Arashi is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.

Mass Master

Jack Power



80	Life 3
Mutate	Move 5
Unique Hero	Range 1
Adventurer	Attack 3
Enthusiastic	Defense 3
Marvel	Small 3

Cloud Cover
Start the game with one white Cloud Marker. Before rolling for initiative each round, you may place the Cloud Marker on this card. While the Cloud Marker is on this card, Mass Master can move through all figures, is never attacked when leaving an engagement, and cannot be targeted by opponents' figures for any attacks or special powers that require clear sight. Mass Master cannot attack while the Cloud Marker is on this card. When the Cloud Marker is not on this card, Mass Master cannot use the Flying special power.

Jack Hammer
After moving and before attacking, you may remove the Cloud Marker from this card and add 2 dice to Mass Master's attack against any adjacent figure that he passed over with his Flying special power this turn.

Kymellian Healing Factor
After taking a turn with Mass Master, if he is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.

Master Mold

	520	Life 10
	Android	Move 4
	Event Hero	Range 1
	Conqueror	Attack 7
	Efficient	Defense 7
Marvel	Huge 28	

Sentinel Production
If you win initiative this round, before revealing any Order Markers, you may remove an Order Marker from this card to roll the 20-sided die. If you roll 16 or higher, remove any Wound Markers from the Army Card of a previously destroyed Sentinel you control and place that Sentinel on an empty space adjacent to Master Mold. You may continue to remove Order Markers and roll for Sentinel Production until there are no Order Markers on this card.

Sentinel Directive
After revealing an Order Marker on this card and instead of taking a turn with Master Mold, you may move up to 3 Sentinels you control or attack with up to 3 Sentinels you control. Sentinels must be within 8 clear sight spaces of Master Mold before moving or attacking with Sentinel Directive.

Mutant-Seeking Missiles Special Attack
Range 5 + Special. Attack 3.
After attacking with this special attack, Master Mold may attack 2 additional times. You may add 3 to the Range of this special attack when attacking a Mutant.

Mastermind

Jason Wyngarde

	95	Life 4
	Mutant	Move 5
	Unique Hero	Range 3
	Telepath	Attack 3
	Manipulative	Defense 3
Marvel	Medium 5	

Mutant Mastermind
After revealing an Order Marker on this card and taking a turn with Mastermind, you may take a turn with any Unique Mutant Hero you control within 8 spaces of Mastermind.

Psychic Camouflage
Mastermind cannot be targeted for an attack or chosen for a special power by an opponent's non-adjacent figure unless that figure is a Telepath.

Matter-Eater Lad

Tenzil Kem

	60	Life 5
	Bismollian	Move 5
	Unique Hero	Range 1
	Legionnaire	Attack 3
	Stalwart	Defense 3
DC	Medium 5	

MATTER EATER
Instead of attacking, you may remove a glyph or a destructible object that is either adjacent to or occupies the same space as Matter-Eater Lad if it is not carried by another figure. Place any figure that was on the glyph or destructible object on the corresponding space previously occupied by the glyph or destructible object. If the destructible object was a vehicle, place all figures that occupied the vehicle on spaces previously occupied by the removed vehicle.

EXPLOSION SWALLOWER
If a destructible object within 4 spaces of Matter-Eater Lad would be destroyed, Matter-Eater Lad may immediately move adjacent to that destructible object and use his Matter Eater power. When Matter-Eater Lad moves with this special power, he will not take any leaving engagement attacks.

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 any empty space within 4 spaces of its original placement. Placed figures will not take any leaving engagement attacks.

Meggan

Meggan Puceanu

	205	Life 4
	Mutant	Move 5
	Unique Hero	Range 4
	Empath	Attack 4
	Sensitive	Defense 4
Marvel	Medium 5	

EMPATHIC METAMORPH
At the start of the game, you may choose a small, medium, or large Unique Hero you control that is not an Android, Construct, or Undead. Meggan is considered to have the species, class, and personality of the chosen Hero instead of what is on this card.

POWER MIMICRY 13
At the beginning of Meggan's turn, you may choose an adjacent Unique Hero. Roll the 20-sided die. If you roll 13 or higher, for the rest of Meggan's turn you may use any special powers on the chosen figure's Army Card, except powers that can only be used once per round or game. If the special power refers to the chosen figure or the chosen figure's card, it refers to Meggan or Meggan's card instead.

Mera

	210	Life 5
	Atlantean	Move 5
	Unique Hero	Range 1
	Queen	Attack 4
	Devoted	Defense 4
DC	Medium 5	

WATER AFFINITY
Mera does not stop her movement when entering water spaces. Add 2 dice to Mera's attack while she is within 2 spaces of a water space.

LOVE OF ATLANTIS
If you control Aquaman, add 1 to the Defense numbers of Mera and all Atlanteans you control within 4 clear sight spaces of Mera. If Aquaman is in your army and he is destroyed, add 1 to the Attack numbers of Mera and all Atlanteans you control within 4 clear sight spaces of Mera.

AQUAKINESIS
After moving and instead of attacking with Mera, if she is within 2 spaces of a water space, you may choose up to 4 figures within 4 spaces of Mera. One at a time, roll the 20-sided die once for each chosen figure. If you roll 14 or higher, you may either inflict one unblockable wound on that chosen figure, or place that chosen figure on any empty space within 4 spaces of its original placement. Figures moved by Aquakinesis will not take any leaving engagement attacks.

Mentallo

Marvin Flumm

	135	Life 4
	Mutant	Move 5
	Unique Hero	Range 5
	Criminal	Attack 3
	Opportunistic	Defense 3
Marvel	Medium 5	

Psycho-Helmet
Special powers on the cards of opponents' figures that prevent them from being targeted by non-adjacent attacks or that require clear sight do not affect Mentallo.

Telepathic Suggestion
If Mentallo is not engaged, instead of attacking, you may choose one Unique Hero or up to three Common figures. Chosen figures must be within 10 spaces of Mentallo. For each chosen figure, roll the 20-sided die. If Mentallo was not moved during your turn, add 5 to each roll. After the 20-sided die is rolled for all chosen figures, for each figure that you rolled 13 or higher for, you may take temporary control of that figure and immediately take a turn with it. At the end of each turn, control of the chosen figure returns to the player who controlled the figure before the Telepathic Suggestion.

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

Merlyn

	160	Life 4
	Human	Move 5
	Unique Hero	Range 8
	Assassin	Attack 2
	Arrogant	Defense 4
DC	Medium 5	

Archer Rivalry
At the start of the round, add 1 to Merlyn's Range number for each Order Marker placed on a Unique Archer Hero's card up to a maximum of +3 for the Archer Rivalry special power.

Deadly Shot
When attacking with Merlyn, each skull rolled counts as an additional hit.

Mephisto

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

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 Undead 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.

Metallo John Corben



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

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.

Meteorite Karla Sofen



210	Life 4
Mutate	Move 7
Unique Hero	Range 5
Charlatan	Attack 5
Conflicted	Defense 5
Marvel	Medium 5

Manipulation
Before moving, you may choose one Unique Hero adjacent to Meteorite and remove one unrevealed Order Marker at random from the chosen figure's Army Card. If Meteorite attacks the chosen figure this turn, subtract one skull from whatever is rolled. Manipulation cannot be used against figures with the Valiant personality and can only be used once per round.

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

Blinding Light
Opponents' figures within 5 clear sight spaces of Meteorite cannot use attacks or special powers that require clear sight. Figures with the Sensory Assault or Radar Sense special power are not affected by Blinding Light.

Mirror Master Evan McCulloch



130	Life 4
Human	Move 5
Unique Hero	Range 5
Rogue	Attack 3
Tricky	Defense 3
DC	Medium 5

Through the Looking Glass
After moving and before attacking, you may choose Mirror Master or any figure adjacent to Mirror Master. Roll the 20-sided die. Place the chosen figure on an empty space exactly X spaces away from its original placement, if possible, where X equals the number rolled on the 20-sided die. Figures moved by this special power will not take any leaving engagement attacks.

Mirror Mirage
When Mirror Master is attacked and at least one skull is rolled, you may immediately place 2 Mirror Markers face down on any empty spaces within 3 spaces of Mirror Master. The opponent that controls the attacking figure must choose one Mirror Marker. If the chosen Mirror Marker has Mirror Master's face on it, roll defense dice normally. If the chosen Mirror Marker does not have Mirror Master's face on it, place Mirror Master on the space occupied by the chosen Mirror Marker and Mirror Master ignores the attack. Mirror Master will not take any leaving engagement attacks when moved by this special power. After using this special power, remove all Mirror Markers from the battlefield.

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.

Mister Fantastic Reed Richards



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

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

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

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

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

Mister Freeze Victor Fries



190	Life 4
Human	Move 4
Unique Hero	Range 1
Scientist	Attack 5
Obsessive	Defense 5
DC	Medium 5

Freeze Ray Gun Special Attack
Range 4, Attack 3.
Start the game with 4 blue Ice Markers on this card. When a Unique or Event Hero receives one or more wounds from this special attack, you may place an Ice Marker from this card onto the defending figure's card. Subtract 1 from a figure's Move and Defense numbers, to a minimum of 1, for each Ice Marker on its card. If that figure moves onto a lava field or molten lava space, remove all Ice Markers on its card from the game. Figures with the Ice Resistance special power are not affected by this special attack.

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

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

Mister Hyde Calvin Zabo



260	Life 5
Mutate	Move 5
Unique Hero	Range 1
Creature	Attack 5
Savage	Defense 5
Marvel	Medium 6

Blind Rage
Before attacking with Mister Hyde, roll the 20-sided die.

- If you roll 1-9, Mister Hyde must attack all adjacent figures.
- If you roll 10-18, Mister Hyde may attack one adjacent figure, adding 1 die to his attack.
- If you roll 19 or higher, Mister Hyde may attack any or all adjacent figures, adding 2 dice to his attack.

Roll each attack separately.

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

Mister Mxyzptlk



240	Life 1
Imp	Move 4
Event Hero	Range 6
Trickster	Attack 4
Tricky	Defense 4
DC	Small 3

Antagonizing Trickster
At the start of the game, choose a Unique Hero. Before the chosen Unique Hero takes any turn, you must roll the 20-sided die. If you roll 17 or higher and Mister Mxyzptlk has been previously destroyed, remove all Wound Markers from this card and place him on any unoccupied space adjacent to the chosen Unique Hero. If you roll 17 or higher and Mister Mxyzptlk is on the battlefield, the chosen Unique Hero receives one wound and must immediately end its turn.

5th Dimensional Being
When rolling attack dice against an opponent's figure, you may remove one unrevealed Order Marker at random from the defending figure's card if at least one blank is rolled.

Kltpzxm
Before rolling defense dice, you must first roll the 20-sided die. If you roll a 1-4, Mister Mxyzptlk is destroyed. Mister Mxyzptlk cannot receive any wounds or be destroyed by any means other than the Kltpzxm special power.

Mister Sinister Nathaniel Essex



340	Life 6
Mutate	Move 5
Unique Hero	Range 5
Telepath	Attack 4
Manipulative	Defense 5
Marvel	Medium 5

GENETIC MANIPULATION 14
Start the game with 6 numbered black DNA Markers on this card. After moving, instead of attacking, you may choose one Unique Hero adjacent to Mister Sinister that is not an Android, Construct, or Undead, and choose either the unaltered Move, Range, Attack, or Defense number on the chosen Hero's Army Card. Roll the 20-sided die, adding 4 to the roll if the chosen Hero is a Mutant. If you roll 14 or higher, place the numerically lowest available DNA Marker from this card on the chosen Hero's card, replacing the chosen number on that card with the number on that DNA Marker for the entire game. After you have placed four of your DNA Markers on the same Hero's card, if that card is controlled by another player, remove any Order Markers on that Hero's card and take permanent control of that Hero and that Hero's Army Card.

HEALING FACTOR
After taking a turn with Mister Sinister, remove 1 Wound Marker from this Army Card.

Mister Terrific Michael Holt



160	Life 4
Human	Move 6
Unique Hero	Range 1
Savant	Attack 4
Valiant	Defense 4
DC	Medium 5

T-SPHERE CREATION
Start the game with 4 T-Sphere destructible objects on this card. Each time you reveal a numbered Order Marker, you may choose a T-Sphere from this card or a previously destroyed T-Sphere. Remove all Wound Markers from its card and place it on any empty space within 4 spaces of Mister Terrific.

T-SPHERE TACTICS
When rolling for initiative, you may

- choose an enemy figure that is within 4 spaces of a T-Sphere and add 1 to your roll for each Order Marker on the chosen figure's card; or
- place each T-Sphere on any empty space within 4 spaces of its current location; or
- destroy any number of T-Spheres.

T-MASK CLOAKING
If a T-Sphere is within 4 spaces of Mister Terrific, Androids and Cyborgs cannot target Mister Terrific for a non-adjacent special power or attack.

Mister Terrific Terry Sloane



150	Life 4
Human	Move 5
Unique Hero	Range 1
Mystery Man	Attack 3
Valiant	Defense 4
DC	Medium 5

GOLDEN AGE TACTICIAN
After revealing a numbered Order Marker on a Mystery Man card you control, you may choose an opponent's figure within 6 clear sight spaces of Mister Terrific. Until the next time you choose a figure for Golden Age Tactician, whenever an Order Marker is revealed on the chosen figure's Army Card, you may immediately move Mister Terrific or a Mystery Man Hero you control within clear sight of Mister Terrific up to 4 spaces.

OLYMPIC LEVEL ATHLETE
When rolling attack dice for a normal attack or defense dice against a normal attack with Mister Terrific, you may re-roll any or all dice once per attack.

INCREDIBLE INTELLECT
When rolling the 20-sided die for Mister Terrific or a Mystery Man Hero within 6 clear sight spaces of Mister Terrific, you may add or subtract 1 from that roll.

CHAMPION OF ALL THINGS FAIR
If a Mystery Man or Civilian you control within 6 clear sight spaces of Mister Terrific is attacked and you roll no shields, you may re-roll all defense dice once.

Mister Zsasz Victor Zsasz



100	Life 4
Human	Move 5
Unique Hero	Range 1
Psychopath	Attack 2
Insane	Defense 5
DC	Medium 5

Kill Count
After Mister Zsasz destroys an adjacent enemy figure, you may place one white Tally Marker on this card, if possible. After attacking for the first time this turn, Mister Zsasz may attack one additional time for each Tally Marker on this card. You may place a maximum of three Tally Markers on this card.

Deadly Strike
When attacking with Mister Zsasz, each skull rolled counts as an additional hit.

Mockingbird Barbara Morse



130	Life 4
Human	Move 5
Unique Hero	Range 4
Agent	Attack 4
Sarcastic	Defense 5
Marvel	Medium 5

Pole Vault
After moving and before attacking, if Mockingbird moved at least 3 spaces and is unengaged, she may Pole Vault. Pole Vault has a move of 3. When counting spaces for Pole Vault, ignore elevations. Mockingbird may vault over water without stopping, vault over figures without becoming engaged, and vault over obstacles such as ruins. Mockingbird may not vault more than 6 levels up or down in a single vault. After using Pole Vault, Mockingbird may attack any or all adjacent figures with her normal attack. Roll each attack separately.

Mocking Words
Anytime Mockingbird is targeted for an adjacent or non-adjacent normal attack by a figure within 3 clear sight spaces of her, you may roll the 20-sided die. If you roll 11 or higher, the attacking figure rolls 1 fewer attack die if it attacks Mockingbird this turn. Androids are not affected by Mockingbird's Mocking Words.

Counter 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.

M.O.D.O.K. George Tarleton



360	Life 6
Clone	Move 5
Unique Hero	Range 6
Conqueror	Attack 4
Conniving	Defense 6
Marvel	Medium 5

Psionic Force Field X
Once per round, if M.O.D.O.K. is attacked and at least one skull is rolled, you may choose to reveal the "X" Order Marker on this card. After revealing the "X" Order Marker the opponent's turn immediately ends, and M.O.D.O.K. receives no wounds.

Designed Only For Killing
After moving and instead of attacking, you may choose an opponent's figure within 4 clear sight spaces of M.O.D.O.K. Roll the 20-sided die, subtracting 2 from the roll for each opponent's figure adjacent to the chosen figure. If you roll 8 or higher, the chosen figure receives one wound. You may continue to choose figures and roll for Designed Only For Killing until you fail to roll 8 or higher. You may not target the same figure more than once in the same turn.

Psionic Command
If M.O.D.O.K. inflicts at least one wound with his normal attack on an opponent's Unique Hero that is not a Telepath, you may take temporary control of that Hero and immediately take a turn with that Hero. At the end of that turn, control of the Hero returns to the player who controlled the Hero before the Psionic Command. All Order Markers that were on the chosen Hero's card will stay on the card.

Mojo



200	Life 5
Spineless One	Move 5
Unique Hero	Range 4
Entertainer	Attack 4
Obnoxious	Defense 4
Marvel	Medium 6

MOJOVISION REALITY PROGRAMMING
After revealing an Order Marker on this card, instead of attacking with Mojo, if he is unengaged, you may choose a figure within 8 spaces of Mojo and roll the 20-sided die. If you roll 13 or higher, and the chosen figure is:

- a figure you control, you may take a turn with that figure;
- an opponent's figure, you may remove one unrevealed Order Marker at random from the chosen figure's card; or
- a destructible object, each figure on or adjacent to it receives one wound.

When Mojo uses Mojovision Reality Programming, he may use it one additional time. Mojo may remove a maximum of 1 Order Marker from a single opponent's Army each turn.

EXPERT CLIMBING
When moving up levels of height to move onto a space with Mojo, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Mojo's height of 6 when climbing. Mojo never takes falling damage or major falling damage.

Mole Man Harvey Elder



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

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

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

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

Molly Hayes



180	Life 5
Mutant	Move 5
Unique Hero	Range 1
Runaway	Attack 7
Enthusiastic	Defense 7
Marvel	Small 4

Power Fatigue
After moving and before attacking, if there is at least one purple Fatigue Marker on this card, roll the 20-sided die. Subtract 1 from your roll for each Fatigue Marker on this card. If you roll a 1-6, remove all Fatigue Markers from this card, Molly Hayes' turn immediately ends, and you may not take a turn with Molly Hayes or use her Invulnerable or Super Strength special powers for the remainder of the round. After taking a turn with Molly Hayes, place one Fatigue Marker on this card. A maximum of 6 Fatigue Markers can be placed on this card.

Invulnerable
Whenever Molly Hayes would be destroyed, she instead receives one wound.

Moloid



10	Life 1
Moloid	Move 5
Common Hero	Range 1
Subterranean	Attack 2
Subservient	Defense 1
Marvel	Medium 4

Loyal to One Ruler
At the start of the game, choose one Unique Ruler Hero you control to be the One Ruler for all Moloids you control. After revealing an Order Marker on this card and before taking a turn with a Moloid, you may first take a turn with its chosen One Ruler. Any Moloid rolls 1 additional attack die when its chosen One Ruler is within 2 clear sight spaces.

Subterranean Swarm
After revealing an Order Marker on this card and before moving a Moloid, roll the 20-sided die.

- If you roll 1-10, you may move and attack with up to 5 Moloids you control.
- If you roll 11-18, you may move and attack with up to 7 Moloids you control.
- If you roll 19 or higher, you may move and attack with up to 10 Moloids you control.

Cave Dwellers
While occupying a rock, dungeon or shadow space, a Moloid adds 1 die to its defense.

Mongul

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

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

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

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

Moon Knight

Marc Spector

	150	Life 5
	Human	Move 5
	Unique Hero	Range 4
	Fighter	Attack 4
	Unstable	Defense 5
Marvel	Medium 5	

FRENCHIE'S AIRDROP
After revealing an Order Marker on this card, if Moon Knight is on the battlefield, you may immediately place him on this card. Moon Knight will take any leaving engagement attacks before being placed on this card. Order Markers may still be placed and revealed on this card normally. After revealing an Order Marker on this card, if Moon Knight is on this card and not destroyed, you may immediately place him on any empty space on the battlefield and attack with him.

CAPE GLIDE
After being placed on the battlefield by Frenchie's Airdrop, or if Moon Knight ends his move 5 or more levels lower than his original placement, you may add 1 automatic skull to Moon Knight's normal attack this turn if he attacks an adjacent figure. Moon Knight never takes falling damage.

CRESCENT DARTS
Instead of attacking normally with Moon Knight, you may choose up to two different figures within 5 clear sight spaces of Moon Knight. One at a time, roll the 20-sided die for each chosen figure. If you roll 9 or higher, the chosen figure receives 1 wound.

Morbius

Michael Morbius

	250	Life 6
	Mutate	Move 7
	Unique Hero	Range 1
	Creature	Attack 6
	Tormented	Defense 4
Marvel	Medium 5	

The Living Vampire
After attacking an adjacent figure that is not an Android, destructible object or Undead, remove 1 Wound Marker from this card if the defending figure received one or more wounds. If the defending figure did not receive any wounds, you must place a Wound Marker on this card and roll the 20-sided die. Add 2 to your roll for each Wound Marker on this card. If you roll 18 or higher, you must take another turn with Morbius.

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

Mother Russia

Katarina Dombrowski

	160	Life 4
	Human	Move 5
	Unique Hero	Range 1
	Criminal	Attack 4
	Sadistic	Defense 5
Icon	Medium 5	

MAKESHIFT WEAPONRY
When Mother Russia destroys an adjacent opponent's figure, she may use the Range number on the destroyed figure's Army Card for the remainder of her turn.

EFFICIENT KILLER
When Mother Russia destroys an opponent's figure with her normal attack, she may attack again. Mother Russia may continue attacking with her normal attack until she does not destroy a figure. Mother Russia cannot attack more than three times in a single turn.

HEADLOCK 11
If there is only 1 opponent's figure adjacent to Mother Russia, when that figure would begin its movement, you may first roll the 20-sided die. If you roll 11 or higher, that figure may not move or attack this turn. Headlock may only be used against small or medium figures without the Super Strength special power.

Ms. Marvel

Carol Danvers

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

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

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

Multiple Man

Jamie Madrox

	30	Life 1
	Mutant	Move 5
	Common Hero	Range 1
	Investigator	Attack 3
	Conflicted	Defense 2
Marvel	Medium 5	

Multiplicity
After revealing an Order Marker on this card and before moving a Multiple Man figure, roll the 20-sided die.

- If you roll 1-4, you may move and attack with 1 Multiple Man figure you control.
- If you roll 5-12, you may move and attack with up to 3 Multiple Man figures you control.
- If you roll 13-17, you may move and attack with up to 5 Multiple Man figures you control.
- If you roll 18 or higher, you may move and attack with up to 7 Multiple Man figures you control.

Dupes 17
When a Multiple Man you control receives one or more wounds from a normal or special attack, you may roll the 20-sided die before removing that figure. If you roll 17 or higher, ignore any wounds that figure just received and, if possible, place one of your previously destroyed Multiple Man figures adjacent to the defending Multiple Man.

Mysterio

Quentin Beck

	115	Life 4
	Human	Move 5
	Unique Hero	Range 4
	Criminal	Attack 3
	Tricky	Defense 3
Marvel	Medium 5	

Smoke and Mirrors
Instead of moving normally with Mysterio, you may choose a small or medium figure within 4 clear sight spaces. Switch Mysterio with the chosen figure, if possible. Figures moved by Smoke and Mirrors will not take any leaving engagement attacks.

Vanishing Act
When Mysterio is targeted for an attack from an adjacent or non-adjacent enemy figure, you may roll the 20-sided die. If you roll 11 or higher, Mysterio cannot be targeted for any attacks or special powers from non-adjacent figures for the rest of the targeting figure's turn and may immediately use his Smoke and Mirrors special power.

Mysterio Holographs

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

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

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

Mystique

Raven Darkholme

	165	Life 5
	Mutant	Move 6
	Unique Hero	Range 7
	Agent	Attack 4
	Tricky	Defense 4
Marvel	Medium 5	

Incognito
When Mystique is adjacent to an opponent's small or medium figure, all opponents' figures must be adjacent to Mystique to attack her. Mystique may attack non-adjacent figures when she is engaged.

Engagement Strike 13
If an opponent's small or medium figure moves adjacent to Mystique, roll the 20-sided die. If you roll a 13 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with Mystique.

Disengage
Mystique is never attacked when leaving engagements.

Mystique II Raven Darkhölme



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

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

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

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

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

Nick Fury



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

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

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

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

Nightcrawler Kurt Wagner



140	Life 4
Mutant	Move 5
Unique Hero	Range 1
Recluse	Attack 4
Devout	Defense 3
Marvel	Medium 5

Bamf!
Instead of moving Nightcrawler normally, you choose an empty space within 3 spaces of Nightcrawler. Place Nightcrawler on the chosen space. When Nightcrawler starts to Bamf!, if he is engaged he will not take any leaving engagement attacks. Nightcrawler may add 5 spaces to his Bamf! movement; if he does, he cannot attack this turn.

Teleporting Barrage Special Attack
Range 1. Attack 3.
When Nightcrawler attacks with his Teleporting Barrage Special Attack, he may attack two additional times. Nightcrawler may use his Bamf! special power after each attack. Nightcrawler must use his Bamf! special power to move at least one space before each additional attack.

Teleport Evade
If Nightcrawler is attacked by a normal attack from an opponent's figure, and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-12, roll defense dice normally. If you roll a 13 or higher, Nightcrawler takes no damage and may immediately move using his Bamf! special power. Nightcrawler can Teleport Evade only if uses his Bamf! special power to move at least one space.

Nightwing Dick Grayson



200	Life 4
Human	Move 6
Unique Hero	Range 5
Titan	Attack 4
Daring	Defense 3
DC	Medium 5

TITANS GO!
After revealing an Order Marker on this card, before taking a turn with Nightwing, you may first reveal an "X" Order Marker on this card and take a turn with up to two other Unique Titan or Sidekick Heroes you control within 6 clear sight spaces of Nightwing. You may activate the chosen Heroes in any order.

ESCRIMA ASSAULT SPECIAL ATTACK
Range 1. Attack 3.
Choose up to two figures to attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Nightwing may attack with this special attack one additional time.

ACROBATIC MASTERY
Nightwing 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 Nightwing one space up to 6 levels up or down. When Nightwing rolls defense dice against an opponent's attack, one shield will block all damage.

Nimrod



450	Life 6
Android	Move 6
Event Hero	Range 5
Hunter	Attack 5
Adaptable	Defense 4
Marvel	Large 7

Adaptive Assault
When Nimrod attacks, he may attack one additional time. If Nimrod targets the same figure for this additional attack, you may reveal an "X" Order Marker on this card to add 1 to his Attack number and negate all of the defending figure's special powers for the rest of this turn.

Adaptive Resistance
Nimrod receives one extra defense die for each Wound Marker on this card.

Reconstruction
After taking a turn with Nimrod, if he is not engaged, you may remove one Wound Marker from this card or from the card of any adjacent Android figure.

Nite Owl Daniel Dreibern



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

VIGILANTE TEAM-UP
After revealing an Order Marker on any other Vigilante card you control and taking a turn with that Vigilante, you may take an immediate turn with Nite Owl. During this turn, Nite Owl can only attack figures engaged with that Vigilante and adds 1 additional attack die against an adjacent figure. After using this special power, you may not take a turn with any other figures.

OWL VISION
When Nite Owl attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece.

Nomad Jack Monroe



130	Life 5
Human	Move 5
Unique Hero	Range 1
Vigilante	Attack 5
Unstable	Defense 5
Marvel	Medium 5

STUN DISC SPECIAL ATTACK
Range 3. Attack 3.
After attacking with this special attack, Nomad may attack one additional time with this special attack. If Nomad inflicted one or more wounds against the same opponent's figure with each attack, you may remove one Order Marker at random from that figure's Army Card.

SHOTGUN BLAST SPECIAL ATTACK
Range 5. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. Nomad only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Nomad cannot be affected by his own Shotgun Blast Special Attack.

Non



330	Life 6
Kryptonian	Move 6
Unique Hero	Range 1
Brute	Attack 7
Dull	Defense 6
DC	Medium 6

Kill Crazy
When Non destroys an opponent's figure with his normal attack, he may attack again. Roll 1 additional attack die for each figure he destroyed this turn. Non may continue attacking with his normal attack until he does not destroy a figure.

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

Northstar Jean-Paul Beaubier



200	Life 4
Mutant	Move 8
Unique Hero	Range 5
Adventurer	Attack 5
Haughty	Defense 5
Marvel	Medium 5

SUPERSONIC FLYING
When using the Flying special power, Northstar may add 4 to his Move number. If he does, he cannot attack this turn.

TWIN LIGHT BLAST
If Northstar is adjacent to Aurora and did not use his Supersonic Flying special power this turn, instead of attacking, you may roll one unblockable attack die against each enemy figure within 4 spaces of Northstar whose Target Point is within clear sight of Northstar. You may only use this special power once per round.

REPETITIVE STRIKE SPECIAL ATTACK
Range 1. Attack 2.
Northstar may attack up to 5 times with this special attack. He must attack the same figure with each subsequent attack. The defending figure may not be moved by any special power on any Army Card.

Nova Prime Richard Rider



380	Life 5
Human	Move 7
Unique Hero	Range 5
Centurion	Attack 5
Dedicated	Defense 4
Marvel	Medium 5

NOVA FORCE UNLEASHED SPECIAL ATTACK
Range 3. Attack 4.
 Instead of moving and attacking normally with Nova Prime, you may move Nova Prime up to 7 spaces. Nova Prime can attack up to 3 times with this special attack at any point before, during, or after this move as long as Nova Prime is on a space where he could end his movement. After using this special attack, you may place a Wound Marker on this card and use this special attack one additional time.

WORLDMIND SUPPORT
 When attacking with or defending against a normal attack with Nova Prime, you may re-roll any dice. Worldmind Support can only be used once for each attack.

HYPERSONIC FLYING
 When using the Flying special power, Nova Prime may add 5 to his Move number. If he does, he will not take any leaving engagement attacks and cannot attack this turn.

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Obsidian Todd Rice



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

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

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

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



Odin Odin Borson



620	Life 8
Asgardian	Move 6
Event Hero	Range 4
King	Attack 7
Valiant	Defense 7
Marvel	Medium 5

ODIN FORCE
 All Unique Asgardian Heroes you control add 1 to their Life numbers while you control Odin on the battlefield.

ASGARDIAN ALL-FATHER
 After revealing an Order Marker on this card and instead of taking a turn with Odin, you may roll 12 combat dice. Take a turn with up to X other Asgardian Heroes you control, where X equals the number of blanks rolled.

ODINSLEEP
 If there are 5 or more Wound Markers on this card at the end of any round, place the white Raven Marker on this card. While the Raven Marker is on this card, Order Markers may not be revealed on this card, and Odin cannot move, attack, or use any special power on any other Army Card or Glyph. At the end of the next round, if Odin has not been destroyed, remove the Raven Marker from the game and up to 2 Wound Markers from this card.



Omega Red Arkady Rossovich



300	Life 7
Mutant	Move 5
Unique Hero	Range 1
Mercenary	Attack 5
Treacherous	Defense 6
Marvel	Medium 5

Telescopic Tentacles 2
 Omega Red may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base. When Omega Red Attacks, he may attack one additional time.

Life Force Drain 11
 Each time Omega Red inflicts one or more wounds with his normal attack, you may roll the 20-sided die. If you roll 11 or higher, remove a Wound Marker from this Army Card. Androids and destructible objects are not affected by Life Force Drain 11.

Death Factor
 At the end of each round, roll a single attack die. If a skull is rolled, place one Wound Marker on this card.



Omni-Man Nolan Grayson



440	Life 7
Viltrumite	Move 8
Unique Hero	Range 1
Champion	Attack 8
Conflicted	Defense 6
Image	Medium 5

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

OMNI-ASSAULT SPECIAL ATTACK
Range 1. Attack 5.
 Instead of moving and attacking normally with Omni-Man, you may move Omni-Man up to 4 spaces. Omni-Man can attack up to 3 times with Omni-Assault Special Attack at any point before, during, or after this move as long as Omni-Man is on a space where he could end his movement.



Oracle Barbara Gordon



110	Life 4
Human	Move 4
Unique Hero	Range 1
Strategist	Attack 4
Brilliant	Defense 4
DC	Medium 4

TACTICAL SURVEILLANCE
 When rolling for initiative, you may add 3 to your roll for each Order Marker on this card.

SECRET ATTACK PLAN
 Before any figure you control attacks with a normal attack, you may reveal an "X" Order Marker on this card and add one automatic skull to that attack.

CONTINGENCY PLAN
 While Oracle is in play, when an Army Card you control has all of its figures destroyed, you may immediately remove any unrevealed Order Markers from that card and place them on any other card you control.

Orange Construct Stolen Identity



100	Life 3
Energy	Move 5
Uncommon Hero	Range 1
Construct	Attack 4
Corrupt	Defense 4
DC	Medium 5

ORANGE CONSTRUCT CREATION
 This Orange Construct does not start the game on the battlefield. Whenever an Orange Lantern or an Orange Construct you control destroys a small or medium Unique Hero, if this Orange Construct has not been placed on the battlefield, you may replace the destroyed figure with this Orange Construct and place the destroyed figure on this card. At any time, if you do not control any Orange Lanterns, destroy this Orange Construct.

ASSUMED IDENTITY
 This Orange Construct can use any special powers on the Army Card of the figure that this Orange Construct replaced. If the special power refers to the chosen figure or the chosen figure's card, it refers to this figure or this card instead.



Orange Lantern Larfleeze



360	Life 6
Ogatoosan	Move 5
Unique Hero	Range 1
Hoarder	Attack 5
Greedy	Defense 5
DC	Medium 6

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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Orange Lantern Lex Luthor



350	Life 4
Human	Move 5
Unique Hero	Range 1
Antagonist	Attack 3
Greedy	Defense 3
DC	Medium 5

ORANGE POWER BATTERY 3
 Start the game with 3 orange Battery Markers on this card. Add 1 to this Orange Lantern's Move, Range, Attack, and Defense numbers for each Battery Marker on this card.

AVARICE AGGRESSION
 After attacking a figure, if that figure is either on a glyph or is equipped with a glyph, this Orange Lantern may attack that figure one additional time. If this Orange Lantern does not have a glyph equipped and causes a figure to lose an Equipment Glyph, instead of placing the glyph on the battlefield, you may place it on this card.

ORANGE SHIELD DEFLECTION
 Anytime this Orange Lantern is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may remove one orange Battery Marker from this card to ignore that attack and choose a figure within X clear sight spaces of this Orange Lantern, where X is the minimum number of spaces to the attacking figure. The chosen figure receives one wound.



Ozymandias Adrian Veidt



200	Life 5
Human	Move 5
Unique Hero	Range 1
Visionary	Attack 5
Brilliant	Defense 6
DC	Medium 5

SMARTEST MAN IN THE WORLD
Order Markers may never be removed from this card by an opponent. Before rolling for initiative, if you have at least two Order Markers on this card, you may reveal and remove an "X" Order Marker from this card. If you do, you may look at an Order Marker at random from any one opponent's Army Card. If it is an "X" Order Marker, nothing happens. If it is a numbered Order Marker, place that Order Marker on any Army Card you control. You may reveal it normally on your turn instead of your other Order Marker of the same number. At the end of the round, all Order Markers moved by this special power return to the player who controlled the Order Markers before they were moved.

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

Parademon



150	Life 5
Parademon	Move 4
Unique Hero	Range 1
Outlaw	Attack 2
Stoic	Defense 5
DC	Medium 5

APOKOLIPTIAN WEAPONRY
When rolling attack dice, if Parademon rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.

DEADLY SWIPE
If Parademon rolls a skull against a figure leaving an engagement with him, that figure receives an additional wound.

MOTHER BOX BANDOLIER
When Parademon would receive any number of wounds from an opponent's attack, instead of placing those wounds, you may immediately use Mother Box Bandolier. Roll 3 unblockable attack dice against each figure within 3 clear sight spaces of Parademon, one at a time. After using Mother Box Bandolier, destroy Parademon.

Parademon Shock Troopers



80	Life 1
Parademon	Move 4
Common Squad	Range 1
Troopers	Attack 2
Intrepid	Defense 5
DC	Medium 5

Rule the Skies
Opponent's figures cannot use any special power on any Army Card or Glyph to pass over Parademons.

Apokolyptian Weaponry
When rolling attack dice, if a Parademon Shock Trooper rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.

Parasite Rudy Jones



240	Life 5
Metahuman	Move 5
Unique Hero	Range 1
Criminal	Attack 6
Greedy	Defense 6
DC	Medium 5

Parasitic Life Drain
After moving and before attacking, you must choose an adjacent figure, if possible, that is not a destructible object. Roll the 20-sided die.

- If you roll 1-7, nothing happens;
- If you roll 8-18, the chosen figure receives 1 wound and you may remove 1 Wound Marker from this card;
- If you roll 19 or higher, the chosen figure receives 2 wounds and you may remove up to 2 Wound Markers from this card.

Hunger Pains
When Parasite attacks a figure that is not Tiny, roll one fewer attack die for each Wound Marker on this card.

Penguin Oswald Cobblepot



120	Life 4
Human	Move 4
Unique Hero	Range 5
Crime Lord	Attack 3
Greedy	Defense 4
DC	Medium 4

Self Importance 16
Whenever you reveal an Order Marker on any other army card you control, you must immediately roll the 20-sided die. If you roll a 16 or higher, the turn ends. Instead you must take an immediate turn with Penguin. When using Self Importance 16, add 2 spaces to Penguin's Umbrella-Copter movement for that turn.

Umbrella Gun Special Attack
Range 3. Attack 3.
After attacking with Umbrella Gun Special Attack, Penguin may attack one additional time. Anytime Penguin attacks a figure with his Umbrella Gun Special Attack after passing over them with his Umbrella-Copter 3 special power in the same turn, roll 2 additional attack dice.

Umbrella-Copter 3
Instead of his normal move, Penguin may use Umbrella-Copter 3. Umbrella-Copter has a move of 3. When counting spaces for Umbrella-Copter, ignore elevations. Penguin may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Penguin starts to fly, if he is engaged he will take any leaving engagement attacks.

Phantom Girl Tinya Wazzo



180	Life 5
Bgzillian	Move 6
Unique Hero	Range 1
Legionnaire	Attack 3
Tricky	Defense 4
DC	Medium 4

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

PHASE DRAG
Before or during Phantom Girl's movement, you may choose an opponent's adjacent small or medium figure. If Phantom Girl moves through another figure or obstacle, place the chosen figure on the space Phantom Girl moved over or occupied immediately before moving through that figure or obstacle. Roll an unblockable attack die against the chosen figure. If a skull is rolled and Phantom Girl moved through a figure instead of an obstacle, that figure also receives an unblockable wound.

Phoenix Jean Grey



230	Life 5
Mutant	Move 6
Unique Hero	Range 4
Telepath	Attack 5
Unstable	Defense 6
Marvel	Medium 5

Phoenix Rebirth
You may draft a Jean Grey figure with the Merciful personality. If you do, Phoenix does not start the game on the battlefield. Your Merciful Jean Grey must use the Phoenix Fire special power, and when Phoenix Fire refers to Phoenix, it refers to your Merciful Jean Grey as well. When your Merciful Jean Grey is destroyed, switch her with Phoenix.

Psionic Blast
After moving and before attacking, you may choose 4 spaces in a straight line from Phoenix. Roll the 20-sided die. If you roll 11 or higher, you may place any or all figures on the chosen spaces on any empty spaces within 2 spaces of their original placement. One at a time, you may roll 1 unblockable attack die against each placed figure.

Phoenix Fire
Anytime Phoenix receives one or more wounds or is destroyed, you must immediately roll 1 unblockable attack die against each adjacent figure, one at a time.

Phobos Alexander Aaron



270	Life 6
Olympian	Move 5
Unique Hero	Range 1
Warrior	Attack 5
Fearless	Defense 5
Marvel	Medium 4

GOD OF FEAR
After moving and before attacking, you may choose an opponent's figure within 4 clear sight spaces of Phobos and roll the 20-sided die. If you roll 8 or higher you may either:

- have the player who controls the chosen figure move that figure up to 4 spaces. Figures moved by God of Fear may not be moved closer to Phobos and must end their movement unengaged; or
- have the chosen figure roll 2 fewer defense dice when defending against an attack from Phobos this turn.

Figures with a Fearless personality are not affected by God of Fear.

GRASSCUTTER SPECIAL ATTACK
Range 1. Attack 6.
Figures defending against this special attack cannot use any special powers on any Army Card that adds additional defense dice or automatic shields. This special attack can only be used once per round.

Pied Piper Hartley Rathaway



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

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

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

Piledriver Brian Philip Callusky



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

Plastic Man Eel O'Brian



145	Life 5
Metahuman	Move 4
Unique Hero	Range 2
Adventurer	Attack 4
Quirky	Defense 6
DC	Medium 7

Pluto



420	Life 7
Olympian	Move 6
Unique Hero	Range 4
Lord	Attack 6
Covetous	Defense 6
Marvel	Medium 5

The Wrecking Crew 14

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

Pounding Fists

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

Plastic Wrap

Friendly figures do not take leaving engagement attacks from opponents' figures that are engaged with Plastic Man.

I'm Rubber, You're Glue

After rolling defense dice against a normal attack from a non-adjacent enemy figure, you may choose a figure within 3 clear sight spaces of Plastic Man. All excess shields rolled count as unblockable hits on the chosen figure.

Bounce-n-Stretch

When counting spaces for Plastic Man's movement, ignore elevations. Plastic Man may Bounce-n-Stretch over water without stopping, Bounce-n-Stretch over figures without becoming engaged, and Bounce-n-Stretch over obstacles such as ruins. When Plastic Man starts to Bounce-n-Stretch, if he is engaged he will not take any leaving engagement attacks. After moving, if Plastic Man does not attack this turn, he may Bounce-n-Stretch 4 additional spaces.

HADES' HELM

Start the game with the Glyph of Helm of Invisibility on this card. If Pluto is equipped with the Glyph of Helm of Invisibility, he cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight.

LORD OF HADES

After Pluto destroys a figure with his normal attack, you may place the destroyed figure on this Army Card. When attacking or defending with Pluto, before rolling attack or defense dice, you may remove any number of figures from this Army Card and roll an additional die for each figure removed.

OLYMPIAN FORTITUDE

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

Poison Ivy Pamela Isley



165	Life 6
Metahuman	Move 5
Unique Hero	Range 1
Eco-Terrorist	Attack 3
Insane	Defense 3
DC	Medium 5

Poison Ivy II Pamela Isley



175	Life 6
Metahuman	Move 5
Unique Hero	Range 1
Criminal	Attack 3
Manipulative	Defense 3
DC	Medium 4

Polaris Lorna Dane



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

Entangling Vines

When an opponent's small or medium figure moves onto or over a grass or swamp space within 2 spaces of Poison Ivy, or moves onto or over a space adjacent to an Evergreen Tree or Jungle Piece that is within 2 spaces of Poison Ivy, that figure must end its move there. Figures can never move through or over any figure affected by Entangling vines.

Pheromone Seduction 17

Before moving, you may choose a Unique Hero figure within 2 spaces of Poison Ivy. Roll the 20-sided die. If you roll 17 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card. If Poison Ivy is destroyed, control of all Pheromone seduced Hero figures returns to the players who controlled the Hero figures before they became Pheromone seduced.

Plant Animation 12

After moving and instead of attacking, roll the 20-sided die for all opponent's 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 1 wound.

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.

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.

Power Girl Kara Zor-L



400	Life 7
Kryptonian	Move 6
Unique Hero	Range 1
Protégé	Attack 6
Confident	Defense 6
DC	Medium 5

Predator



240	Life 5
Yautja	Move 6
Uncommon Hero	Range 5
Hunter	Attack 5
Relentless	Defense 5
Dark Horse	Medium 6

Professor X Charles Xavier



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

JSA ALL-STARS

Once per round, after revealing an Order Marker on this card or the card of a Mystery Man you control and taking a turn with that figure, you may take a turn with a Protégé you control within 4 clear sight spaces of Power Girl, and you may not take any additional turns with other figures you control.

SOCIETY FIELD TACTICIAN

At the beginning of your turn, if Power Girl is engaged and all your Order Markers are on Mystery Men and Protégé Army Cards, you may rearrange any unrevealed Order Markers on cards in your army. You may move Order Markers from cards of your destroyed figures.

INDOMITABLE

If Power Girl begins her turn unengaged, add 2 to her Move number this turn. If she begins her turn engaged, add 2 to her Attack number this turn.

KRYPTONIAN DEFENSE

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

YAUTJA CLOAKING DEVICE

This Predator may move through all figures and is never attacked when leaving an engagement. While occupying a non-water space, this Predator cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

BIO-MASK TARGETING

When this Predator attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece. If this Predator did not move this turn and attacks a non-adjacent figure, add 1 automatic skull to whatever is rolled.

SELF-DESTRUCT WRIST GAUNTLET

After rolling initiative, you may reveal an "X" Order Marker on this card. If there is a revealed "X" Order Marker on this card when you reveal your Order Marker 3, before taking your turn, each figure within 3 spaces of this Predator receives 2 automatic wounds and then this Predator is destroyed.

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.

Professor Zoom *Eobard Thawne*



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

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

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

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

Prowler *Hobie Brown*



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

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

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

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

Psycho-Man



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

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.

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Psylocke *Elizabeth Braddock*



250	Life 5
Mutant	Move 6
Unique Hero	Range 4
Telepath	Attack 4
Determined	Defense 5
Marvel	Medium 5

Psychic Knife
After moving and instead of attacking, you may choose an adjacent figure and roll the 20-sided die.
• If you roll 1-9, nothing happens;
• If you roll 10-16, the chosen figure receives 1 wound;
• If you roll 17-19, the chosen figure receives 2 wounds, and you may remove 1 unrevealed Order Marker at random from the chosen figure's Army Card;
• If you roll 20 or higher, the chosen figure is destroyed.
Destructible objects are not affected by Psychic Knife.

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.

Punisher *Frank Castle*



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

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

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

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

Puppet Master *Phillip Masters*



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

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

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

Purple Man *Zebediah Killgrave*



165	Life 4
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 3
Manipulative	Defense 4
Marvel	Medium 5

Phantom Walk
Purple Man can move through all figures and is never attacked when leaving engagements.

Pheromone Control 14
Before moving, you may choose a Unique Hero figure within 3 clear sight spaces of Purple Man that does not have the Radar Sense special power. Roll the 20-sided die, adding 1 to the roll if Purple Man has clear sight on the chosen figure's Target Point. If you roll 14 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card. If a Hero affected by this special power is no longer within 3 clear sight spaces of Purple Man at the start of any player's turn, remove any Order Markers on that figure's Army Card and return control of the figure and that figure's Army Card to the player who controlled the figure before it became Pheromone Controlled.

Reactive Mind Control 10
If Purple Man is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 10 or higher, Purple Man takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before the Reactive Mind Control. Figures moved with this special power will not take any leaving engagement attacks.

Pyro *St. John Allerdyce*



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

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

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

Quasar *Phyla-Vell*



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

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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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.

Quicksilver *Pietro Maximoff*



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

Superspeed

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

Whirlwind Vortex Special Attack

Range 1. Attack 1 + Special.

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

Radioactive Man *Chen Lu*



160	Life 5
Mutate	Move 5
Unique Hero	Range 4
Physicist	Attack 5
Repentant	Defense 5
Marvel	Medium 5

Radiation Blast Special Attack

Range Special. Attack 4.

All figures without the Environmental Suit special power within 3 clear sight spaces are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. If a figure receives one or more wounds from this special attack, roll an unblockable attack die against the defending figure. This special attack can only be used once per round.

Controlled Emissions 13

If Radioactive Man ends his turn adjacent to no friendly figures, you may roll the 20-sided die for each figure without the Environmental Suit special power engaged with Radioactive Man, one at a time. If you roll 13 or higher, the figure receives one wound.



Ragdoll *Peter Merckell, Jr.*



100	Life 4
Human	Move 6
Unique Hero	Range 1
Outlaw	Attack 3
Insane	Defense 6
DC	Medium 5

Contortionist

Ragdoll never takes leaving engagement attacks and may move through all figures. After Ragdoll rolls defense dice against an attack, you may immediately move Ragdoll one space for each blank rolled.

Clingy

After a figure ends its movement, if that figure was adjacent to Ragdoll during its movement, you may immediately place Ragdoll adjacent to that figure, if possible.

Ragman *Rory Regan*



140	Life 4
Human	Move 5
Unique Hero	Range 1
Vigilante	Attack 4
Tormented	Defense 6
DC	Medium 5

RAG SUIT OF SOULS

When an opponent's figure within 6 clear sight spaces of Ragman is destroyed by a figure you control with a normal or special attack, you may place the destroyed figure on this card if it is not an Android, Undead or destructible object. A maximum of 5 figures may be on this card at any time. After attacking with Ragman, you may remove a destroyed figure from this card to attack 1 additional time.

YOUR DEBT IS PAID

If Ragman is attacked by an opponent's figure that does not have the Magical Defense special power and there is at least one figure on this card, the most wounds Ragman can take for this attack is one. If the attacking figure has the Magical Defense special power and at least 1 skull is rolled, instead of rolling defense dice, you may remove one figure from this card and ignore the attack.



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.

Ra's Al Ghul



200	Life 6
Human	Move 5
Unique Hero	Range 1
Mastermind	Attack 5
Diabolical	Defense 4
DC	Medium 5

Lazarus Pit Discovery

Start the game with a Glyph of Lazarus Pit on this card. Before moving, you may place the Glyph of Lazarus Pit power-side up on any empty space on the battlefield.

The Demon's Head

After revealing an Order Marker on this card and taking a turn with Ra's al Ghul, if he is not engaged, you may choose a Ninja or Assassin figure you control that is within 5 clear sight spaces of Ra's al Ghul. Roll the 20-sided die. If you roll 14 or higher, you may:

- move your chosen figure up to 4 spaces and choose an enemy figure adjacent to your chosen figure to receive 1 wound. Your chosen figure then receives 1 wound; or
- choose all enemy figures adjacent to your chosen figure to each receive 1 wound. Your chosen figure then receives 1 wound; or
- choose an enemy figure adjacent to your chosen figure to receive 2 wounds. Your chosen figure then receives 2 wounds.

After using The Demon's Head special power, you may use it one additional time.

Rat Swarm



10	Life 1
Rodent	Move 4
Common Hero	Range 1
Vermin	Attack 1
Frantic	Defense 2
DC	Tiny 1

Swarm Movement

You may move up to 3 Rat Swarms that you control each turn. However, you may attack with only 1 Rat Swarm. You may attack with any Rat Swarm, even a Rat Swarm that you did not move this turn.

Scale

When moving up or down levels of terrain, Rat Swarm may add 2 to its height.

Plague 16

Before attacking, you must roll the 20-sided die once for each figure engaged to any Rat Swarm you control, one at a time. If you roll 16 or higher, that figure receives a wound. Androids, Rodents, and destructible objects are not affected by this special power.

Raven *Rachel Roth*



190	Life 5
Azarathian	Move 5
Unique Hero	Range 5
Titan	Attack 4
Tormented	Defense 4
DC	Medium 5

Team Empath

Before taking a turn with Raven, you may choose a Titan or Sidekick you control in clear sight of Raven. If the chosen figure is adjacent to Raven, move any number of Wound Markers from the chosen figure's card onto this card. If the chosen figure is not adjacent to Raven, add 1 to Raven's Move number this turn for each enemy figure engaged with the chosen figure.

Soul Self

Once per round, instead of attacking normally with Raven, you may choose a figure within 10 spaces of Raven that is not an Android or destructible object and move 1 Wound Marker from this card onto the chosen figure's card. After using Soul Self, remove all unrevealed Order Markers from this card.

Magical Defense

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



Red Arrow *Roy Harper*



150	Life 4
Human	Move 5
Unique Hero	Range 10
Archer	Attack 4
Brash	Defense 4
DC	Medium 5

SPEED SHOT

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

FURIOUS ASSAULT

If Red Arrow attacks an adjacent figure with his normal attack and rolls at least 2 skulls, he may attack an adjacent figure again with his normal attack. Red Arrow may continue attacking adjacent figures with his normal attack until he rolls fewer than 2 skulls. Red Arrow cannot attack more than four times in a single turn.

Red Ghost *Ivan Kragoff*



200	Life 4
Mutate	Move 4
Unique Hero	Range 1
Physicist	Attack 4
Envious	Defense 5
Marvel	Medium 5

Super-Ape Command

After revealing an Order Marker on this card, before taking a turn with Red Ghost, you may take a turn with up to three Super-Apes you control.

Intangibility

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

Red Hood *Jason Todd*



180	Life 4
Human	Move 5
Unique Hero	Range 5
Outlaw	Attack 4
Vengeful	Defense 5
DC	Medium 5

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.

Red Hulk *Thaddeus Ross*



370	Life 8
Mutate	Move 6
Unique Hero	Range 1
Creature	Attack 8
Calculating	Defense 6
Marvel	Medium 6

Overheated

At the end of an opponent's turn, place a red Heat Marker on this card if Red Hulk received two or more wounds that turn. Red Hulk rolls 1 fewer attack die for each Heat Marker on this card. A maximum of 3 Heat Markers can be on this card at the same time.

Releasing the Heat

At the beginning of each round, remove one Heat Marker from this card, if possible. At the end of each round, roll one unblockable attack die for each Heat Marker on this card against each figure without the Lava Resistance special power adjacent to Red Hulk.

Super Leap

Instead of his normal move, Red Hulk may Super Leap. Super Leap has a move of 10. When counting spaces for Red Hulk's Super Leap movement, ignore elevations. Red Hulk may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Red Hulk may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Red Hulk will take any leaving engagement attacks. Red Hulk rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

Red Mist *Chris Genevise*



50	Life 3
Human	Move 5
Unique Hero	Range 5
Crime Lord	Attack 2
Spoiled	Defense 2
Icon	Medium 5

PAYOFF

After revealing an Order Marker on this card and taking a turn with Red Mist, you may choose a Unique Criminal Hero within 3 clear sight spaces of Red Mist and reveal an "X" Order Marker on this card.

- If you control the chosen Hero, you may take an immediate turn with the chosen Hero.
- If you do not control the chosen Hero, once per game, you may take temporary control of that Hero and immediately take a turn with that Hero. At the end of that turn, control of the Hero returns to the player who controlled the Hero before the Payoff. All Order Markers that were on the chosen Hero's card will stay on the card. You may not take any additional turns with other figures you control.

COWARDLY TACTICS

Anytime Red Mist would receive one or more wounds, you may instead destroy any common or squad figure you control adjacent to Red Mist.

Red Robin *Tim Drake*



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

UTILITY BELT 1

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place one Utility Equipment Glyph of your choice on this card. Red Robin cannot lose this 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.

Red Skull *Johann Schmidt*



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

Cosmic Cube

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

Dual Lugers Special Attack

Range 5. Attack 4.

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

Master Motivator

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

Red Tornado *John Smith*



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

Air Elemental Flying

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

Tornado Force Special Attack

Range 5. Attack 4.

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

Reverend Stryker *William Stryker*



70	Life 3
Human	Move 5
Unique Hero	Range 1
Reverend	Attack 2
Fanatical	Defense 2
Marvel	Medium 5

Purge The Wicked

When a Citizen you control within clear sight of Reverend Stryker attacks a Mutant, it receives 1 additional attack die.

Blind Devotion

Anytime Reverend Stryker would receive 1 or more wounds from an attack, you may choose an adjacent Common Human figure you control to receive those wounds instead.

Telepathic Block 9

If Reverend Stryker or any figure adjacent to Reverend Stryker is targeted for an attack from a Telepath, roll the 20-sided die. If you roll 9 or higher, that Telepath's turn immediately ends.

Rhino *Aleksei Sytsevich*

	220	Life 6
	Mutate	Move 5
	Unique Hero	Range 1
	Criminal	Attack 5
	Relentless	Defense 5
Marvel	Medium 6	

Rhino Charge
After moving normally with Rhino, if he is not engaged, you may move Rhino up to 3 spaces in a straight line. Add 1 die to his attack for each space moved with Rhino Charge. After using the Rhino Charge special power, if Rhino attacked and did not inflict one or more wounds, roll 1 unblockable attack die. If you roll a skull, Rhino receives a wound.

Tough
When rolling defense dice against a normal attack, Rhino always adds one automatic shield to whatever is rolled.

Weak-Minded 2
If any player rolls the 20-sided die to take temporary or permanent control of Rhino, that player may add 2 to the roll.

Roamer

	20	Life 1
	Undead	Move 4
	Common Hero	Range 1
	Devourer	Attack 3
	Ravenous	Defense 2
Image	Medium 5	

UNDYING HUNGER
Before moving, choose an opponent's figure on the battlefield that is not an Android, Construct, or Undead. Add 1 to this Roamer's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +2, if this Roamer ends its move engaged with the chosen figure.

VIRAL INFECTION
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

Robin *Damian Wayne*

	80	Life 3
	Human	Move 6
	Unique Hero	Range 5
	Sidekick	Attack 2
	Spoiled	Defense 4
DC	Medium 4	

BAT BRAT
After revealing an Order Marker on a Vigilante card 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. You may not take any additional turns with other figures you control. Whenever Robin destroys a figure with his normal attack while within 6 clear sight spaces of any Vigilante you control, your turn ends and you must immediately place Robin on an empty space in your Start Zone. When Robin is placed in your Start Zone, he will not take any leaving engagement attacks.

DEADLY SHOT
When attacking with Robin, each skull rolled counts as one additional hit.

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 Bat-Grapple more than 30 levels up or down in a single Bat-Grapple. If Robin is engaged when he starts to Bat-Grapple, he will not take any leaving engagement attacks.

Robin *Dick Grayson*

	100	Life 3
	Human	Move 5
	Unique Hero	Range 5
	Sidekick	Attack 3
	Daring	Defense 3
DC	Medium 4	

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.

Daring Decoy
Figures engaged with Robin can only attack figures that have the Daring Decoy special power.

Acrobatic Maneuver
When Robin rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Robin one space up to 6 levels up or down. When Robin moves using Acrobatic Maneuver, he will not take any falling damage or leaving engagement attacks.

Robin *Jason Todd*

	70	Life 3
	Human	Move 5
	Unique Hero	Range 5
	Sidekick	Attack 3
	Brash	Defense 4
DC	Medium 4	

REBEL VIGILANTE SIDEKICK
After revealing an Order Marker on the Army Card of a Vigilante you control, you must immediately roll the 20-sided die. If you roll 6 or lower, before taking a turn with that Vigilante, you must take an immediate turn with Robin. If you roll 7 or higher, after taking a turn with that Vigilante, you may take an immediate turn with Robin. If Robin takes a turn with this special power, you may not take any additional turns with other figures you control other than that Vigilante.

RECKLESS ENGAGEMENT
If Robin is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 die to his normal attack and subtract 1 die from his defense.

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 Bat-Grapple more than 30 levels up or down in a single Bat-Grapple. If Robin is engaged when he starts to Bat-Grapple, he will not take any leaving engagement attacks.

Robin *Tim Drake*

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

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.

Robot *Rudy Connors*

	210	Life 5
	Android	Move 6
	Unique Hero	Range 4
	Strategist	Attack 4
	Calculating	Defense 4
Image	Large 5	

TACTICAL ADVANTAGE 2
When rolling for initiative, you may add 2 to your roll if at least one Order Marker is on this card.

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

GUARDING THE GLOBE!
After revealing an Order Marker on this card and taking a turn with Robot, if he did not move this turn, you may either:

- Take a turn with any Unique Hero you control within 6 clear sight spaces of Robot; or
- Move any 2 other figures you control up to 4 spaces each

Rocket Raccoon

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

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

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

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

Rocket Red

	150	Life 4
	Human	Move 6
	Uncommon Hero	Range 5
	Soldier	Attack 5
	Patriotic	Defense 3
DC	Medium 5	

EXPLOSIVE BLAST SPECIAL ATTACK
Range 5. Attack 4.
Choose a figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately.

MECHA EMPATHY 16
When this Rocket Red is targeted for an attack by an Android, roll the 20-sided die. If you roll 16 or higher, that Android's turn immediately ends.

TOUGH
When rolling defense dice against a normal attack, this Rocket Red always adds one automatic shield to whatever is rolled.

Rogue *Anna Marie*



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

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

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

Ronan



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

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

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

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

Rorschach *Walter Kovacs*



140	Life 4
Human	Move 5
Unique Hero	Range 1
Vigilante	Attack 4
Unyielding	Defense 4
DC	Medium 5

GRAPPLE GUN 25
Instead of Rorschach's normal move, he may move only one space. This space may be up to 25 levels higher. When using the Grapple Gun, all engagement rules still apply.

CRIMINAL INTIMIDATION
Criminal figures roll 1 fewer defense die against Rorschach's normal attack.

SHAKEDOWN
After attacking an opponent's adjacent figure with a normal attack, if the defending figure is still engaged with Rorschach, your opponent may immediately reveal and remove one unrevealed Order Marker from any Army Card that opponent controls. If your opponent does not reveal and remove an Order Marker, Rorschach may attack one additional time, adding 1 die to his Attack number. Figures with the Super Strength special power are not affected by Shakedown.

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 attacked 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, and 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.

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.

Sabretooth *Victor Creed*



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

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

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

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

Sage *Tessa Niles*



190	Life 4
Mutant	Move 5
Unique Hero	Range 5
Telepath	Attack 4
Calculating	Defense 5
Marvel	Medium 5

Mutant Power Boost
Start the game with 3 purple Enhancement Markers on this card. After taking a turn with Sage, you may reveal an "X" Order Marker on this card to place an Enhancement Marker from this card on the card of an adjacent friendly Mutant Hero. For the entire game, a figure other than Sage with any number of Enhancement Markers on its card may add 1 additional die to its normal attack.

Telepathic Tactician
At the beginning of your turn, if there is at least one Order Marker on this card, you may move any unrevealed Order Markers on any Mutant or Telepath cards in your army to any other Mutant or Telepath cards you control. You may move Order Markers from Army Cards of your destroyed figures.

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

Sandman *Wesley Dodds*



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

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.

Sandman *William Baker*



210	Life 5
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 6
Vengeful	Defense 5
Marvel	Medium 5

Sandstorm
Instead of his normal move, if Sandman did not start his turn on a water space, he may use Sandstorm. Sandstorm has a move of 4. When counting spaces for Sandman's Sandstorm movement, ignore elevations. Sandman may move over water without stopping, move over figures without becoming engaged, and move over obstacles such as ruins. When moving with Sandstorm, Sandman will not take any leaving engagement attacks. Sandman rolls 3 fewer attack dice on any turn that he uses Sandstorm. After moving with Sandstorm, roll one unblockable attack die against each figure Sandman passed over this turn, and Sandman cannot use his Immovable special power for the remainder of the round.

Sand Construction
Sandman rolls 2 fewer attack and defense dice while on a water space and 1 additional attack and defense die while on a sand space. After taking a turn with Sandman, if he is not on a water space, remove a Wound Marker from this card.

Immovable
Sandman may not be moved by any special power on an opponent's Army Card.

Satanus



350	Life 9
Tyrannosaurus Rex	Move 6
Unique Hero	Range 1
Devourer	Attack 7
Ferocious	Defense 6
2000AD	Huge 12

Chomping Frenzy 12

Instead of moving and attacking normally with Satanus, you may move Satanus up to 5 spaces. Each time Satanus enters a space, as long as he is on a space where he may end his movement, you may choose an adjacent figure that is not tiny. If the chosen figure has only one Life remaining, destroy it. Otherwise, roll the 20-sided die. Subtract 2 from the roll if the chosen figure has the Super Strength special power. If you roll 12 or higher, the chosen figure receives 2 wounds. Satanus cannot choose the same figure more than once and will take any leaving engagement attacks when using this special power.



Saturn Girl *Imra Ardeen-Ranzz*



220	Life 4
Titanian	Move 5
Unique Hero	Range 1
Legionnaire	Attack 3
Resolute	Defense 3
DC	Medium 5

Psychic Blast

Instead of attacking, you may:

- choose all enemy figures adjacent to Saturn Girl; or
- choose one enemy figure within 6 spaces of Saturn Girl. Each chosen figure receives 1 wound. If a chosen figure is a Telepath, you may remove 1 Order Marker at random from its Army Card. After using Psychic Blast, you must remove 1 unrevealed Order Marker from this card or place 1 Wound Marker on this card. Figures with the Mental Shield special power are not affected by Psychic Blast.

Mental Walls

When an enemy figure within 5 clear sight spaces of Saturn Girl attacks Saturn Girl or a friendly figure with a normal attack, the attacking figure rolls 1 fewer attack die for each unrevealed Order Marker on this card, to a minimum of 1 die. Figures that are Telepaths or have the Mental Shield special power are not affected by Mental Walls.



Scandal Savage



200	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Outlaw	Attack 4
Brooding	Defense 5
DC	Medium 5

OUTLAW FIELD COMMANDER

After revealing an Order Marker on this card, instead of moving Scandal Savage, you may rearrange any unrevealed Order Markers on Army Cards you control that are in play and immediately move any other Outlaw you control within 8 clear sight spaces of Scandal Savage up to 4 spaces.

LAMENTATION BLADES

When Scandal Savage attacks an adjacent figure, subtract 1 die from its defense. If that figure receives one or more wounds from this attack, roll one unblockable attack die against that figure.

ENHANCED DURABILITY

When Scandal Savage is attacked with a normal attack, the most wounds she can receive from that attack is one.

Scarecrow *Jonathan Crane*



140	Life 4
Human	Move 5
Unique Hero	Range 1
Criminal	Attack 3
Insane	Defense 3
DC	Medium 5

Fear Gas

Start the game with a Glyph of Fear Gas on this card. After moving and before attacking, you may remove the Glyph of Fear Gas from this card and place it power-side up on an empty space within 5 spaces that is no more than 12 levels above Scarecrow's base. At the end of the round, instead of removing this Glyph of Fear Gas from the game, place it on this card.

Enhanced Fear Effect

All figures affected by a Glyph of Fear Gas roll 2 fewer defense dice against Scarecrow.

Crippling Terror

Immediately after any opponent's numbered Order Marker is revealed, you may roll the 20-sided die. If you roll 11 or higher, all figures in clear sight of Scarecrow that are affected by a Glyph of Fear Gas may not move, attack or use any special power this turn.

Scarlet Spider *Ben Reilly*



190	Life 5
Clone	Move 6
Unique Hero	Range 1
Crime Fighter	Attack 4
Enthusiastic	Defense 3
Marvel	Medium 5

IMPACT WEBBING SPECIAL ATTACK

Range 4. Attack 4.

Start the game with 3 white Webbing Markers on this card. If Scarlet Spider inflicts one or more wounds on a Unique Hero with this special attack, you may place a Webbing Marker from this card on the defending figure's Army Card. Before another figure with your Webbing Marker on its card moves, that player must roll the 20-sided die. If that player rolls 1-12, that figure may not move. If that player rolls 13 or higher, return all your Webbing Markers from that card to this card.

SPIDEY-SENSES 9

If Scarlet Spider is attacked and at least 1 skull is rolled, roll the 20-sided die. Subtract 4 from the roll if the attacking figure is a Symbiote. If you roll 9 or higher, Scarlet Spider takes no damage and may immediately use his Swing Line 4 special power.

SWING LINE 4

Instead of his normal move, Scarlet Spider may use his Swing Line. Swing Line has a move of 4. When counting spaces for Scarlet Spider's Swing Line movement, ignore elevations. Scarlet Spider may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Scarlet Spider may not Swing Line more than 40 levels up or down in a single Swing Line. If Scarlet Spider is engaged when he starts to Swing Line, he will not take any leaving engagement attacks.



Scarlet Spider *Kaine Parker*



245	Life 6
Clone	Move 6
Unique Hero	Range 1
Vigilante	Attack 6
Conflicted	Defense 5
Marvel	Medium 5

STEALTH SUIT

Before moving, you may place the black Stealth Marker on this card. While the Stealth Marker is on this card, Scarlet Spider can move through all figures and is never attacked when leaving an engagement. Scarlet Spider cannot be targeted by opponents' non-adjacent figures for any attack or for any opponents' special powers that require clear sight. If Scarlet Spider attacks or uses his Spider Stingers special ability, remove the Stealth Marker from this card.

SPIDER STINGERS 9

Instead of attacking, you may choose an adjacent opponent's figure and roll the 20-sided die. If you roll 9 or higher, the chosen figure receives one wound. After rolling for Spider Stingers, you may roll for Spider Stingers one additional time.

SWING LINE 4

Instead of his normal move, Scarlet Spider may use his Swing Line. Swing Line has a move of 4. When counting spaces for Scarlet Spider's Swing Line movement, ignore elevations. Scarlet Spider may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Scarlet Spider may not Swing Line more than 40 levels up or down in a single Swing Line. If Scarlet Spider is engaged when he starts to Swing Line, he will not take any leaving engagement attacks.



Scarlet Witch *Wanda Maximoff*



285	Life 4
Mutant	Move 6
Unique Hero	Range 4
Sorceress	Attack 4
Unstable	Defense 4
Marvel	Medium 5

Hex Sphere Disturbance 5

After an opponent rolls attack dice against Scarlet Witch, you may roll the 20-sided die. If you roll 5 or higher, your opponent must re-roll all attack dice that show skulls. Hex-Sphere Disturbance can be used only once for each attack.

Chaos Magic Curse

Start the game with 3 red Curse Markers on this card. After moving and before attacking, you may choose an opponent's figure within 8 clear sight spaces of Scarlet Witch. If the chosen figure is not a Unique Hero or Event Hero, remove a Curse Marker from this card and destroy the chosen figure. If the chosen figure is a Unique Hero or Event Hero, place a Curse Marker on the chosen figure's card. Figures that have a red Curse Marker on their card must roll the 20-sided die before taking a turn. If they roll 1-8, they may not use any special powers on their Army Card for that turn.

Magical Defense

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



Science Police



85	Life 1
Human	Move 5
Common Squad	Range 5
Lawmen	Attack 2
Indignant	Defense 2
DC	Medium 5

Extreme Prejudice

When you take a turn with the Science Police, if you do not attack a Human figure during the turn, you may attack with up to 6 Science Police you control.

Reinforcements on the Way

After taking a turn with the Science Police, if you attacked an opponent's figure this turn, you may move up to 4 Science Police that did not move or attack this turn.

Scientist Supreme *Monica Rappaccini*



160	Life 4
Human	Move 5
Unique Hero	Range 5
Terrorist	Attack 4
Brilliant	Defense 5
Marvel	Medium 5

RESEARCH PARAMETERS

At the start of the game, place a Glyph of Experimental Medicine, a Glyph of Teleportation Belt, a Glyph of Cosmic Control Rod, and a Glyph of Cosmic Cube symbol-side up into a Glyph Pool and set them aside.

HIGH-TECH RESEARCH

Before attacking with Scientist Supreme, if there are no Equipment Glyphs on this card, you may roll the 20-sided die, adding 1 to the roll for each Scientist or Terrorist figure you control adjacent to Scientist Supreme. If you roll 12 or higher, choose an Equipment Glyph from Scientist Supreme's Glyph Pool at random and place it power-side up on this card. If a glyph placed with High-Tech Research would be removed from this card by any means, remove that glyph from the game.

LEADER OF A.I.M.

After revealing an Order Marker on this card, instead of taking a turn with Scientist Supreme, you may take a turn with a squad of A.I.M. Agents or any Unique Clone Hero you control.

Scorpion *Mac Gargan*



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

Expert Climbing

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

Tail Whip

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

Acid Tail Blast Special Attack Range 4. Attack 3.

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



Scourge of the Underworld



170	Life 4
Human	Move 5
Uncommon Hero	Range 6
Scourge	Attack 4
Tricky	Defense 4
Marvel	Medium 5

IN PLAIN SIGHT

At the start of any figure's turn, if this Scourge of the Underworld has not attacked this round, is unengaged and is within 6 clear sight spaces of a friendly figure, this Scourge has the class of Citizen in addition to the class listed on this card, cannot be attacked, and will not take any leaving engagement attacks.

SECRETS MAINTAINED

Instead of attacking with this Scourge of the Underworld, if a Unique Hero you control is within 6 clear sight spaces of this Scourge and has only 1 Life remaining, you may destroy that figure, move any unrevealed Order Markers from the destroyed figure's Army Card to this card, and take one additional turn with this Scourge, adding 2 dice to his normal attack during that turn.

JUSTICE IS SERVED!

If this Scourge of the Underworld inflicts one or more wounds on an opponent's figure with his normal attack and there is only 1 Life remaining on that figure, roll one unblockable attack die against that figure.

Selene Gallio



360	Life 6
Mutant	Move 7
Unique Hero	Range 5
Sorceress	Attack 7
Deceitful	Defense 5
Marvel	Medium 5

Psychic Vampire

Subtract 1 from Selene's Move and Attack numbers for each Wound Marker on this card. After moving and instead of attacking, you may choose an adjacent figure that is not an Android, Cyborg, or destructible object. If the chosen figure has 1 Life remaining, roll 1 combat die. If the chosen figure has 2 or more Life remaining, roll up to 2 combat dice. If you roll a skull on every die, remove that many Wound Markers from this card and place them on the chosen figure's card.

Inanimate Object 9

Instead of attacking, you may choose a destructible object or obstacle that is within 5 spaces of Selene. Roll the 20-sided die for all opponents' figures on or within 2 spaces of the chosen destructible object or obstacle, one at a time. If you roll 9 or higher, the figure receives a wound.

Magical Defense

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



Sentinel



160	Life 4
Android	Move 4
Uncommon Hero	Range 4
Hunter	Attack 5
Relentless	Defense 7
Marvel	Huge 20

Mutant Detection

Add 2 to your initiative roll for every Sentinel you control that has at least one Mutant figure within 4 clear sight spaces of it.

Mutant Alert

After a Sentinel you control rolls attack dice against an opponent's Mutant figure, you may immediately move up to 3 other Sentinels you control that did not attack this turn up to 4 spaces each.

Sentinel Networking

After revealing an Order Marker on this card, instead of taking a turn with this Sentinel, you may take a turn with any other Sentinel you control.



Sersi



450	Life 7
Eternal	Move 5
Unique Hero	Range 4
Protector	Attack 6
Intuitive	Defense 4
Marvel	Medium 5

MATTER MANIPULATION 5

After revealing an Order Marker on this card and instead of taking a turn with Sersi, you may roll 5 combat dice. For each shield rolled, place a Wound Marker on or remove a Wound Marker from the Army Card of a figure within 4 clear sight spaces of Sersi.

TELEKINETIC TOSS 11

After moving and before attacking, you may choose either Sersi or a small or medium figure within 4 clear sight spaces of Sersi. Roll the 20-sided die. If you roll 11 or higher, you may place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll 1 unblockable attack die against that figure. Placed figures will not take any leaving engagement attacks.

REGENERATION

Instead of attacking with Sersi, roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.



Seth



450	Life 9
Heliopolitan	Move 6
Unique Hero	Range 4
Antagonist	Attack 7
Vengeful	Defense 7
Marvel	Medium 5

THE MARK OF DEATH

Start the game with a black Death Marker on this card. Instead of attacking with Seth, if your Death Marker is on this card, you may choose an opponent's non-adjacent Unique or Event Hero that Seth began this turn adjacent to and place your Death Marker on its card. While your Death Marker is on an opponent's card, Seth can only target the chosen Hero for any attacks or special powers. If Seth and the chosen Hero are engaged, they cannot move out of engagement with each other and cannot be moved by any special power on an Army Card or Glyph. After the chosen Hero takes a turn, if it is engaged with Seth and Seth did not receive at least 1 wound that turn, the chosen Hero receives 1 wound. When the chosen Hero or Seth is destroyed, return your Death Marker to this card.

SERPENTINE MOVEMENT

Seth does not have to stop his movement when entering water spaces and is never attacked when leaving engagements.

SERPENT CRUSH 13

Instead of attacking, you may choose an adjacent figure and roll the 20-sided die. If you roll 13 or higher, the figure receives a wound. You may continue to roll for Serpent Crush until the figure is destroyed or you do not roll 13 or higher.



Shadow Demon



130	Life 3
Qwardian	Move 5
Uncommon Hero	Range 1
Destroyer	Attack 3
Deadly	Defense 6
DC	Medium 5

SWARM OF SHADOWS

After revealing an Order Marker on any other Qwardian Hero or squad you control, before taking a turn with that Army Card, you may move this Shadow Demon up to 2 spaces.

INTANGIBILITY

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

TOUCH OF DEATH 15

Before attacking with this Shadow Demon, one at a time for each Shadow Demon you control, you may choose an adjacent figure and roll the 20-sided die. If you roll 15-19, the chosen figure receives one wound. If you roll 20 or higher, the chosen figure receives three wounds.



Shadow Thief *Carl Sands*



70	Life 4
Human	Move 5
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 4
DC	Medium 5

Dimensiometer

After taking a turn with Shadow Thief, if no opponent's figures were destroyed or received any wounds this turn, you may immediately place Shadow Thief on this card. Order Markers may still be placed and revealed on this card normally. When Shadow Thief uses Dimensiometer, he will not take any leaving engagement attacks.

Shadow Theft

Whenever you or an opponent reveals an Order Marker, if Shadow Thief is on this card and not destroyed, you may immediately place Shadow Thief on any empty space on the battlefield. After placing Shadow Thief on the battlefield, if Shadow Thief does not have an equipment glyph on this card, you may choose any adjacent Unique Hero that has an equipment glyph on its card and place that equipment glyph on this card.

Shadowcat *Kitty Pryde*



80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Protector	Attack 3
Loyal	Defense 4
Marvel	Medium 4

Phase Touch

If Shadowcat is adjacent to only one friendly figure, that friendly figure cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

Phase Fists

Androids roll 2 fewer defense dice against Shadowcat's normal attack.

Intangibility

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

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.

Shang-Chi

	230	 Life 5
Human	Move 6	
Unique Hero	Range 1	
Fighter	Attack 2	
Disciplined	Defense 4	
Marvel	Medium 5	

Phantom Walk

Shang-Chi can move through all figures and is never attacked when leaving an engagement.

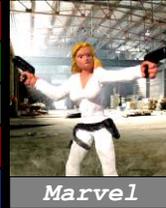
Master of Kung-Fu

Shang-Chi may attack any time before, during or after moving as long as he is on a space where he could end his movement. When attacking with Shang-Chi, he may either roll 2 additional attack dice or attack with his normal attack up to three times.

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.

Sharon Carter

	90	 Life 4
Human	Move 5	
Unique Hero	Range 5	
Agent	Attack 3	
Loyal	Defense 4	
Marvel	Medium 5	

COVERT OPERATIONS

Start the game with the white Covert Operations Marker on this card. Before taking a turn with Sharon Carter, you may place or remove the Covert Operations Marker. While the Covert Operations Marker is on this card, Sharon Carter cannot attack or be targeted by an enemy figure for non-adjacent attacks or special powers that require clear sight. Remove the Covert Operations Marker anytime Sharon Carter becomes engaged with an opponent's figure.

DISENGAGE

Sharon Carter is never attacked when leaving engagements.

DOUBLE ATTACK

When Sharon Carter attacks, she may attack one additional time.

She-Hulk Jennifer Walters

	310	 Life 6
Mutate	Move 7	
Unique Hero	Range 1	
Adventurer	Attack 7	
Confident	Defense 4	
Marvel	Medium 5	

Gamma Healing

Before rolling for initiative, if She-Hulk has one or more Order Markers on her card, you may remove 1 Wound Marker from this card.

Hard Body

When rolling defense dice, roll one additional die for each skull rolled by the attacking figure.

Super Leap 8

Instead of her normal move, She-Hulk may Super Leap. Super Leap has a move of 8. When counting spaces for She-Hulk's Super Leap movement, ignore elevations. She-Hulk may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. She-Hulk may not leap more than 40 levels up or down in a single leap. If She-Hulk is engaged when she starts to leap, he will take any leaving engagement attacks. She-Hulk rolls 3 fewer attack dice on any turn that she chooses to Super Leap.



Shi Ana Ishikawa

	170	 Life 4
Human	Move 6	
Unique Hero	Range 5	
Sohei	Attack 3	
Devout	Defense 5	
Crusade	Medium 5	

NAGINATAJUTSU SPECIAL ATTACK Range 1. Attack 4.

After attacking with Naginatajutsu Special Attack, you may attack two additional times. Shi may not attack the same figure more than twice.

A COWARD'S REWARD

Shi rolls one additional die against figures leaving an engagement with her.

SWIFT STRIKE

If Shi is targeted by an opponent's figure for a normal, adjacent attack, you may roll the 20-sided die. If you roll 16 or higher, the attacking figure receives a wound.

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

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

Kill Box Special Attack Range 5. Attack 9.

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

Tactical Cover Fire

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

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

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

Wait for the Shot

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

Deadly Shot

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

Adaptive Camouflage

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

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

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

Assisted Observation

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

Improved Aim

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

Adaptive Camouflage

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

Shocker Herman Schultz

	160	 Life 4
Human	Move 5	
Unique Hero	Range 4	
Thief	Attack 4	
Egotistical	Defense 5	
Marvel	Medium 5	

Vibroshock Knockback

After an opponent rolls defense dice against Shocker's normal attack, if the defending figure is within 4 clear sight spaces of Shocker, you may Knockback the defending figure by placing it on an empty space up to X spaces from its current position. X is equal to the number of skulls rolled in the attack. A figure moved by this special power never takes any leaving engagement attacks and cannot be placed closer to Shocker than its original placement. A figure moved by this special power can receive any falling damage that may apply. When Shocker attacks using his normal attack, he may attack one additional time.

Shockwave Special Attack Range 3. Attack 5.

Destructible objects roll 4 fewer defense dice against this special attack. If Shocker destroys a destructible object with this special attack, all medium or large figures adjacent to that destructible object receive one wound.

Recoil

After attacking with a normal or special attack, if you rolled a skull on every die and there are one or more Wound Markers on this card, Shocker receives one wound.

Sif



230	Life 6
Asgardian	Move 6
Unique Hero	Range 1
Guard	Attack 6
Loyal	Defense 6
Marvel	Medium 5

SWORD SLASH TELEPORTATION
At the start of each round, before Order Markers are placed, you may roll 12 combat dice. Place Sif on any empty space within X spaces of her current location, where X equals the number of skulls rolled. You may choose one friendly figure that was adjacent to Sif before using this special power and place it on an empty space adjacent to Sif. Moved figures will not take any leaving engagement attacks.

FIERCE DEVOTION
When a Unique Champion Hero you control is destroyed, you may place any unrevealed Order Markers from its card on this card. For the rest of the round, when Sif attacks, she may attack one additional time.

Silk Spectre *Laurie Juspezyk*



100	Life 4
Human	Move 5
Unique Hero	Range 1
Vigilante	Attack 3
Reluctant	Defense 4
DC	Medium 5

EMOTIONAL GROUNDING
At the start of the game, you may choose one other Unique or Event Hero you control. Once per round, if you control both Silk Spectre and the chosen Hero and an Order Marker would be removed from the chosen Hero's card, you may choose not to remove it.

WHIRLWIND ASSAULT
Silk Spectre may attack any or all figures adjacent to her. Roll each attack separately.

COUNTER 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.

Silver Banshee *Siobhan McDougal*



290	Life 5
Undead	Move 6
Unique Hero	Range 1
Wraith	Attack 5
Vengeful	Defense 5
DC	Medium 5

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

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

Silver Samurai *Kenuichio Harada*



240	Life 5
Mutant	Move 4
Unique Hero	Range 1
Mercenary	Attack 5
Disciplined	Defense 5
Marvel	Medium 5

TELEPORTATION RING 3
After moving normally, you may place Silver Samurai on any empty space within 3 spaces of his current position. When Silver Samurai starts to teleport, he will not take any leaving engagement attacks.

TACHYONIC KATANA SPECIAL ATTACK
Range 1. Attack 3.
Figures subtract 2 from their Defense number when defending against this special attack. After attacking with this special attack, Silver Samurai may use this special attack two additional times.

COUNTER 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.

Silver Surfer *Norrin Radd*



400	Life 6
Zenn-Lavian	Move 8
Unique Hero	Range 5
Adventurer	Attack 6
Noble	Defense 6
Marvel	Medium 5

The Power Cosmic
Before rolling attack or defense dice, you may remove any number of unrevealed Order Markers from this card and add that number of skulls or shields to your roll.

Energy Transmutation
When Silver Surfer defends against an adjacent attack, you may remove a Wound Marker from this card if he has any excess shields.

Cosmic Speed
Silver Surfer never takes leaving engagement attacks. After rolling attack or defense dice for Silver Surfer, you may immediately move Silver Surfer up to 2 spaces.

Sinestro Corps Soldier



110	Life 3
Korugaran	Move 5
Uncommon Hero	Range 1
Insurgent	Attack 2
Terrifying	Defense 2
DC	Medium 5

Yellow Power Battery 2
Start the game with 2 yellow Battery Markers on this card. Add one to this Sinestro Corps Soldier's Move, Range, Attack and Defense numbers for each yellow Battery Marker on this card.

Yellow Power Shield
Anytime this Sinestro Corps Soldier is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense normally, you may remove one yellow Battery Marker from this card and ignore that attack.

Tactical Formation
After revealing an Order Marker on any Unique Yellow Lantern's Army Card you control, and after taking a turn with that Yellow Lantern, you may take a turn with any Sinestro Corps Soldier you control. You may not take any additional turns with other Sinestro Corps Soldiers you control.

Siryn *Theresa Cassidy*



140	Life 4
Mutant	Move 6
Unique Hero	Range 1
Investigator	Attack 4
Fiery	Defense 4
Marvel	Medium 5

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

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

Skrull Infiltrator



10	Life 1
Skrull	Move 6
Common Hero	Range 1
Agent	Attack 2
Deceptive	Defense 2
Marvel	Medium 5

Secret Invasion
Skrull Infiltrators do not start the game on the battlefield. Skrull Infiltrators can only enter the battlefield when a small or medium figure that is not a Skrull Infiltrator is destroyed. You may replace that figure immediately, if possible, with one of your own Skrull Infiltrators that has not yet been placed on the battlefield.

Skrull Warriors



110	Life 1
Skrull	Move 6
Common Squad	Range 6
Warriors	Attack 4
Arrogant	Defense 4
Marvel	Medium 4

Skrull Champion's Inspiration
All Skrull Warriors within clear sight of a Skrull Champion you control are considered inspired. Inspired Skrull Warriors add 1 extra attack die and 1 extra defense die. If a Skrull Champion you control receives one or more wounds, Skrull Warriors can no longer be considered inspired for the rest of the round.

Solomon Grundy Cyrus Gold



290	Life 4
Undead	Move 5
Unique Hero	Range 1
Creature	Attack 8
Relentless	Defense 4
DC	Medium 6

Born On A Monday 16
At the start of each of your turns after Solomon Grundy has been destroyed, roll the 20-sided die. If you roll a 16 or higher, immediately place Solomon Grundy on a space adjacent to any figure you control and remove all but two Wound Markers from Solomon Grundy's card. If you place Solomon Grundy on a swamp or swamp water space, remove all Wound Markers from Solomon Grundy's card.

Tough
When rolling defense dice against a normal attack, Solomon Grundy always adds one automatic shield to whatever is rolled.

Solomons Kane



160	Life 4
Human	Move 6
Unique Hero	Range 5
Vindicator	Attack 3
Fanatical	Defense 5
Dark Horse	Medium 5

RIGHTEOUS RETRIBUTION
Start the game with 1 black Retribution Marker on this card. If a friendly figure within clear sight of Solomons Kane receives one or more wounds from an opponent's attack, you may place your Retribution Marker on the attacking figure's card. Before Solomons Kane attacks a figure with your Retribution Marker on its card, you may return the marker to this card and add 2 to Solomons Kane's Attack number for the remainder of the turn. If a figure with your Retribution Marker on its card is destroyed, place the marker back on this card.

MASTER SWORDPLAY
If Solomons Kane attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull. Before any of these attacks, if you reveal an "X" Order Marker on this card, you may add one automatic skull to that attack.

KEEP THE FAITH
Any time an opponent would take temporary or permanent control of Solomons Kane, you may instead remove one unrevealed Order Marker from this card.

Solovar



260	Life 5
Simian	Move 5
Unique Hero	Range 1
King	Attack 4
Diplomatic	Defense 4
DC	Medium 5

Simian Inspiration
If all Order Markers for a round are placed on Simian Army Cards, and at least one Order Marker is placed on this card, then all other Simians you control become inspired. Inspired Simians add 1 to their Move number and add 1 extra defense die for the rest of the round or until Solovar receives one or more wounds.

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

Telepathic Solidarity
Solovar has the class of Telepath in addition to the class listed on this card. When rolling defense dice against a figure that is not a Telepath, Solovar always adds one automatic shield to whatever is rolled.

Spawn Al Simmons



320	Life 9
Demon	Move 6
Unique Hero	Range 3
Hellspawn	Attack 6
Conflicted	Defense 4
Image	Medium 5

K7-Leetha Chain Grab
After moving and before attacking with Spawn, you may choose one small or medium non-adjacent figure within 4 clear sight spaces whose base is no more than 7 levels above Spawn's height or 7 levels below Spawn's base. Roll the 20-sided die. If you roll 7 or higher, place that figure on any empty space adjacent to Spawn. After the figure is placed, you may roll the 20-sided die. If you roll 7 or higher, that figure receives 1 wound. Figures moved by K7-Leetha Chain Grab will not take any leaving engagement attacks.

Heavy Machine Gun Special Attack
Range 5. Attack 4.
If Spawn inflicts one or more wounds with this special attack, he may attack again with this special attack. Spawn may continue attacking with this special attack until he does not inflict a wound. He may not attack the same figure more than once.

Necroplasm Life Force
After attacking with Spawn's normal attack, Spawn receives one wound. Instead of attacking with Spawn, you may roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.

Spectre Jim Corrigan



650	Life 12
Entity	Move 7
Event Hero	Range 1
Adjudicator	Attack 5
Vengeful	Defense 6
DC	Huge 8

Spirit of Vengeance
Once per round, when a Unique Hero you control in clear sight of Spectre is destroyed by an opponent's attack, you may move any unrevealed Order Markers from the destroyed figure's Army Card to this card. For the rest of the round, add X dice to Spectre's normal attack, where X equals the Life number of that destroyed figure, up to a maximum of +5.

Withering Gaze
If Spectre is attacked by an opponent's adjacent figure that does not have the Fearless personality and at least 1 skull is rolled, roll the 20-sided die. If you roll 14 or higher, Spectre takes no damage, the opponent's turn immediately ends, and you may remove one unrevealed Order Marker at random from the attacking figure's Army Card.

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

Speedball Robbie Baldwin



150	Life 6
Mutate	Move 7
Unique Hero	Range 1
Fighter	Attack 3
Reckless	Defense 3
Marvel	Medium 5

Speedball Effect
Speedball does not have to stop his movement when entering a water or lava space. You may ignore Speedball's height when moving. Speedball never takes falling damage or major falling damage.

Kinetic Momentum
If Speedball inflicts one or more wounds with his normal attack, you may immediately move him up to 3 spaces and attack again. When Speedball moves with Kinetic Momentum, he will not take any leaving engagement attacks. Speedball cannot attack more than four times in a single turn.

Kinetic Bounce
When Speedball defends against an attack and you roll at least one shield, Speedball takes no damage and may immediately move up to X spaces. X equals the number of skulls rolled by the attacking figure. When Speedball moves with Kinetic Bounce, he will not take any leaving engagement attacks.

Speedy Mia Dearden



80	Life 4
Human	Move 5
Unique Hero	Range 8
Sidekick	Attack 3
Determined	Defense 3
DC	Medium 4

Diamond Tip Arrows Special Attack
Range 6. Attack 2.
Choose a non-adjacent figure to attack. If you roll a skull on every die, the chosen figure cannot roll any defense dice.

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.

Delicate Health
At the end of each round, if this card has any wound markers on it, roll a single attack die. If a skull is rolled, place one wound marker on this card.

Speedy Roy Harper



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

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

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

Spider-Girl May Parker



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

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

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

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

Spider-Man Miles Morales



170	Life 4
Mutate	Move 6
Unique Hero	Range 4
Crime Fighter	Attack 3
Reluctant	Defense 5
Marvel	Medium 5

VENOM BLAST STUN 13
After attacking a Unique Hero with Spider-Man's normal attack, if you rolled one or more blanks, you may roll the 20-sided die. If you roll 13 or higher, you may remove an unrevealed Order Marker at random from the defending figure's Army Card.

SPIDER CAMOUFLAGE
If Spider-Man is unengaged, he cannot be targeted by opponents' figures for any attacks or special powers that require clear sight. If Spider-Man is unengaged at the beginning of his turn, you may roll 1 additional attack die this turn.

SWING LINE 4
Instead of his normal move, Spider-Man may use his Swing Line. Swing Line has a move of 4. When counting spaces for Spider-Man's Swing Line movement, ignore elevations. Spider-Man may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Spider-Man may not Swing Line more than 40 levels up or down in a single Swing Line. If Spider-Man is engaged when he starts to Swing Line, he will not take any leaving engagement attacks.

Spider-Man Peter Parker



250	Life 5
Mutate	Move 6
Unique Hero	Range 4
Crime Fighter	Attack 4
Tricky	Defense 3
Marvel	Medium 5

Spidey-Senses 9
If Spider-Man is attacked and at least 1 skull is rolled, roll the 20-sided die. Subtract 4 from the roll if the attacking figure is a Symbiote. If you roll a 9 or higher, Spider-Man takes no damage and may immediately use his Web Swing 2 special power.

Web Swing 2
Instead of his normal move, Spider-Man may use Web Swing. Web Swing has a move of 2. When counting spaces for Web Swing, ignore elevations. Spider-Man may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Spider-Man may not Web Swing more than 40 levels up or down in a single Web Swing. If Spider-Man is engaged when he starts to Web Swing, he will not take any leaving engagement attacks. After using Web Swing 2, you may use it two additional times.

Web Slinger
If Spider-Man did not move this turn, before attacking, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Spider-Man. Place Spider-Man adjacent to the chosen figure or place the chosen figure adjacent to Spider-Man. If Spider-Man attacks the chosen figure this turn, the chosen figure rolls 2 fewer defense dice. Figures moved by Web Slinger will not take any leaving engagement attacks.

Spider-Woman Jessica Drew



210	Life 5
Mutate	Move 5
Unique Hero	Range 1
Agent	Attack 5
Bold	Defense 5
Marvel	Medium 5

VENOM BLAST SPECIAL ATTACK
Range 4. Attack 3+Special.
After attacking with this special attack, Spider-Woman may attack 2 additional times, rolling only 2 attack dice for each additional attack.

PHEROMONE DISTRACTION 16
When an opponent's figure that is not an Android or destructible object ends its movement adjacent to Spider-Woman, you may immediately roll the 20-sided die. If you roll 16 or higher, that figure cannot move, attack, or use any special power on any Army Card or Glyph this turn.

Spoiler Stephanie Brown



50	Life 4
Human	Move 5
Unique Hero	Range 1
Loner	Attack 3
Reckless	Defense 4
DC	Medium 4

Sidekick Shadow
After revealing an Order Marker on a Sidekick Hero you control and taking a turn with that Sidekick, if Spoiler is within 6 clear sight spaces of that Sidekick, you may take an immediate turn with Spoiler. You may not take any additional turns with other figures you control.

Crime Spoiler
If you win initiative, you may choose a Crime Lord or Criminal adjacent to Spoiler to receive a wound.

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

Star Sapphire



140	Life 3
Zamaron	Move 6
Uncommon Hero	Range 1
Lover	Attack 2
Passionate	Defense 5
DC	Medium 5

VIOLET POWER BATTERY 2
Start the game with 2 violet Battery Markers on this card. Add 1 to this Star Sapphire's Range and Attack numbers for each violet Battery Marker on this card.

VIOLET CRYSTAL CREATION 7
Instead of attacking, you may choose a Unique Hero within 4 clear sight spaces of this Star Sapphire that is not a Star Sapphire and does not have any violet Battery Markers on its card. Place a violet Battery Marker from this card onto the chosen Hero's card. For the entire game, when any figure with your violet Battery Marker on its card that is not a Star Sapphire begins to take a turn, roll the 20-sided die. If you roll 1-6, remove that Battery Marker from the game. If you roll 7 or higher, that figure cannot move, attack, or use any special powers or Glyphs this turn. You may roll for each violet Battery Marker only once per turn.

CRYSTAL CONVERSION 20
For the entire game, when rolling for this Star Sapphire's Violet Crystal Creation special power, if you roll 20 or higher, take control of that figure's card and remove any Order Markers and your violet Battery Marker from that card.

Star Sapphire Carol Ferris



340	Life 4
Human	Move 6
Unique Hero	Range 1
Lover	Attack 1
Passionate	Defense 7
DC	Medium 5

POWER OF LOVE 5
Start the game with 5 violet Battery Markers on this card. Add 1 to this Star Sapphire's Range and Attack numbers for each violet Battery Marker on this card. At the start of the game, you may choose one other Unique Hero to be this Star Sapphire's Beloved.

LOVE BONDS
After revealing an Order Marker on this Star Sapphire's Beloved's card, before taking a turn with her Beloved or using other special powers on any Army Card or Glyph, you may first remove a violet Battery Marker from this card to take a turn with this Star Sapphire. If this Star Sapphire takes a turn with this special power, you may not take any additional turns with other figures you control other than her Beloved.

JEALOUS PASSION
When this Star Sapphire attacks a figure adjacent to her Beloved, she may attack that figure one additional time.

Starfire Koriand'r



210	Life 5
Tamaranean	Move 5
Unique Hero	Range 6
Titan	Attack 4
Fiery	Defense 5
DC	Medium 5

Reckless Engagement
If Starfire is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 die to her normal attack and subtract 1 die from her defense.

Protective Fury
Before attacking with Starfire, you may choose one other Unique Titan or Sidekick Hero you control within 4 clear sight spaces of Starfire. After Starfire attacks, she may attack one additional time for each Wound Marker on the chosen figure's Army Card, up to a maximum of three additional attacks in a single turn.

Stargirl Courtney Whitmore



150	Life 4
Human	Move 6
Unique Hero	Range 6
Protégé	Attack 4
Enthusiastic	Defense 4
DC	Medium 4

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.

Star-Lord Peter Quill



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

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

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

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

Starman *Jack Knight*



170	Life 4
Human	Move 6
Unique Hero	Range 6
Champion	Attack 4
Reluctant	Defense 4
DC	Medium 5

RELUCTANT HERO
If there are no Order Markers on this card and a Unique Hero you control is destroyed, you may move all unrevealed Order Markers from that Hero's Army Card to this card.

FORCE FIELD X
If Starman is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card to ignore the attack.

AERIAL ADVANTAGE
While Starman can use his Flying special power, he is always considered to have height advantage on non-flying figures.

Starman *Ted Knight*



190	Life 4
Human	Move 5
Unique Hero	Range 5
Mystery Man	Attack 4
Brilliant	Defense 4
DC	Medium 5

INVENTION CACHE
At the start of the game, after Order Markers are placed and before initiative is rolled, you may choose either a Glyph of Cosmic Converter Belt, a Glyph of Replicator, or a Glyph of Shield Belt and place it on this card.

GRAVITY ROD
Before attacking with Starman, you may roll the 20-sided die. If you roll 12 or higher, you may either:

- Choose a small or medium figure within 4 clear sight spaces of Starman and place it on any empty space within 4 spaces of its original placement. Moved figures will not take any leaving engagement attacks; or
- Choose an empty single or double hex land terrain piece with one or more terrain pieces underneath it within 4 spaces of Starman. Remove the terrain piece from the battlefield, then place it on any empty space within 4 spaces of its original placement. After placing, you may choose a figure adjacent to the moved terrain piece and roll 1 unblockable attack die against that figure.

Starro



1700	Life 25
Starro	Move 4
Event Hero	Range 1
Conqueror	Attack 6
Malevolent	Defense 6
DC	Huge 24

STARRO POSSESSION
Start the game with 6 purple Spore Markers on this card. Instead of attacking, you may choose an enemy figure that is within 5 clear sight spaces of Starro. If the chosen figure is not a Unique Hero, remove a Spore Marker from this card and the chosen figure receives three automatic wounds. If the chosen figure is a Unique Hero, place a Spore Marker from this card on the chosen figure's card, take control of the chosen figure and its card, and remove any Order Markers from that card. Instead of taking a turn with Starro, you may take a turn with any other figure you control with a Spore Marker on its card. If another figure with your Spore Marker on its card is attacked and two or more skulls are rolled, after rolling defense dice remove the marker from the game and control of the figure and its card returns to the player that controlled it before Starro Possession. Remove any Order Markers from the card.

ABSORBED ENERGY SPECIAL ATTACK
Range Special. Attack 4.
Choose 8 spaces in a straight line from Starro. All figures on those spaces who are in line of sight are affected by this special attack. Roll 4 attack dice once for all affected figures. Affected figures roll defense dice separately. After using this special attack, the normal Attack and Defense numbers of all other figures you control with Spore Markers on their cards are reduced to 1 until your next turn.

Steel *John Henry Irons*



260	Life 4
Human	Move 5
Unique Hero	Range 1
Engineer	Attack 6
Valiant	Defense 6
DC	Medium 5

Smart Hammer Special Attack
Range 5. Attack 4 + Special.
Instead of moving and attacking normally, choose a non-adjacent figure to attack. No clear line of sight is needed. You may either:

- count the minimum number of spaces between Steel and the defending figure and add one die to this special attack for each space counted; or
- choose one additional non-adjacent figure to attack. Roll attack dice separately for each chosen figure. Each figure rolls defense dice separately.

You may only use this special attack once per round. After using this special attack, subtract 2 from Steel's Attack number for the remainder of the round.

Bolt Gauntlets Special Attack
Range 3. Attack 2.
When attacking with this special attack, Steel may attack up to four times.

Stepford Cuckoo *Celeste*



80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 3
Fearful	Defense 4
Marvel	Medium 5

SHARED MIND
After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

COMBINED TELEPATHY SPECIAL ATTACK
Range 3. Attack 3 + Special.
Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

MENTAL SHIELD
An opponent may never take temporary or permanent control of this Stepford Cuckoo.

Stepford Cuckoo *Esmé*



80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 3
Heartless	Defense 4
Marvel	Medium 5

SHARED MIND
After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

COMBINED TELEPATHY SPECIAL ATTACK
Range 3. Attack 3 + Special.
Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

MENTAL SHIELD
An opponent may never take temporary or permanent control of this Stepford Cuckoo.

Stepford Cuckoo *Mindee*



80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 3
Loyal	Defense 4
Marvel	Medium 5

SHARED MIND
After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

COMBINED TELEPATHY SPECIAL ATTACK
Range 3. Attack 3 + Special.
Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

MENTAL SHIELD
An opponent may never take temporary or permanent control of this Stepford Cuckoo.

Stepford Cuckoo *Phoebe*



80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 3
Ambitious	Defense 4
Marvel	Medium 5

SHARED MIND
After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

COMBINED TELEPATHY SPECIAL ATTACK
Range 3. Attack 3 + Special.
Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

MENTAL SHIELD
An opponent may never take temporary or permanent control of this Stepford Cuckoo.

Stepford Cuckoo *Sophie*



80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 3
Resolute	Defense 4
Marvel	Medium 5

SHARED MIND
After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

COMBINED TELEPATHY SPECIAL ATTACK
Range 3. Attack 3 + Special.
Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

MENTAL SHIELD
An opponent may never take temporary or permanent control of this Stepford Cuckoo.

Stilt-Man Wilbur Day



150	Life 5
Human	Move 7
Unique Hero	Range 5
Inventor	Attack 4
Arrogant	Defense 5
Marvel	Large 12

High Stepping

When counting spaces for Stilt-Man's movement, elevation changes up to 8 levels count as one space. You may ignore Stilt-Man's height of 12 when climbing. Stilt-Man may step over water without stopping, step over figures smaller than huge without becoming engaged, and step over obstacles with a height of 8 or less.

The Bigger They Are . . .

Stilt-Man is always considered to have height advantage over non-flying figures that have height less than 12.

. . . The Harder They Fall

When Stilt-Man is destroyed, before removing him from the battlefield, choose 4 spaces in a straight line from Stilt-Man. Roll an unblockable attack die against each figure on the chosen spaces.

Storm Ororo Monroe



220	Life 5
Mutant	Move 6
Unique Hero	Range 4
Leader	Attack 5
Wild	Defense 5
Marvel	Medium 5

Gale Force Winds

Instead of taking a turn with Storm, you may choose a figure within clear sight of Storm. The chosen figure and each figure adjacent to that figure are affected. Place each affected figure on any unoccupied space up to 2 spaces from its original placement. Moved figures never take any leaving engagement attacks. A non-flying figure moved lower can receive any falling damage that may apply. Gale Force Winds does not affect huge figures and can only be used once per round.

Lightning Tempest Special Attack

Range Special. Attack 4, 3, and 2.

All figures that do not have the Electrically Charged special power that are within 2 spaces of Storm are affected by this special attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Storm must attack 2 additional times, rolling 1 fewer attack die for each subsequent attack. This special attack can only be used once per round.

Blinding Rain

Storm and all friendly figures within 5 clear sight spaces of Storm never take any leaving engagement attacks.

Street Thugs



75	Life 1
Human	Move 5
Common Squad	Range 5
Criminals	Attack 2
Degenerate	Defense 2
DC	Medium 5

Crime Lord Bonding

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

Rule the Streets

Add 1 to a Street Thug's attack and defense while on an asphalt or concrete space.

Strong Guy Guido Carosella



215	Life 5
Mutant	Move 5
Unique Hero	Range 1
Bruiser	Attack 6
Jocular	Defense 6
Marvel	Medium 5

Kinetic Redirection

If Strong Guy would receive 1 or more wounds from a normal attack, roll the 20-sided die. If you roll 1-11, place Wound Markers normally. If you roll 12 or higher, you may immediately move Strong Guy up to 4 spaces. After this move, you may choose one figure adjacent to Strong Guy. The chosen figure receives any wounds Strong Guy would have received from that attack. If Strong Guy does not end his Kinetic Redirection move adjacent to a figure, place Wound Markers normally. When Strong Guy moves using Kinetic Redirection, he will take any leaving engagement attacks.

Sub-Mariner Namor McKenzie



250	Life 6
Atlantean	Move 6
Unique Hero	Range 1
King	Attack 6
Arrogant	Defense 6
Marvel	Medium 5

Water Dweller

While on a water space, Sub-Mariner may not be targeted by a non-adjacent attack and you may add 2 dice to his defense.

From out of the Deep

If Sub-Mariner begins his turn on a water space, you may add 2 to his move and 2 dice to his normal attack.

Water Avenger

While Sub-Mariner is on a water space, and after a friendly figure within 8 clear sight spaces of Sub-Mariner rolls defense dice against an opponent's attack, you may immediately place Sub-Mariner on an unoccupied space adjacent to that friendly figure. After moving with Water Avenger, if Sub-Mariner is adjacent to the attacking figure, the attacking figure receives one wound. When Sub-Mariner moves with Water Avenger, he will not take any leaving engagement attacks.

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.

Super-Ape Igor



130	Life 5
Simian	Move 7
Unique Hero	Range 5
Minion	Attack 1
Loyal	Defense 2
Marvel	Small 3

Shapeshifting

At the start of the round, you may place or remove any number of brown Shapeshift Markers on this card. Subtract 1 from this Super-Ape's Move and Range numbers and add 1 to this Super-Ape's Attack and Defense numbers for each Shapeshift Marker on this card. A maximum of 4 Shapeshift Markers can be on this card.

Super-Ape Mikhlo



200	Life 5
Simian	Move 6
Unique Hero	Range 1
Minion	Attack 6
Loyal	Defense 4
Marvel	Medium 4

Super Throw 12

After attacking, you may choose an adjacent figure that is not Huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 12 or higher, throw the figure by placing it on any empty space within 4 spaces of this Super-Ape. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of this Super-Ape or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

Enhanced Durability

When this Super-Ape is attacked with a normal attack, the most wounds he can receive from that attack is one.

Super-Ape Peotor



170	Life 4
Simian	Move 6
Unique Hero	Range 5
Minion	Attack 4
Loyal	Defense 5
Marvel	Medium 4

Magnetic Toss 9

After moving and instead of attacking, you may choose one small or medium figure within 3 clear sight spaces of this Super-Ape. Roll the 20-sided die. If you roll 9 or higher, toss the chosen figure by placing it on any empty space within 3 spaces of its original placement. Tossed figures do not take any leaving engagement attacks.

Gravitational Grasp 12

Any time an opponent would begin the movement of this Super-Ape or a figure within 4 clear sight spaces of this Super-Ape, you may first roll the 20-sided die. If you roll 12 or higher, the figure may not be moved and may not attack with a normal attack this turn.

Superboy Kal-El



330	Life 6
Kryptonian	Move 7
Unique Hero	Range 1
Legionnaire	Attack 7
Innocent	Defense 6
DC	Medium 5

Focused Heat Vision
After moving and before attacking, you may choose a figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 15 or higher, either:

- inflict 1 wound on the chosen figure; or
- destroy 1 glyph on the chosen figure's card; or
- inflict 3 wounds on the chosen figure if it is a destructible object.

Pulled Punches
When attacking, subtract 1 skull from whatever is rolled unless a friendly figure within 4 clear sight spaces of Superboy has two or more Wound Markers on its card.

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

Superboy Kon-El



240	Life 5
Metahuman	Move 6
Unique Hero	Range 1
Titan	Attack 6
Brash	Defense 5
DC	Medium 5

Kryptonian DNA
Superboy has the species of Kryptonian in addition to the species listed on this card. When Superboy rolls defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

Titan Protector
If a figure you control within 3 spaces of Superboy would receive one or more wounds from a normal attack, and Superboy is not engaged, you may instead place one Wound Marker on this card. If the defending figure is a Titan or Sidekick, after placing one Wound Marker on this card, you may place the defending figure adjacent to Superboy. Any figure moved by Titan Protector will not take any leaving engagement attacks.

Tactile Telekinesis Special Attack
Range 1. Attack 3.
Cyborgs, Androids, and destructible objects cannot roll any defense dice against this special attack.

Supergirl Kara Zor-El



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

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

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

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

Superman Kal-El



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

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

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

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

Superman Kal-L



370	Life 6
Kryptonian	Move 8
Unique Hero	Range 1
Mystery Man	Attack 5
Righteous	Defense 5
DC	Medium 5

FASTER THAN A SPEEDING BULLET
Instead of attacking with Superman, you may move him 4 additional spaces. If you do, he will not take any leaving engagement attacks.

MORE POWERFUL THAN A LOCOMOTIVE
When Superman attacks an adjacent figure with his normal attack, all blanks rolled count as extra skulls. When he rolls defense against a normal attack, all blanks rolled count as extra shields.

LEAP TALL BUILDINGS IN A SINGLE BOUND
Before moving normally, you may choose to subtract 4 from Superman's Move number. If you do, at any point before, during, or after moving, Superman may Leap. His Leap has a move of 4. When counting spaces for Superman's Leap movement, ignore elevations. Superman may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Superman may not leap more than 80 levels up or down in a single leap. If Superman is engaged when he starts to leap, he will take any leaving engagement attacks.

Superman II Kal-El



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

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

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

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

Superman III Kal-El



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

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.

Super-Skrull Kl'rt



340	Life 6
Skrull	Move 6
Unique Hero	Range 2
Champion	Attack 6
Malevolent	Defense 6
Marvel	Medium 5

Rock Wall Bounce Back 3
If an adjacent small or medium figure attacks Super Skrull with a normal attack, and Super Skrull rolls at least 3 shields, Super Skrull takes no damage, the attacking figure receives one wound, and you may Bounce Back the figure by placing it on any empty same-level or lower space within 3 spaces of Super Skrull. A figure moved by Rock Wall Bounce Back 3 never takes any leaving engagement attacks. A non-flying figure moved lower by Rock Wall Bounce Back can receive any falling damage that may apply.

Partial Invisibility
Super Skrull can move through all figures and is never attacked when leaving an engagement. If Super Skrull is not engaged with an opponent's figure, he cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

Lava Resistant
Super Skrull never rolls for molten lava or lava field damage and does not have to stop in molten lava spaces.

Super-Skrull RI'ndd



280	Life 5
Skrull	Move 5
Unique Hero	Range 8
Champion	Attack 4
Vindictive	Defense 5
Marvel	Medium 5

Tactical Teleport
After each attack with Super-Skrull, you may place him on any empty space within 3 spaces of his current placement. When Super-Skrull uses Tactical Teleport, he will not take any leaving engagement attacks.

Furious Claws
Adjacent figures subtract 1 defense die when attacked by Super-Skrull. After attacking an adjacent figure, and after choosing whether or not to use Tactical Teleport, Super-Skrull may attack an adjacent figure one additional time.

Steel Skin
When rolling defense dice against a normal attack, Super-Skrull adds 1 automatic shield to whatever is rolled. Super-Skrull never rolls for lava field or molten lava damage.

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

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

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

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

Swamp Thing <small>Alec Holland</small>		
	235	Life 5
Plant Elemental	Move 5	
Unique Hero	Range 1	
Scientist	Attack 7	
Vengeful	Defense 5	
DC	Medium 5	

The Green
Instead of moving and attacking, you may place Swamp Thing on an empty space up to 8 spaces away. Swamp Thing can only use The Green if he is placed adjacent to an Evergreen Tree or Jungle Piece, or on a grass, swamp, or swamp water space. If Swamp Thing is engaged when using The Green, he will not take any leaving engagement attacks. After using The Green, you may remove 1 Wound Marker from this Army Card.

Swamp Strength
When Swamp Thing is on a swamp or swamp water space, add one die to his Attack and Defense.

Cut Down to Size
When Swamp Thing attacks, roll one fewer attack die for each Wound Marker on this card.

S.W.A.T. Assaulter		
	25	Life 1
Human	Move 5	
Common Hero	Range 5	
Lawman	Attack 3	
Disciplined	Defense 5	
Marvel	Medium 5	

SYNCHRONIZED ASSAULT
After revealing an Order Marker on a Lawman Hero card you control and taking a turn with that Hero, if one or more S.W.A.T. Assaulters you control moved into engagement with an opponent's figure this turn, one unengaged Common Lawman figure you control may attack with its normal attack.

COUNTER 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.

S.W.A.T. Explosives Expert		
	35	Life 1
Human	Move 5	
Common Hero	Range 5	
Lawman	Attack 3	
Disciplined	Defense 4	
Marvel	Medium 5	

STUN GRENADE
Before a Lawman you control attacks a figure that was not adjacent to it at the start of its turn, if the defending figure is within 4 clear sight spaces of at least one S.W.A.T. Explosives Expert you control, you may roll the 20-sided die. If you roll 9 or higher, the defending figure and each figure adjacent to the defending figure roll 2 fewer defense dice against that attack. Destructible objects are not affected by this special power. Stun Grenade can only be used once during your turn.

EXPLOSIVE CHARGE
Before taking a turn with an unengaged S.W.A.T. Explosives Expert you control, you may choose a destructible object that your S.W.A.T. Explosives Expert is either on top of or adjacent to. After moving and instead of attacking with that S.W.A.T. Explosives Expert, the chosen destructible object receives 3 wounds.

S.W.A.T. Rifleman		
	35	Life 1
Human	Move 5	
Common Hero	Range 7	
Lawman	Attack 3	
Disciplined	Defense 4	
Marvel	Medium 5	

ASSAULT RIFLE
When a S.W.A.T. Rifleman attacks with his normal attack, he may attack two additional times. Roll 1 fewer attack die for each subsequent attack.

Swordsman <small>Remy</small>		
	160	Life 4
Human	Move 5	
Unique Hero	Range 1	
Fighter	Attack 5	
Reformed	Defense 5	
Marvel	Medium 5	

Swordplay
If Swordsman attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.

Makluan Sword Special Attack
Range 4, Attack 4 + Special.
Before attacking with this special attack, choose one of the following:
• roll one additional attack die; or
• if you inflict one or more wounds on the defending figure, immediately roll one unblockable attack die for each wound inflicted this turn.

Counter 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.

Talia Al Ghul		
	110	Life 4
Human	Move 5	
Unique Hero	Range 5	
Assassin	Attack 3	
Seductive	Defense 4	
DC	Medium 5	

Divided Loyalty
Before taking a turn with Talia al Ghul: If she is adjacent to one or more Masterminds or Assassins you control, add 1 to her Attack number this turn. If she is adjacent to an opponent's Vigilante or Sidekick, she may not attack any figure she began the turn adjacent to.

Swordplay
If Talia al Ghul attacks an adjacent figure with her normal attack and at least one skull is rolled, she may attack an adjacent figure again. She may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.

Phantom Walk
Talia al Ghul can move through all figures and is never attacked when leaving an engagement.

Tempest <small>Garth</small>		
	210	Life 4
Atlantean	Move 5	
Unique Hero	Range 4	
Titan	Attack 3	
Wild	Defense 4	
DC	Medium 5	

MYSTICAL TEMPEST
Start the game with 6 water tiles on this card. After moving, instead of attacking with Tempest, you may choose an empty land space within 4 spaces of Tempest and place a water tile from this card on that space, if possible. After placing the water tile, one at a time, roll an unblockable attack die against each figure within one space of the water tile.

WATER STRENGTH 2
Tempest does not stop his movement when entering water spaces. Add 2 dice to Tempest's attack and defense while he is on a water space.

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

Thaddeus Ross		
	160	Life 4
Human	Move 5	
Unique Hero	Range 5	
General	Attack 3	
Obsessive	Defense 3	
Marvel	Medium 5	

PRIORITY OBJECTIVE
At the start of the game, choose an opponent's Unique or Event Hero. Thaddeus Ross and all Human Soldiers you control roll one additional die when attacking the chosen figure with a normal attack.

MILITARY DISCIPLINE
All Human Soldiers you control move one additional space. A Human Soldier you control that is in clear sight of Thaddeus Ross may not leave engagement on your turn.

AIR STRIKE
Once per game, after revealing an Order Marker on this card and instead of taking a turn with Thaddeus Ross, you may choose up to two spaces that are within 1 space of each other and within 12 spaces of Thaddeus Ross. All figures on the chosen spaces or within 1 space of the chosen spaces are affected by Air Strike. Roll two unblockable attack dice for each affected figure, one at a time.

Thanos

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

PERMANENT DEATH SPECIAL ATTACK Range 4, Attack 5.

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

SPURNED BY DEATH

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



The Crow

Eric Draven

	190	
Undead	Move 5	
Unique Hero	Range 5	
Revenant	Attack 4	
Vengeful	Defense 4	
Caliber	Medium 5	

LIVE FOR VENGEANCE

At the start of the game, choose an opponent's Unique Hero that is not The Crow and place the black Crow Marker on the chosen figure's card. While your Crow Marker is on another Army Card, that figure rolls one fewer defense die and The Crow will not take wounds from any attack. If the figure with your Crow Marker on its card is removed from the battlefield or receives one or more wounds from a normal or special attack, place your Crow Marker on this card.

SET THE WRONG THINGS RIGHT

If the Crow Marker is on this card and any other figure you control is attacked and destroyed by an opponent's Unique Hero that is not The Crow, you may place the Crow Marker on the attacking Hero's Army Card.

DOUBLE ATTACK

When The Crow attacks, he may attack one additional time.

The Hood

Parker Robbins

	180	
Human	Move 5	
Unique Hero	Range 5	
Crime Lord	Attack 3	
Driven	Defense 4	
Marvel	Medium 5	

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.

The Mask

Stanley Ipkiss

	355	
Human	Move 8	
Event Hero	Range 6	
Prankster	Attack 4	
Wild	Defense 4	
Dark Horse	Medium 5	

REALITY WARP 13

Start the game with 5 plain Warped Reality Markers on this card. Before taking a turn with The Mask, if you have at least 1 Warped Reality Marker on this card, you may choose any opponent's Unique Hero adjacent to The Mask. Roll the 20-sided die. If you roll 13 or higher, place a Warped Reality Marker on the chosen Hero's Army Card. All of that Hero's special powers are negated during The Mask's turns.

PARTY TIME!

When The Mask inflicts one or more wounds with a normal attack, The Mask may attack one additional time. Before rolling attack dice for that attack, you may remove up to 2 Warped Reality Markers from this card. For each Warped Reality Marker removed, add 1 automatic skull to whatever is rolled.

YOU GOT NOTHING ON ME, PUNK!

Anytime The Mask is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may instead remove one Warped Reality Marker from this card and ignore that attack.



The Riddler

Edward Nashton

	140	
Human	Move 5	
Unique Hero	Range 1	
Mastermind	Attack 3	
Egomaniacal	Defense 3	
DC	Medium 5	

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.

The Thing

Ben Grimm

	325	
Mutate	Move 5	
Unique Hero	Range 1	
Adventurer	Attack 6	
Gruff	Defense 6	
Marvel	Medium 5	

Clobberin' Time

Before attacking with The Thing, you may choose one other Adventurer or Scientist Hero you control within 4 clear sight spaces of The Thing. Add 1 die to The Thing's attack for each Wound Marker on the chosen figure's Army Card. If The Thing adds 4 or more attack dice to his normal attack with Clobberin' Time, he may attack one additional time.

Rock Wall Defense 4

If an adjacent figure attacks The Thing with a normal attack, and The Thing rolls at least 4 shields, The Thing takes no damage, and the attacking figure receives one wound.



Thor

Thor Odinson

	430	
Asgardian	Move 6	
Unique Hero	Range 1	
Champion	Attack 8	
Valiant	Defense 8	
Marvel	Medium 5	

God of Thunder Strike

Instead of attacking, you may roll the 20-sided die for all figures within 2 spaces of Thor, one at a time. If you roll 16 or higher, that figure receives 3 wounds. This special power can only be used once per game.

Mjolnir Special Attack

Range 1 + Special. Attack 4.

Thor may attack one non-adjacent figure within 6 clear sight spaces, even if Thor is engaged, and any or all figures adjacent to Thor. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately.



Thunderball

Eliot Franklin

	190	
Mutate	Move 5	
Unique Hero	Range 4	
Criminal	Attack 5	
Resentful	Defense 6	
Marvel	Medium 5	

The Wrecking Crew 14

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

Ball And Chain Slam Special Attack

Range 1. Attack 4.

Choose a figure to attack. All figures adjacent to the chosen figure are affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Thunderball is not affected by this special attack. After attacking with this special attack, you may place each figure that received one or more wounds from this special attack within 1 space of its original placement. A figure moved by this special attack never takes any leaving engagement attacks but will take any falling damage that may apply.



Thunderers of Qward

	130	
Qwardian	Move 5	
Common Squad	Range 4	
Thunderers	Attack 2	
Arrogant	Defense 5	
DC	Medium 5	

MALEVOLENT INSPIRATION

When a Thunderer of Qward attacks with a non-adjacent attack, add 1 to his attack number if he is adjacent to one or more Insurgent or Destroyer Heroes you control.

QWA-BOLTS

When attacking an adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When attacking a non-adjacent figure with a normal attack, all skulls rolled count as one additional hit.

Tiger Shark Todd Arliss



240		Life 6
Mutate		Move 7
Unique Hero		Range 1
Predator		Attack 7
Savage		Defense 7
Marvel	Medium 6	

Water Strength 1
Tiger Shark does not stop his movement when entering a water space. Add 1 die to Tiger Shark's attack and defense while he is on a water space.

Water Leap
If Tiger Shark ends his normal movement on a water space, he may Water Leap. Water Leap has a move of 3. When counting spaces for Water Leap, ignore elevations. Tiger Shark may leap over figures without becoming engaged, and leap over obstacles such as ruins. Tiger Shark may not leap more than 10 levels up or down in a single leap. When Tiger Shark starts to Water Leap, he will not take any leaving engagement attacks.

Water Suit
If Tiger Shark has 3 or more Wound Markers on this card and is not occupying a water space, subtract 2 from his Attack and Defense numbers.

Tigra Greer Nelson



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

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

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

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

Timber Wolf Brin Londo



260		Life 5
Zuunian		Move 6
Unique Hero		Range 1
Legionnaire		Attack 5
Ferocious		Defense 5
DC	Medium 5	

SAVAGE FURY
After each attack by Timber Wolf, roll the 20-sided die. Add 1 to the roll for each Wound Marker on this card. If you roll 16 or higher, Timber Wolf may move up to 2 spaces and attack if possible.

HEALING FACTOR
After taking a turn with Timber Wolf, remove 1 Wound Marker from this Army Card.

Titanium Man Boris Bullski



240		Life 4
Human		Move 6
Unique Hero		Range 5
Mercenary		Attack 5
Merciless		Defense 6
Marvel	Medium 5	

CLOAKING SYSTEM
If Titanium Man has not taken a turn this round, he cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight.

TRACTOR BEAM
If Titanium Man did not move this turn, before attacking, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Titanium Man. Place the chosen figure adjacent to Titanium Man. If Titanium Man attacks the chosen figure this turn, the chosen figure rolls 2 fewer defense dice. Figures moved by Tractor Beam will not take any leaving engagement attacks.

MAGNETIC FLUX RINGS
Any time an opponent would begin the movement of a figure that opponent controls within 4 clear sight spaces of Titanium Man, you may first roll the 20-sided die. If you roll 8 or higher, the figure cannot use any special power or glyph on its Army Card while moving this turn.

Toad Mortimer Toynbee



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

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

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

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

Tombstone Lonnie Lincoln



160		Life 5
Mutate		Move 5
Unique Hero		Range 1
Criminal		Attack 5
Cold		Defense 6
Marvel	Medium 6	

RULE THE STREETS
Add 1 to Tombstone's attack and defense while on an asphalt or concrete space.

INTIMIDATING PRESENCE
An opponent's figure without the Super Strength special power that is engaged with Tombstone subtracts 1 from its normal Attack number when attacking Tombstone. Figures with a Fearless personality are not affected by Intimidating Presence.

Tomoe Gozan



170		Life 4
Human		Move 6
Unique Hero		Range 1
Assassin		Attack 4
Unstable		Defense 3
Crusade	Medium 5	

DOUBLE ATTACK
When Tomoe Gozan attacks, she may attack one additional time.

ENGAGEMENT STRIKE 15
If an opponent's small or medium figure moves adjacent to Tomoe Gozan, roll the 20-sided die. If you roll 15 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with Tomoe Gozan.

FAN DANCE
When rolling defense dice against a normal attack, for each shield rolled, you may move Tomoe Gozan 1 space up to 5 levels up or down and roll an additional defense die. You may continue rolling defense dice until Tomoe Gozan moves adjacent to the attacking figure or you fail to roll any shields. Tomoe Gozan never takes leaving engagement attacks when moving with Fan Dance, and if she moves adjacent to the attacking figure, if that figure was not engaged with Tomoe Gozan at the start of the Fan Dance, it receives a wound.

Trapster Peter Petruski



75		Life 4
Human		Move 5
Unique Hero		Range 5
Criminal		Attack 3
Unfortunate		Defense 4
Marvel	Medium 5	

Paste Pot 13
Start the game with 3 white Paste Pot markers on this card. Before attacking, you may choose any small or medium opponent's figure that is not an Event Hero and is within 5 clear sight spaces of Trapster. Roll the 20-sided die, subtracting 1 from the roll if the chosen figure has a Tricky personality. If the figure is a common or squad figure and you roll 13 or higher, destroy the figure. If the figure is a Unique Hero and you roll 13 or higher, place a Paste Pot Marker on that figure's Army Card. Figures other than Trapster with Paste Pot Markers on their cards may not move or be moved by any power on any Army Card. At the end of each round all of your Paste Pot Markers are returned to this Army Card.

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.

Trickster *James Jesse*



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

Itching Powder Special Attack
Range 5. Lob 10. Attack 4.
 Start the game with 1 white Itching Powder Marker on this card. Choose a Unique Hero to attack. No clear line of sight is needed. Place the Itching Powder Marker on the chosen Hero's card. While the Marker is on the chosen Hero's card, it must roll the 20-sided die before moving. If it rolls 1-13, it subtracts 1 from its movement for that turn. The chosen Hero must continue rolling the 20-sided die until 1-13 is no longer rolled or its movement is reduced to 0. This special attack may only be used once per game.

Sticky Gum
 When attacking with a normal attack, if you roll 1 or more blanks, the defending figure cannot move this turn and must roll 1 fewer defense die for each blank rolled.

Hey, Look Over There!
 If Trickster is attacked and at least 1 skull is rolled, you may reveal an "X" Order Marker on any other card you control and ignore the attack. The attacking player's turn immediately ends.

Triplicate Girl *Luornu Durgo*



190	Life 1
Carggite	Move 6
Unique Hero	Range 1
Legionnaire	Attack 3
Tricky	Defense 4
DC	Medium 5

THREE ARE ONE
 Start the game with only one Triplicate Girl figure on the battlefield. At the start of each round, before you place Order Markers, you may choose one of the following:

- Place one or two Triplicate Girl figures from this card that have not been destroyed on any empty spaces adjacent to a Triplicate Girl figure you control.
- Remove one or two Triplicate Girl figures that are adjacent to another Triplicate Girl figure you control from the battlefield and put them on this card. They will not take any leaving engagement attacks. At least one Triplicate Girl figure you control must remain on the battlefield.

COMBINED STRENGTH
 When a Triplicate Girl figure you control attacks with a normal attack, you may roll 2 additional attack dice for each Triplicate Girl figure on this card that has not been destroyed.

MULTIPLE DEFENSE
 If an opponent's figure attacks a Legionnaire you control with a normal attack and at least one skull is rolled, you may choose 2 Triplicate Girl figures you control within 2 spaces of the defending figure. The defending figure may be one of the chosen Triplicate Girl figures. Place one of the chosen figures that is not the defending figure on this card and roll 4 additional defense dice. Figures moved with Multiple Defense will not take any leaving engagement attacks.

Two-Face *Harvey Dent*



130	Life 4
Human	Move 5
Unique Hero	Range 5
Crime Lord	Attack 4
Conflicted	Defense 4
DC	Medium 5

Flip Of The Coin
 Before attacking with a normal attack, you must first roll the 20-sided die. If you roll a 1-10, Two-Face's turn immediately ends. If you roll an 11 or higher, attack normally and roll the 20-sided die again. You may use Flip of the Coin to continue attacking until you fail to roll an 11 or higher. Two-Face cannot attack more than four times in a single turn.

Heads You Live, Heads You Die.
 Instead of using Two-Face's normal attack this turn, roll the 20-sided die for all figures adjacent to Two-Face, one at a time. Then roll for Two-Face. If you roll an 11 or higher, the figure receives one wound.

Typhoid Mary *Mary Walker*



120	Life 4
Mutant	Move 5
Unique Hero	Range 1
Assassin	Attack 4
Unstable	Defense 4
Marvel	Medium 5

Dissociative Identity Disorder
 Before taking a turn with Typhoid Mary, roll the 20-sided die.

- If you roll 1-3, she may not attack or use any other special powers for the remainder of this turn.
- If you roll 4-17, nothing happens.
- If you roll 18 or higher, she may add 2 dice to her attack or add 2 to the roll when using Pyrokinesis 14 for the remainder of this turn.

Pyrokinesis 14
 Instead of attacking, choose a figure within 4 clear sight spaces and roll the 20-sided die. If you roll 14 or higher, the figure receives a wound. You may continue to roll for Pyrokinesis until you do not inflict a wound or the figure is destroyed. Figures with the Lava Resistant special power are not affected by Pyrokinesis.

Ubu



100	Life 4
Human	Move 5
Unique Hero	Range 1
Assassin	Attack 4
Devout	Defense 5
DC	Medium 5

Lazarus Pit Discovery
 Start the game with a Glyph of Lazarus Pit on this card. Before moving, you may place the Glyph of Lazarus Pit power-side up on any empty space on the battlefield.

Live To Serve
 Ubu may not move onto a power-side up Glyph of Lazarus Pit.

Ultron *Ultron Pym*



680	Life 13
Artificial Intelligence	Move 6
Event Hero	Range 3
Destroyer	Attack 6
Calculating	Defense 4
Marvel	Medium 5

Encephalo Ray Special Attack
Range 6. Attack 5.
 If Ultron inflicts one or more wounds with Encephalo Ray Special Attack and the defending figure is not destroyed, instead of giving that figure any wounds, you may choose to remove all unrevealed Order Markers from that card.

Program Transmission 20
 After moving and attacking with Ultron, you may choose one figure within 10 clear sight spaces of Ultron. Chosen figures must be Androids, Cyborgs, or figures other than destructible objects that received at least one wound from Ultron's Encephalo Ray Special Attack this turn. Roll the 20-sided die, adding 1 to your roll for each wound received by that figure this turn with Encephalo Ray Special Attack. If you roll 20 or higher, destroy the chosen figure and Ultron. Immediately place Ultron on the space previously occupied by the chosen figure and remove all Wound Markers from Ultron's card.

Adamantium Tough
 When rolling defense dice against a normal attack, Ultron always adds one automatic shield to whatever is rolled. Ultron's defense number cannot be reduced by any special power.

Uncle Sam



240	Life 6
Entity	Move 7
Unique Hero	Range 1
Spirit	Attack 4
Patriotic	Defense 4
DC	Medium 5

I Want You!
 At the start of the game, you may choose any Unique Army Card you control. For this game the chosen card's personality is Patriotic instead of what is listed on the card.

American Pride
 Uncle Sam rolls one additional attack and defense die for each other Patriotic figure you control, up to a maximum of +3 dice for American Pride.

Invulnerable
 Any time Uncle Sam would be destroyed, he instead receives 1 wound.

Ursa



230	Life 5
Kryptonian	Move 6
Unique Hero	Range 1
Spy	Attack 5
Sadistic	Defense 5
DC	Medium 4

Kryptonian Dagger Special Attack
Range 1. Attack 5.
 Kryptonians roll 2 fewer defense dice against this special attack. After using this special attack, you must roll 1 unblockable attack die against Ursa.

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

Ursa Major *Mikhail Ursus*



320	Life 6
Mutant	Move 5
Unique Hero	Range 1
Creature	Attack 6
Ferocious	Defense 6
Marvel	Medium 5

SCENT TRACKING
 Ursa Major may move two additional spaces if he ends his movement adjacent to an opponent's figure, or three additional spaces if he ends his movement adjacent to an opponent's figure and does not attack this turn.

SNOW AND ICE ENHANCED MOVEMENT
 Slippery Ice and Heavy Snow only count as 1 space when moving.

SUPER THROW 14
 After attacking, you may choose an adjacent figure that is not huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 14 or higher, throw the figure by placing it on any empty space within 4 spaces of Ursa Major. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of Ursa Major or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

U.S. Agent John Walker



230	Life 5
Mutate	Move 6
Unique Hero	Range 1
Soldier	Attack 5
Aggressive	Defense 4
Marvel	Medium 5

SHIELD RICOCHET SPECIAL ATTACK
Range Special. Attack 4.
 Choose a figure within 5 clear sight spaces of U.S. Agent, and choose one additional figure within 3 clear sight spaces of the first chosen figure. Attack the first figure. If it receives one or more wounds, you may attack the additional chosen figure.

VIBRANIUM ALLOY SHIELD
 When defending against an attack, U.S. Agent always adds one automatic shield to whatever is rolled.

RUTHLESS COUNTER STRIKE
 When rolling defense dice against a normal attack from an adjacent attacking figure, if U.S. Agent is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.

Valkyrie Brunnhilde



350	Life 7
Asgardian	Move 6
Unique Hero	Range 1
Defender	Attack 7
Loyal	Defense 5
Marvel	Medium 5

DRAGONFANG
 When Valkyrie inflicts one or more wounds with her normal attack against a figure with the Magical Defense special power, roll one unblockable attack die against that figure.

DEATHGLOW PERCEPTION
 If a Unique Hero you control within 4 clear sight spaces of Valkyrie is attacked and would receive enough wounds to be destroyed, you may move Valkyrie adjacent to that figure and ignore those wounds. If you do, roll one unblockable attack die against Valkyrie. When Valkyrie moves with Deathglow Perception, she will not take any leaving engagement attacks.

Vampire Minions



90	Life 1
Undead	Move 6
Common Squad	Range 1
Minions	Attack 4
Subservient	Defense 3
Marvel	Medium 5

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

Bloodthirsty 15
 When a Vampire Minion inflicts one or more wounds with a normal attack, roll the 20-sided die. If you roll 15 or higher, that Vampire Minion may attack again.

Stealth Dodge
 When a Vampire Minion rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Venom Eddie Brock



230	Life 5
Symbiote	Move 6
Unique Hero	Range 2
Stalker	Attack 6
Relentless	Defense 4
Marvel	Medium 5

Symbiote-Senses 13
 If Venom is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, Venom takes no damage and may immediately use his Tendril Swing 3 special power.

Tendril Swing 3
 Instead of his normal move, Venom may use his Tendril Swing. Tendril Swing has a move of 3. When counting spaces for Venom's Tendril Swing movement, ignore elevations. Venom may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Venom may not Tendril Swing more than 40 levels up or down in a single Tendril Swing. When Venom uses Tendril Swing, he will not take any leaving engagement attacks. After using Tendril Swing 3, you may use it one additional time.

Slashing Tendrils
 Instead of moving and attacking, you may choose an adjacent small or medium figure. Roll one unblockable attack die against the chosen figure. You may continue rolling for Slashing Tendrils until you do not roll a skull.

Ventriloquist Arnold Wesker



90	Life 4
Human	Move 5
Unique Hero	Range 1
Crime Lord	Attack 2
Conflicted	Defense 3
DC	Medium 5

Heist Planner
 Criminals and Thieves you control that start their turn adjacent to Ventriloquist may either add 2 to their Move number if they end their movement on a glyph, or add 1 to their Move number if they end their movement on any other space.

Scarface's Tommy Gun Special Attack
Range 4. Attack 2.
 After attacking with Scarface's Tommy Gun Special Attack, you may attack with Scarface's Tommy Gun Special Attack 2 additional times.

"You Dummy!"
 After taking a turn with Ventriloquist, if Ventriloquist attacked with Scarface's Tommy Gun Special Attack and did not inflict one or more wounds on any opponent's figure this turn, roll the 20-sided die. If you roll 1-13, choose either this figure or an adjacent figure you control to receive one wound.

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.

Vertigo



90	Life 4
Mutate	Move 5
Unique Hero	Range 1
Marauder	Attack 3
Loyal	Defense 3
Marvel	Medium 5

Vertigo Projection
 When an opponent's figure within 6 clear sight spaces of Vertigo begins its normal movement, you may immediately roll X combat dice, where X equals the Move number that is listed on that figure's card. For each shield rolled, that figure subtracts 1 from its Move number for the duration of its turn. Androids and destructible objects are not affected by Vertigo Projection.

Disorientation
 When a figure you control attacks a figure that is within 6 clear sight spaces of Vertigo with a normal attack, the defending figure cannot move this turn and must roll 1 fewer defense die for each blank rolled by the attacking figure. Androids and destructible objects are not affected by Disorientation.

Vision Victor Shade



285	Life 6
Android	Move 6
Unique Hero	Range 4
Avenger	Attack 5
Calculating	Defense 6
Marvel	Medium 5

Density Control
 Vision can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Vision cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight. Vision may not be moved by any special power on an opponent's Army Card.

Physical Disruption
 Instead of attacking, Vision may attempt a Physical Disruption. To do this, choose an adjacent figure and roll the 20-sided die.

- If you roll 1-10, nothing happens.
- If you roll 11-13, the chosen figure receives 1 wound.
- If you roll 14-16, the chosen figure receives 2 wounds.
- If you roll 17-19, the chosen figure receives 3 wounds.
- If you roll 20 or higher, the chosen figure receives 4 wounds.

After rolling for Physical Disruption, Vision cannot use his Density Control special power for the remainder of the round.

Vixen Mari Jiwe McCabe



150	Life 4
Human	Move 5
Unique Hero	Range 1
Warrior	Attack 4
Loyal	Defense 4
DC	Medium 5

Morphogenetic Field
 After rolling for initiative, you must choose only one of the other special powers on this card for Vixen to use for the remainder of this round. Place the appropriate brown Animal Marker on this card. At the end of each round, remove the Animal Marker from this card.

Bear Power
 Vixen may add 2 to her Attack number and may attack any and all figures adjacent to her.

Rhino Power
 Vixen may add 2 to her Defense number and has the Super Strength special power.

Cheetah Power
 Vixen may add 3 to her Move number and will not take any leaving engagement attacks.

Eagle Power
 Vixen cannot be targeted by non-adjacent attacks and has the Flying special power.

Volstagg



330		Life 7
Asgardian		Move 4
Unique Hero		Range 1
Warrior		Attack 8
Voluminous		Defense 6
Marvel	Medium 6	

MEAT AND MEAD
Start the game with 3 orange Meat and Mead Markers on this card. Any time a numbered Order Marker is revealed on any Army Card, you may immediately remove any number of Meat and Mead Markers from this card. For each Meat and Mead Marker removed from this card, remove 2 Wound Markers from this card and add 2 to Volstagg's Move and Defense numbers this turn.

HUNGER PAINS
When Volstagg attacks a figure that is not Tiny, roll one fewer attack die for each Wound Marker on this card.

WARRIORS THREE
After revealing an Order Marker on this card and instead of taking a turn with Volstagg, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.

Vulcan Gabriel Summers



450		Life 6
Mutant		Move 6
Unique Hero		Range 6
Emperor		Attack 6
Cruel		Defense 6
Marvel	Medium 5	

POWER-MAD 13
Order Markers cannot be moved from this card to any other card. A player may only move, attack, or take a turn with Vulcan after revealing an Order Marker on this card. After placing Order Markers, before rolling for initiative, you must roll the 20-sided die. If you roll 13 or lower, you must move any unrevealed Order Markers on Army Cards you control onto this card.

COSMIC ENERGY MASTERY
When Vulcan defends against an attack, if he has any excess shields, you may remove a Wound Marker from this card. If he defends against a normal attack, you may instead count all excess shields as unblockable hits on the attacking figure.

MENTAL SHIELD
An opponent may never take temporary or permanent control of Vulcan.

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Vulture Adrian Toomes



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

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

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

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

Walker



50		Life 1
Undead		Move 4
Common Hero		Range 1
Devourer		Attack 2
Relentless		Defense 2
Image	Medium 5	

WALKING DEAD
After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately move each Walker you control up to 2 spaces. If a Walker ends this move engaged with one or more enemy figures that he was not engaged with at the beginning of this move, you may immediately choose one figure that Walker is engaged with and roll 1 unblockable attack die against that figure. When moving with Walking Dead, a Walker will take any leaving engagement attacks.

VIRAL INFECTION
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

War Machine James Rhodes



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

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

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

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

Wasp Janet van Dyne



50		Life 1
Mutate		Move 5
Unique Hero		Range 1
Adventurer		Attack 1
Tenacious		Defense 4
Marvel	Tiny 2	

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.

Daring Decoy
Figures engaged with Wasp can only attack figures that have the Daring Decoy special power.

Wasp II Janet Van Dyne



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

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.

Weapon X James Howlett



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

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.

Weather Wizard Mark Mardon



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

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

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

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

Wendigo Paul Cartier



350	Life 7
Mutate	Move 6
Unique Hero	Range 1
Creature	Attack 7
Cursed	Defense 6
Marvel	Medium 6

Cannibal Craving

If Wendigo destroys a figure other than an Android or a destructible object with his normal attack, you may remove 1 Wound Marker from this card. If the destroyed figure was a Unique Hero or Event Hero, you may take one additional turn with Wendigo.

Super Leap

Instead of his normal move, Wendigo may use Super Leap. Super Leap has a move of 10. When counting spaces for Wendigo's Super Leap movement, ignore elevations. Wendigo may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Wendigo may not leap more than 50 levels up or down in a single leap. When moving with Super Leap, Wendigo will take any leaving engagement attacks. Wendigo rolls 3 fewer attack dice on any turn that he chooses to use Super Leap.



Werewolf Jacob Russoff



130	Life 5
Lycanthrope	Move 6
Uncommon Hero	Range 1
Creature	Attack 4
Cursed	Defense 3
Dark Horse	Medium 5

Lycanthropy Infection

Start the game with 3 brown Lycanthropy Markers on this Army Card. If there is at least 1 Lycanthropy Marker on this card and a Unique Hero receives at least 1 wound from this Werewolf's normal attack, place a Lycanthropy Marker from this card on the defending figure's Army Card. While a figure has a Lycanthropy Marker on its card, its Species is Lycanthrope instead of what is listed on the card. Androids, Cyborgs, and Undead are not affected by Lycanthropy Infection.

Stealth Pounce

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

Healing Factor

After taking a turn with this Werewolf, remove 1 Wound Marker from this Army Card.

Werewolf Jacob Russoff



270	Life 5
Lycanthrope	Move 6
Unique Hero	Range 1
Creature	Attack 4
Wild	Defense 4
Marvel	Medium 5

FERAL HUNTING

Before taking a turn with Werewolf, you may choose any other figure on the battlefield that is not an Android or destructible object and add 1 to Werewolf's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +2 for Feral Hunting. If you do, Werewolf may attack only the chosen figure this turn and must attack once for each Wound Marker on that figure's card at the start of this turn, if possible. Werewolf cannot attack more than 3 times in a single turn.

STEALTH LEAP 12

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

HEALING FACTOR

After taking a turn with Werewolf, remove 1 Wound Marker from this card.

Whirlwind David Cannon



190	Life 4
Mutant	Move 7
Unique Hero	Range 3
Criminal	Attack 4
Arrogant	Defense 7
Marvel	Medium 5

Tornado Force Winds

Instead of moving and attacking with Whirlwind, you may place all figures that are adjacent to Whirlwind and not huge up to 3 spaces from their original placements. Moved figures never take any leaving engagement attacks but will take any falling damage that may apply. Roll an unblockable attack die, one at a time, against each placed figure.

Whirlwind Barrage Special Attack

Range 1. Attack 3.

Instead of moving and attacking normally with Whirlwind, you may move Whirlwind up to 3 spaces. Whirlwind can attack up to 3 times with this special attack at any point before, during, or after this move as long as Whirlwind is on a space where he could end his movement. After using this special attack, Whirlwind may move up to 2 additional spaces.

Stealth Flying

When Whirlwind starts to fly, he will not take any leaving engagement attacks.



White Martian DC



150	Life 4
Martian	Move 7
Uncommon Hero	Range 3
Telepath	Attack 5
Predatory	Defense 5
DC	Medium 5

Mass Psychic Assault 14

After revealing an Order Marker on this card and instead of attacking with this White Martian, for each White Martian you control you may choose a figure within 3 spaces of that White Martian. You may choose the same or different figures for each White Martian you control. Roll the 20-sided die separately for each chosen figure, subtracting 4 from the roll if the chosen figure is a Telepath. If you roll 14 or higher, the chosen figure receives one wound. Figures with the Mental Shield special power and destructible objects are not affected by Mass Psychic Assault.

Intangibility

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

Fire Weakness

If this White Martian is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.



Wild Child Child Gibney



160	Life 4
Mutant	Move 6
Unique Hero	Range 1
Brute	Attack 3
Wild	Defense 4
Marvel	Medium 5

MUTANT SIDEKICK

After revealing an Order Marker on the Army Card of a Unique Mutant Hero you control and taking a turn with that Mutant, if Wild Child is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Wild Child, and you may not take any additional turns with other figures you control.

BLOOD FRENZY 2

When attacking a figure that is not a destructible object, Wild Child receives 1 extra attack die for each Wound Marker on the defending figure's card up to a maximum of 2 additional attack dice for Blood Frenzy.

HEALING FACTOR X

After taking a turn with Wild Child, 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.

Wildfire Drake Burroughs



280	Life 6
Metahuman	Move 8
Unique Hero	Range 1
Legionnaire	Attack 6
Determined	Defense 7
DC	Medium 5

WILDFIRE BLAST SPECIAL ATTACK

Range 5. Attack 5 + Special.

Choose an opponent's figure within 5 clear sight spaces of Wildfire as the target figure. Choose all figures on the spaces of a shortest path from Wildfire to the target figure. Roll 5 attack dice against the target figure and 3 attack dice once against all other chosen figures. All affected figures roll defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.

CONTAINMENT SUIT BREACH

At the start of each round before placing Order Markers, if there is at least one Wound Marker on this card, roll the 20-sided die, subtracting the number of wounds from the roll.

- If you roll lower than 1, destroy Wildfire.
- If you roll 1-6, you may not use any special powers on this card this round and you must subtract 2 from Wildfire's Move, Attack and Defense numbers during the round.
- If you roll 7 or higher, nothing happens.



Winter Soldier James Barnes



240	Life 5
Human	Move 5
Unique Hero	Range 7
Assassin	Attack 4
Cold	Defense 5
Marvel	Medium 5

Assassin Activation

Whenever Winter Soldier is placed on the battlefield at the start of the game or with his Cryogenic Stasis special power, you may choose one Unique Hero to be Winter Soldier's Mark. When your opponent reveals an Order Marker on the card of the Mark, you may immediately move Winter Soldier up to 2 spaces.

Marked for Death Special Attack

Range 10. Attack 4 + Special.
Winter Soldier may only attack his Mark with this special attack. If Winter Soldier did not move this turn, or is adjacent to his Mark, add 2 dice to this special attack.

CRYOGENIC STASIS

If his Mark has been destroyed and Winter Soldier is not the only figure you control, place Winter Soldier on this card and remove up to 2 Wound Markers from this card. When Winter Soldier uses Cryogenic Stasis, he will not take any leaving engagement attacks. Before placing Order Markers each round, if Winter Soldier has been placed on this card, but has not been destroyed, you may place him in your Start Zone.

Witchblade Sara Pezzini



325	Life 4
Human	Move 5
Unique Hero	Range 5
Protector	Attack 3
Dedicated	Defense 2
Image	Medium 5

WITCHBLADE SPECIAL ATTACK

Range 1 + Special. Attack 7 + Special.

Before attacking with this special attack, special powers of all Angels, Demons, and Undead within 3 spaces of Witchblade are negated until the end of this turn. When attacking with this special attack, you may subtract any number of attack dice from your roll, to a minimum of 5 attack dice, and add that number to this special attack's Range number for this turn. Witchblade cannot use this special attack if she moved with her Flying special power this turn.

BIO-ADAPTIVE DEFENSE 5

When rolling defense dice, roll additional dice equal to the Attack number of the attacking figure, up to a maximum of 5 additional dice.

HEALING FACTOR

After taking a turn with Witchblade, remove 1 Wound Marker from this Army Card.



Wizard Bentley Wittman



140	Life 4
Human	Move 5
Unique Hero	Range 4
Criminal	Attack 3
Brilliant	Defense 4
Marvel	Medium 5

Power Gloves
When Wizard attacks an adjacent figure with his normal attack, add 2 dice to his attack and he has the Super Strength special power. When Wizard attacks a non-adjacent figure with his normal attack, he may attack one additional time.

Force Field X
If Wizard is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card to ignore the attack.

Criminal Leadership
All other Criminals you control move one additional space.

Wolfsbane Rahne Sinclair



130	Life 5
Mutant	Move 5
Unique Hero	Range 1
Investigator	Attack 5
Conflicted	Defense 5
Marvel	Medium 4

BLOOD TRACKING
Wolfsbane may add 2 to her Move number for this turn. If she does, she must end her movement within 4 spaces of a figure with one or more Wound Markers on its card.

DEVASTATING POUNCE SPECIAL ATTACK
Range Special. Attack 6.
Choose a non-adjacent figure within 4 clear sight spaces whose base is not higher or lower than 6 levels from the base of Wolfsbane. Before attacking, place Wolfsbane adjacent to the chosen figure. If the chosen figure is destroyed with this special attack, immediately place Wolfsbane on the space previously occupied by the chosen figure. If the figure is not destroyed, place one Wound Marker on this card. When Wolfsbane is moved by this special attack, she will take any leaving engagement attacks.

KEEP THE FAITH
Any time an opponent would take temporary or permanent control of Wolfsbane, you may instead remove one unrevealed Order Marker from this card.

Wolverine James Howlett



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

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

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

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

Wonder Girl Donna Troy



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

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

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

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

Wonder Man Simon Williams



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

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.

Wonder Woman Diana Prince



300	Life 6
Amazon	Move 7
Unique Hero	Range 1
Champion	Attack 6
Determined	Defense 6
DC	Medium 5

Golden Lasso
After moving and before attacking, if Wonder Woman was not engaged prior to moving, you may choose an opponent's non-adjacent small or medium figure within 4 clear sight spaces whose base is no more than 10 levels above Wonder Woman's height or 10 levels below Wonder Woman's base. Place the chosen figure on an empty space adjacent to Wonder Woman. The chosen figure does not receive any leaving engagement attacks. The chosen figure cannot use any special powers on its Army Card until it is no longer engaged with Wonder Woman or another opponent's figure moves into engagement with Wonder Woman.

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

Aegis Silver Bracelets
When Wonder Woman rolls defense dice against a normal attack from a non-adjacent figure, one shield will block all damage.

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.

WORD 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.

Wong



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

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.

Wrecker Dirk Garthwaite



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

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

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

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

X-23 *Laura Kinney*



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

Scent Triggered Frenzy
Before taking a turn with X-23, you must roll the 20-sided die, one at a time, for each figure adjacent to X-23. If you roll 1-5, instead of moving or attacking normally this turn, X-23 must attack the affected figure. If X-23 inflicts one or more wounds during this attack, she must continue attacking the defending figure until she does not inflict any wounds or the defending figure is destroyed.

Phantom Walk
X-23 can move through all figures and is never attacked when leaving an engagement.

Adamantium Claws
Figures subtract 2 from their defense dice when attacked by X-23 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.

Yellow Lantern *Arkillo*



310	Life 5
Vorn	Move 5
Unique Hero	Range 1
Devourer	Attack 6
Ferocious	Defense 4
DC	Medium 6

Yellow Power Battery 2
Start the game with 2 yellow Battery Markers on this card. Add one to this Yellow Lantern's Move, Range, Attack and Defense numbers for each yellow Battery Marker on this card.

Insurgent Motivation
Before moving, you may destroy any insurgent figure you control adjacent to this Yellow Lantern. All other Insurgents you control add 2 extra attack dice to their normal attack until this Yellow Lantern is destroyed. Insurgent Motivation may only be used once per game.

Eviscerate
After moving and before attacking, you may remove one yellow Battery Marker from this card and choose a figure adjacent to this Yellow Lantern. Roll the 20-sided die:

- If you roll a 1-7, that figure takes one wound.
- If you roll a 8-16, that figure takes two wounds.
- If you roll a 17-19, that figure takes three wounds.
- If you roll a 20 or higher, destroy the figure.

Yellow Lantern *Jonathan Crane*



240	Life 4
Human	Move 5
Unique Hero	Range 1
Insurgent	Attack 3
Terrifying	Defense 3
DC	Medium 5

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

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

Murder of Crows Special Attack
Range 3. Attack 2.
After attacking with this special attack, you may attack with this special attack 1 additional time for each Yellow Power Battery marker on this card. Defending figures that do not have the Fearless personality roll 1 fewer defense die against this special attack.

Yellow Lantern *Lyssa Drak*



240	Life 5
Talokian	Move 5
Unique Hero	Range 1
Insurgent	Attack 2
Terrifying	Defense 3
DC	Medium 5

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

Book of Parallax
When rolling for initiative, if all your Order Markers are placed on Yellow Lantern cards, add 2 to your roll for each yellow Battery Marker on this card.

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

Yellow Lantern *Thaal Sinestro*



330	Life 5
Korugaran	Move 5
Unique Hero	Range 1
Insurgent	Attack 2
Terrifying	Defense 2
DC	Medium 5

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

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

Force of Fear Special Attack
Range 1. Attack 5.
All figures except destructible objects and figures with the Fearless or Insane personalities roll 2 fewer defense dice when attacked with this special attack. After attacking with this special attack, you may remove one yellow Battery Marker from this card and attack with this special attack one additional time.

Yellowjacket *Hank Pym*



120	Life 4
Mutate	Move 5
Unique Hero	Range 1
Scientist	Attack 4
Innovative	Defense 4
Marvel	Medium 5

Shrinking Ray Gun
Start the game with the Glyph of Shrinking Ray Gun on this card.

Yellow Jacket Sting Special Attack
Range 2. Attack 2.
Instead of moving and attacking normally with Yellowjacket, you may move Yellowjacket up to 5 spaces. Yellowjacket can attack up to 2 times with this special attack at any point before, during, or after this move as long as he is on a space where he could end his movement. When defending against this special attack, a figure that is not a destructible object cannot roll more than 2 defense dice.

Yellowjacket II *Hank Pym*



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

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.

Yukio



120	Life 4
Human	Move 6
Unique Hero	Range 1
Rebel	Attack 4
Fearless	Defense 4
Marvel	Medium 4

MUTANT TEAM-UP
After revealing an Order Marker on any Mutant card you control and taking a turn with that Mutant, you may take an immediate turn with Yukio. During this turn, Yukio can only attack figures engaged with that Mutant and adds 1 additional attack die against an adjacent figure. After using this special power, you may not take a turn with any other figures.

FLYING BLADES SPECIAL ATTACK
Range 4. Attack 3.
Yukio may only attack non-adjacent figures with this special attack. Yukio may attack up to 3 times with Flying Blades Special Attack.

JUJUTSU
When rolling defense dice, each blank rolled counts as an additional shield. After defending against a normal attack from an adjacent attacking figure, if Yukio does not take any wounds, she may switch places with the attacking figure. Figures moved by Jujutsu never take any leaving engagement attacks.

Zabu



130	Life 4
Tiger	Move 7
Unique Hero	Range 1
Companion	Attack 3
Wild	Defense 4
Marvel	Medium 4

HUNTER'S COMPANION
At the start of the game, you may choose one Unique Human Hunter Hero you control to be Zabu's Companion. After moving with Zabu's Companion, you may move Zabu as long as he ends his movement adjacent to his Companion. After revealing an Order Marker and taking a turn with Zabu's Companion, Zabu may make an immediate attack, if possible.

DEVASTATING POUNCE SPECIAL ATTACK
Range Special. Attack 6.
Choose a non-adjacent figure within 4 clear sight spaces whose base is not higher or lower than 6 levels from the base of Zabu. Before attacking, place Zabu adjacent to the chosen figure. If the chosen figure is destroyed with this special attack, immediately place Zabu on the space previously occupied by the chosen figure. If the chosen figure is not destroyed, place one Wound Marker on this card. When Zabu is moved by this special attack, he will take any leaving engagement attacks.

JUNGLE STRENGTH 1
While Zabu is adjacent to an Evergreen Tree or Jungle Piece, he adds 1 die to his attack and defense.

<h2 style="text-align: center;">Zangief</h2>  <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">150</td> <td style="text-align: center;"> Life 5</td> </tr> <tr> <td style="text-align: center;">Human</td> <td style="text-align: center;"> Move 5</td> </tr> <tr> <td style="text-align: center;">Unique Hero</td> <td style="text-align: center;"> Range 1</td> </tr> <tr> <td style="text-align: center;">Wrestler</td> <td style="text-align: center;"> Attack 5</td> </tr> <tr> <td style="text-align: center;">Dauntless</td> <td style="text-align: center;"> Defense 5</td> </tr> <tr> <td style="text-align: center;">Udon</td> <td style="text-align: center;">Medium 6</td> </tr> </table>	150	Life 5	Human	Move 5	Unique Hero	Range 1	Wrestler	Attack 5	Dauntless	Defense 5	Udon	Medium 6	<h2 style="text-align: center;">Zatanna</h2> <p style="text-align: center;"><i>Zatanna Zatara</i></p>  <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">240</td> <td style="text-align: center;"> Life 4</td> </tr> <tr> <td style="text-align: center;">Homo Magi</td> <td style="text-align: center;"> Move 5</td> </tr> <tr> <td style="text-align: center;">Unique Hero</td> <td style="text-align: center;"> Range 4</td> </tr> <tr> <td style="text-align: center;">Magician</td> <td style="text-align: center;"> Attack 4</td> </tr> <tr> <td style="text-align: center;">Tricky</td> <td style="text-align: center;"> Defense 4</td> </tr> <tr> <td style="text-align: center;">DC</td> <td style="text-align: center;">Medium 5</td> </tr> </table>	240	Life 4	Homo Magi	Move 5	Unique Hero	Range 4	Magician	Attack 4	Tricky	Defense 4	DC	Medium 5	<h2 style="text-align: center;">Zauriel</h2>  <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">320</td> <td style="text-align: center;"> Life 6</td> </tr> <tr> <td style="text-align: center;">Angel</td> <td style="text-align: center;"> Move 7</td> </tr> <tr> <td style="text-align: center;">Unique Hero</td> <td style="text-align: center;"> Range 1</td> </tr> <tr> <td style="text-align: center;">Guardian</td> <td style="text-align: center;"> Attack 6</td> </tr> <tr> <td style="text-align: center;">Valiant</td> <td style="text-align: center;"> Defense 6</td> </tr> <tr> <td style="text-align: center;">DC</td> <td style="text-align: center;">Medium 5</td> </tr> </table>	320	Life 6	Angel	Move 7	Unique Hero	Range 1	Guardian	Attack 6	Valiant	Defense 6	DC	Medium 5
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<p>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.</p> <p>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.</p> <p>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.</p>	<p>Epiwrdnrm 17 Start the game with 3 black Negation Markers on this card. After taking a turn with Zatanna, if you have at least 1 Negation Marker on this card, you may choose any opponent's unique figure adjacent to Zatanna. Roll the 20-sided die, subtracting 3 from the roll if the chosen figure has the Magical Defense special power. If you roll 17 or higher, place a Negation Marker on the chosen figure's Army Card and remove all unrevealed Order Markers from it. All of that figure's special powers are negated for the entire game.</p> <p>Retla Etats 15 After moving and before attacking, you may choose one marker other than an Order Marker on the card of a figure within 4 clear sight spaces of Zatanna. Roll the 20-sided die. If you roll 15 or higher, remove the chosen marker from the game.</p> <p>Magical Defense When Zatanna is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Zatanna can take for this attack is one.</p>	<p>Sword of Holy Flame When attacking an adjacent figure with Zauriel's normal attack, each blank rolled counts as 1 additional skull. If the adjacent figure is a Demon, each blank rolled instead counts as 2 additional skulls.</p> <p>Angelic Battle Cry Special Attack Range Special. Attack 3. All figures within 2 spaces of Zauriel are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Angels and Symbiotes may not roll defense dice when defending against this special attack.</p>																																				
<h2 style="text-align: center;">Zero-G</h2> <p style="text-align: center;"><i>Alex Power</i></p>  <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">80</td> <td style="text-align: center;"> Life 3</td> </tr> <tr> <td style="text-align: center;">Mutate</td> <td style="text-align: center;"> Move 5</td> </tr> <tr> <td style="text-align: center;">Unique Hero</td> <td style="text-align: center;"> Range 1</td> </tr> <tr> <td style="text-align: center;">Adventurer</td> <td style="text-align: center;"> Attack 3</td> </tr> <tr> <td style="text-align: center;">Enthusiastic</td> <td style="text-align: center;"> Defense 4</td> </tr> <tr> <td style="text-align: center;">Marvel</td> <td style="text-align: center;">Small 3</td> </tr> </table>	80	Life 3	Mutate	Move 5	Unique Hero	Range 1	Adventurer	Attack 3	Enthusiastic	Defense 4	Marvel	Small 3	<h2 style="text-align: center;">Zombie</h2> <p style="text-align: center;"><i>Simon Garth</i></p>  <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">120</td> <td style="text-align: center;"> Life 6</td> </tr> <tr> <td style="text-align: center;">Undead</td> <td style="text-align: center;"> Move 4</td> </tr> <tr> <td style="text-align: center;">Unique Hero</td> <td style="text-align: center;"> Range 1</td> </tr> <tr> <td style="text-align: center;">Hunter</td> <td style="text-align: center;"> Attack 4</td> </tr> <tr> <td style="text-align: center;">Vengeful</td> <td style="text-align: center;"> Defense 3</td> </tr> <tr> <td style="text-align: center;">Marvel</td> <td style="text-align: center;">Medium 5</td> </tr> </table>	120	Life 6	Undead	Move 4	Unique Hero	Range 1	Hunter	Attack 4	Vengeful	Defense 3	Marvel	Medium 5													
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<p>Pack Attack After revealing an Order Marker on this card and instead of taking a turn with Zero-G, you may take a turn with one other small Enthusiastic Hero you control within 6 clear sight spaces of Zero-G.</p> <p>Gravity Explosion Special Attack Range 1. Attack 3. All figures adjacent to Zero-G are affected by this special attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense separately. After rolling defense dice, you may place each figure up to X spaces away from Zero-G. X equals the numbers of skulls rolled for this attack. Figures may not be placed on a space more than 6 levels above Zero-G's base. A figure moved by this special attack will not take any leaving engagement attacks but will take any falling damage that may apply.</p> <p>Kymellian Healing Factor After taking a turn with Zero-G, if he is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.</p>	<p>DAMBALLAH CONTROL At the start of the game, place a Glyph of Amulet of Damballah on the card of a Unique Hero you control. If the Glyph of Amulet of Damballah is on a card that activates Zombie, add 1 to Zombie's Attack number for that turn. Before taking a turn with Zombie, if the Glyph of Amulet of Damballah is in play and not equipped by a figure you control, roll the 20-sided die. If you roll 14 or lower, Zombie's turn immediately ends. An opponent that does not control a figure equipped with the Glyph of Amulet of Damballah may never take temporary or permanent control of Zombie.</p> <p>WALKING DEAD After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately move Zombie up to 2 spaces. If Zombie ends this move engaged with one or more enemy figures that he was not engaged with at the beginning of this move, you may immediately choose one figure Zombie is engaged with and roll 1 unblockable attack die against that figure. When moving with Walking Dead, Zombie will take any leaving engagement attacks.</p> <p>HEALING FACTOR After taking a turn with Zombie, remove 1 Wound Marker from this Army Card.</p>																																					