



Player's Guides

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Any game elements indicated with the † symbol may only be used with the Golden Age format.
Any game elements indicated with the ‡ symbol may only be used with the Star Trek: Tactics game.
Items labeled with a ☒ are available exclusively through Print-and-Play.
Any page references refer to the HeroClix 2013 Core Rulebook.
All Player's Guides can be found at <http://www.heroclix.com/downloads/rules>

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Legion of Super Heroes†

#002 Saturn Girl

 **Telepathic Coordination:** Once during your turn (but not during another action), as a free action Saturn Girl modifies by +2 the attack value or defense value of any other target friendly character for the duration of an action. Saturn Girl must be within 10 squares of and have a clear line of fire to the target.

#005 Phantom Girl

 **Disruption:** If Phantom Girl moves through or occupies the same square as an object, or at the end of a move action is adjacent to an object or an opposing character holding an object, you may remove that object from the game.

Avengers†

#001 Captain America

✦ **Followthrough:** When an attack by Captain America KO's an opposing character, he may immediately make a close combat attack against another adjacent opposing character as a free action.

#002 Iron Man

✦ **Full Power:** When Iron Man is given a ranged combat action targeting a single character, roll one d6 if the attack succeeds. The result replaces Iron Man's damage value for the attack. After the attack is resolved, Iron Man is dealt 2 unavoidable damage.

#006 Moon Knight

✦ **Multiple Personalities:** Moon Knight can use Close Combat Expert, Perplex (targeting only himself), or Ranged Combat Expert. After resolving an action in which he uses one of these powers, deal Moon Knight 1 penetrating damage.

#007 Crossbones

✦ **Brainwash:** Crossbones can use Mind Control, but can target only an opposing character that has the same team symbol as a friendly character.

#013 Piledriver

✦ **Busting Heads:** Piledriver can use Flurry. If he successfully hits two different targets using Flurry, deal 1 damage to each target after the attacks are resolved.

#021 Toro

✦ **Firewall:** Toro can use Smoke Cloud. If all six hindering terrain markers placed by Toro using Smoke Cloud are placed adjacent to an opposing character, deal that character 1 damage.

#027 Vision

✦ **Self-Programming:** The Vision can use Perplex, but can target only itself.

#029 Taskmaster

✦ **Photographic Reflexes:** Before any attack roll, Taskmaster can replace his attack value or defense value with the unmodified value of the same type from an target character within 6 squares to which he has a clear line of fire. After the resolution of an action in which Taskmaster uses this power, roll one d6; if the result is less than or equal to the difference between Taskmaster's printed combat value and the replaced value, Taskmaster is dealt 1 unavoidable damage for each 100 points (or fraction thereof) of the target's point value.

✦ **Punch Like Cap, Shoot Like Hawkeye:** Taskmaster can use Close Combat Expert and Ranged Combat Expert.

#032 Red Skull

✦ **Cosmic Cube:** The Red Skull can use Outwit, Perplex, and Probability Control. When this power is used, roll one d6 (after the action resolves, when applicable). On a result of 1-3 deal 1 unavoidable damage to Red Skull.

#036 Falcon

✦ **Fly-By:** Falcon can use Charge, and he can continue to use the rest of his halved movement (if any remains) after making the attack.

#038 Giant-Man

✦ **Genius:** Giant-man can use Perplex, but he can target only himself or a friendly character within 4 squares, and he can modify a combat value only by +2 with each use.

#039 Spitfire

✦ **Flame Trail:** When Spitfire is given a move or power action, immediately after resolving the action she can use Smoke Cloud as a free action, but can place hindering terrain markers only in squares she moved through or occupied that turn.

#042 Starfox

✦ **Influence:** Starfox can use Perplex, but he can't target himself.

#043 Molecule Man

✦ **Molecular Destruction:** Once during Molecule Man's turn as a free action, Molecule Man can choose one of the following options: (1) Remove any target object (including an object held by a character) from the game. (2) Destroy a target square of blocking terrain. (3) Destroy a portion of a target wall bordering a single square. For all options, the target must be 6 or fewer squares from Molecule Man and he must have a clear line of fire to the target.

#047 Wiccan


✦ **Group Teleportation:** Wiccan can use Phasing/Teleport. When he uses this power, he can use the Carry ability to carry up to three friendly characters. If more than one character is carried, after the action is resolved deal 1 unavoidable damage to Wiccan.

#049 Two-Gun Kid


✦ **Faster, Cyclone!** When Two-Gun Kid is not carrying another character, modify his speed value by +2.

✦ **Fanfire:** Give Two-Gun Kid a ranged combat action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second.


#050 Winter Soldier

 **Ruthless Ally:** Give Winter Soldier a close combat or ranged combat action. Before making the attack, you can modify Winter Soldier's damage value by +1 if you deal 1 unavoidable damage to an adjacent friendly character.


#051 Spider-Man

 **Webbing:** Spider-Man can use Incapacitate, but if the attack succeeds against a target with zero action tokens, give the target two action tokens instead of one.


#052 Citizen V

 **Press the Attack:** Once per turn, if Citizen V KO's an opposing character with a close combat attack, he may immediately move up to his full speed value and make one close combat attack as a free action.


#054 Ares


 **Tactics:** Ares can use Perplex, but he can target only himself and modify one of his values by +2 with each use.

#055 Hulk


 **Hulk Smash You All!:** Hulk can use the Masters of Evil team ability.

#056 Hawkeye


 **Sharpshooter:** Give Hawkeye a power action to make a ranged combat attack. Modify his attack value by +2 for the attack.


 **Smoke Arrow:** Hawkeye can use Smoke Cloud.

#058 Quicksilver


 **Supersonic Speed:** Quicksilver can use Hypersonic Speed.

#061 Mandarin

 **Left Hand of the Mandarin:** The Mandarin can use Energy Explosion, Incapacitate, and Mind Control.


 **Right Hand of the Mandarin:** The Mandarin can use Barrier, Force Blast, Quake, Smoke Cloud, and Telekinesis.

#100 Silver Surfer


 **Cosmic Speed:** Silver Surfer can use Hypersonic Speed, but can make only ranged combat attacks when using the power.






Justice League†

#001 Batman

 **Out of the Shadows:** Once per turn, when Batman occupies hindering terrain and is given any action that is not a free action, before the action you may place Batman in any unoccupied square of hindering terrain 6 or fewer squares away to which he has a clear line of fire.

#002 Aquaman


 **Parry:** When hit by a close combat attack, Aquaman can use Super Senses.

 **Telepathic Communication:** Aquaman can use Perplex, but can target only characters with the  or  speed symbol; he can't target himself. When Aquaman uses Perplex to target friendly characters, he can target all friendly characters with the  or  speed symbol within 10 squares to which he has a clear line of fire.

#005 Mento


 **Mental Hold:** Mento can use Incapacitate.


#007 Icicle

 **Copsicles:** Icicle can use Barrier. When three or more barrier terrain markers placed by Icicle using Barrier are adjacent to a target opposing character with zero or one action token, give the target an action token.



 **Not a Nice Guy:** Icicle can use Mastermind.


#008 Lex Luthor


 **Ruthless:** Lex Luthor can use Mastermind, but can treat any friendly character 4 or fewer squares away to which he has a clear line of fire as if it were adjacent.

 **Everything Has a Price:** Lex Luthor can use Perplex. When he modifies the combat value of a target friendly character, roll a d6; on a result of 1, deal the target 1 unavoidable damage at the end of the turn.


#009 The Joker

 **Enbiggen:** The Joker has the  damage symbol.


 **Unpredictable Omnipotence:** Before The Joker makes an attack roll, you may choose to declare a number from 1-6. If you do, and if the attack hits and the declared number comes up on either attack die, increase the damage dealt by 2 (maximum 2). If the declared number comes up on both dice, deal The Joker 2 unavoidable damage after the attack resolves.

 **Joker Makes the Rules:** The Joker can use Outwit. When The Joker uses Outwit, he can use it normally or choose to counter all powers of a target character within 4 squares.


#011 Black Canary

 **Canary Cry:** Black Canary can use Energy Explosion and Incapacitate.


#014 Green Arrow


 **Fusillade:** Give Green Arrow a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if he loses Fusillade before making the second attack, he can't make the second attack.


#016 Bouncing Boy


 **Ricochet:** Once per turn, if Bouncing Boy KO's an opposing character or hits an opposing character with a critical hit, after the attack resolves, he can break away automatically, immediately move up to his full speed, and make one close combat attack against a different opposing character as a free action.

#017 Parasite


 **Leech:** Parasite can use Steal Energy.

 **Attack Drain:** Give Parasite a power action. As a free action he can use any standard or named attack power possessed by an opposing character 4 or fewer squares away to which he has a clear line of fire; he has a range value of 6 for purposes of using the attack power. Parasite can use the power until he loses Attack Drain, Attack Drain is countered, or he uses Attack Drain to use a different power. After the resolution of an action in which Parasite uses a power via Attack Drain, roll 2d6. on a result of 2-5, deal Parasite 1 penetrating damage.

 **Defense Drain:** When Parasite is given a power action, as a free action he can use any standard or named defense power possessed by an opposing character 4 or fewer squares away to which he has a clear line of fire. Parasite can use the power until he loses Defense Drain, Defense Drain is countered, or he uses Defense Drain to use a different power. After the resolution of an action in which Parasite uses a power via Defense Drain, roll 2d6. On a result of 2-5, deal Parasite 1 penetrating damage.

 **Brain Drain:** If an opposing character 4 or fewer squares away to which Parasite has a clear line of fire has an action token, Parasite can use perplex, but he can modify only his own combat values.

#018 Firestorm

 **Matter-Energy Transmutation:** When Firestorm makes a ranged combat attack targeting an object, instead of dealing damage normally he can deal no damage and choose one of the following two

options: (1) Replace a special or heavy standard object with a light or heavy standard object from outside the game, or (2) replace a heavy standard object with a light standard object from outside the game and bring in a new light standard object from outside the game and place it in a square adjacent to the target object.

#019 Merlyn

✦ **Assassin's Training:** Merlyn can use Perplex, but can target only himself and modify only his attack, damage, or range value.

#024 Chronos

✦ **Timeline Manipulation:** Chronos can use Probability Control, but only when he is the character for whom the original roll was made, or when he is the target of an attack.

#026 Captain Boomerang

✦ **Boomerang:** Give Captain Boomerang a power action and make a ranged combat attack against a target opposing character. If the attack succeeds and the result of the attack roll is doubles, after the resolution of the attack Captain Boomerang can immediately make a second ranged combat attack against a different target opposing character as if he occupied the square occupied by the first target. If he loses Boomerang before making the second attack, he can't make the second attack.

#027 Flash

✦ **Vibration:** Flash can use Hypersonic Speed and Phasing/Teleport.

#035 Deadman

✦ **Possession:** Give Deadman a power action and make a close combat or a ranged combat attack (as if he has a range value of 4) against an opposing target character as a free action. A successful attack deals no damage. Instead, remove Deadman from the battlefield and put him on his character card; the target is possessed, becomes friendly to your force and opposing to its owner's force.

After the resolution of any action given to the target, you can release the target. Remove all action tokens from the target and place Deadman in any unoccupied square within 4 squares to which the target has a clear line of fire. The target becomes friendly to its owner's force and opposing to your force.

If the target is possessed at the end of your turn, roll a d6 and add 1 to the result for each 100 points (or fraction thereof) of the target's point value. If the result is 6 or more, the target is released. If the result is 5 or less, deal Deadman 1 unavoidable damage.

Each time the possessed target takes damage, deal Deadman 1 unavoidable damage after the action is resolved. Any effect that can counter the target's powers can counter Deadman's Possession. If Deadman is defeated or Possession is countered, the target is immediately released. Deadman and possessed characters can't be targeted by Mind Control or Possession.

#036 Granny Goodness

✦ **Disciplinary Motivation:** At the end of your turn, if Granny Goodness is adjacent to a target friendly character that has one or more action tokens, you can roll a d6. On a result of 3-6, deal the target 1 unavoidable damage for each token and remove the tokens; on a 1 or 2, deal the target 2 unavoidable damage for each token and remove the tokens. This ability can be used only once per turn.

#039 Batzarro

✦ **Useless Belt:** Batzarro can use Perplex, but he can modify combat values only by -1.

#040 Hector Hammond

✦ **Psionic Powers:** Hector Hammond can use Psychic Blast and Telekinesis.

#041 Mr. Mxyzptlk

✦ **KLTPZYXM!** Mr. Mxyzptlk can use Phasing/Teleport. When he does, roll a d6 before moving him. On a result of 1, deal Mr. Mxyzptlk 1 unavoidable damage, place him in any unoccupied square in his starting area, and then move him normally.

✦ **Object Animation:** Give Mr. Mxyzptlk a power action and roll a d6 for each opposing character that has zero or one action token, that is in a square 4 or fewer squares away to which Mr. Mxyzptlk has a clear line of fire, and that is holding an object or adjacent to or occupies either a square of hindering terrain or a square that has an object. On a result of 3-6, give the character an action token.

#045 Aztek

✦ **The Ultimate Man:** Aztek can use Perplex, but he can target only himself.

#046 Superman

✦ **Self Sacrifice:** When a friendly character adjacent to Superman would be dealt damage, you can instead choose to have all the damage be dealt to Superman as unavoidable damage.

#047 Hourman


✦ **Hour of Power:** Hourman can use Probability Control. At the end of a turn during which he uses Probability Control, roll a d6. On a result of 1, deal Hourman 1 unavoidable damage.

#050 Power Ring


✦ **Curse of Volthoom:** Power Ring can use Perplex. When he uses Perplex, roll 2d6; on a result of 2-4, immediately deal Power Ring 1 unavoidable damage.


#051 Lobo

✦ **Nobody Rides This Hog but the Main Man:** Lobo can't carry characters.


 **Bounty Hunter:** Before the beginning of the first turn of the game, choose an opposing character; Lobo modifies his attack value by +2 when attacking that character. When that character is KO'd, immediately choose a different opposing character to be the target of this ability.

#053 Big Barda & Mister Miracle


 **Lantern 796:** Big Barda and Mister Miracle can use Super Strength and Telekinesis.

 **Miracle Construct:** Big Barda and Mister Miracle can use Barrier. Once per use of Barrier, if a barrier terrain marker is placed adjacent to an opposing character, Big Barda and Mister Miracle can make a close combat attack against that character as a free action as if they occupied the square occupied by the barrier terrain marker.


#054 Doomsday

 **Unstoppable:** Doomsday can use Invulnerability. When you turn Doomsday's combat dial as a result of him taking damage, stop turning the dial when Unstoppable appears in the stat slot.


#055 Green Lantern

 **In Your Face:** Green Lantern can use Flurry. If both attacks using Flurry target a single opposing character, modify Green Lantern's damage value by +1 for the second attack.


#056 Time Trapper

 **Negate:** Time Trapper can use Outwit. When he does, he can use it normally or choose to counter the same power or team ability possessed by all opposing characters to which Time Trapper has a clear line of fire that are 6 or fewer squares away.


#057 Flash


 **Speed Force:** Flash can use Charge and Flurry.

#058 Batman


 **Datarangs:** Give Batman a ranged combat action and modify his damage value by -1; the line of fire for the attack is not affected by hindering terrain or characters.


#059 Wonder Woman

 **Lasso:** Wonder Woman can use Incapacitate as if she has a range value of 8.

 **Harmony and Charity:** Wonder Woman can use Perplex, but she can target only herself.


#100 Starro The Conqueror


 Starro can use the Multiattack ability.

 **Fragmentation:** Once per turn, as a free action (though not during another action) Starro can roll a d6 and subtract 2 from the result. The minimum result depends on Starro's power level. At Invader level,


the minimum result is 1; at Dominator level, the minimum result is 2; and at Conqueror level, the minimum result is 3.


Place a number of Starrophyte tokens equal to the result in unoccupied squares 4 or fewer squares from Starro or another Starrophyte to which Starro or that other Starrophyte has a clear line of fire; tokens are placed one at a time.

 **Domination:** Starro can use Mind Control. When using Mind Control to attack a target, modify Starro's attack value by +1 for each Starrophyte that is 6 or fewer squares from the target and that also has a clear line of fire to the target. Starro doesn't take damage due to the point value of the target or targets when it uses Mind Control.


 **Alien Starfish:** Starro can use Toughness. At the end of your turn, you can roll a d6. At this time, you can also remove from the battlefield any number of Starrophyte tokens that are 6 or fewer squares from Starro to which Starro has a clear line of fire; add 1 to the d6 result for each removed Starrophyte. Then heal Starro of damage equal to the result.


#101 Aquaman

 **Surge:** Aquaman can use Charge. When Aquaman occupies water terrain, modify his speed value by +2.


 **King of the Seven Seas:** When Aquaman occupies water terrain, he can use Invulnerability. When Aquaman does not occupy water terrain, he can use Toughness.

#102 Green Arrow


 **Emerald Archer:** When Green Arrow makes a ranged combat attack, modify his attack value by +2.


 **Smoke Arrow:** Green Arrow can use Smoke Cloud.

#103 Flash


 **Super Speed:** Flash can use Charge, Flurry, and Phasing/Teleport.

#105 Arthur Curry

 **King of the Seven Seas:** When Arthur Curry occupies water terrain, he can use Invulnerability. When Arthur Curry does not occupy water terrain, he can use Toughness.


 **Aquatic Rejuvenation:** When Arthur Curry occupies water terrain, he can use Close Combat Expert and Regeneration.

#106 Oliver Queen


 **Emerald Archer:** When Oliver Queen makes a ranged combat attack, modify his attack value by +2.

Mutations and Monsters†


#002 Cyclops

 **Concussive Blast:** When Cyclops makes a ranged combat attack and deals damage to an opposing character, the character is knocked back equal to the damage dealt.


#003 Beast



 **Bouncing Beast:** Beast can use Charge and Leap/Climb. When using Charge, he breaks away automatically and can continue to use the rest of his halved movement (if any) after making the attack.

#005 Strong Guy


 **Bodyguard:** Strong Guy can use Defend and Toughness.


#008 Box

 **Assimilation:** Box can use Toughness. Once per round, when Box is adjacent to an object, as a free action you can remove the object from the game and heal Box of 2 damage.



 **Mass Absorption:** When Box occupies hindering terrain, he has the  damage symbol.

#009 Cuckoo


 **Coordination:** Cuckoo can use Mind Control. When Cuckoo is given a move action, she can use the Carry ability to carry up to two other adjacent Cuckoos.

 **Hive Mind:** When Cuckoo is given a non-free action, you can modify one of her combat values (including range) by +1 until the end of the round for each other Cuckoo adjacent to her.


#012 Colossus

 **Fastball Special:** Colossus can use Telekinesis, but only Option 3 and only on adjacent objects. When using Telekinesis, Colossus can treat any adjacent friendly character that has a point value more than 30 and the  damage symbol as if it were a light object, but the character is not destroyed in the attack, nor is it placed in B. After the attack is resolved, modify the character's attack value and damage value by -2 until the end of the turn, deal it 1 unavoidable damage, and place it in the square nearest to the target to which Colossus has a clear line of fire. If the square is not adjacent to the target, deal the character 1 additional unavoidable damage.


#015 The Hood

 **Cloak:** The Hood can use Leap/Climb and Stealth.


#016 Miek

 **Chemming:** Miek can use Charge and Plasticity.


#019 Absorbing Man


 **Absorb:** When Absorbing Man is adjacent to or occupies hindering, blocking, or elevated terrain, he can use Invulnerability. When Absorbing Man can't use Invulnerability, he can use Toughness.

#020 Morph


 **Ommimorph:** Morph can use Perplex, but he can target only himself.

#021 Mimic


 **Subsonic Speed:** Mimic can use Charge and Running Shot.

 **Mimicry:** Mimic can use Energy Explosion and Super Strength.


#020 Gorgon

 **Transformed by the Mists:** Gorgon can use Quake and Super Strength. When Gorgon uses Super Strength, he can pick up only standard objects, but they are not required to be used as part of a close combat attack when Gorgon uses Quake.


#025 Zzzax

 **Jolt:** Zzzax can use Poison.


#029 Iceman

 **Slippery:** Iceman can use Toughness. When an opposing character moves and becomes adjacent to Iceman, roll a d6. On a result of 1-3, the character is immediately knocked back from Iceman a number of squares equal to the result, in a direction of your choosing.


#030 X-23


 **Programmed Assassin:** X-23 can use Stealth. When she occupies hindering terrain and makes a close combat attack, modify her attack value by +1.

#031 Professor X


 **Cerebro:** Professor X can use Perplex. When Professor X uses Perplex, he can use it normally or choose a single keyword and affect every target friendly character 10 or fewer squares from Professor X that possess that keyword, (including himself, if he possesses the keyword) and to which Professor X has a clear line of fire.


#032 Gambit

 **Shadowy Attack:** Gambit can use Leap/Climb, Running Shot, and Stealth.


 **Cajun Charm:** Gambit can use Perplex, but he must be 4 or fewer squares from the target.

#033 Green Scar


 **Smash:** Green Scar can use Leap/Climb. Give Green Scar a power action; move him up to his speed value, and then give him one close combat action as a free action.

 **Toughest One There Is:** Green Scar can use Impervious and Willpower.


#034 Archangel

 **Fly-By:** Archangel can use Charge. When he does, he can continue to use the rest of his halved movement (if any) after making the attack.


#035 Ahab


 **Energy Harpoon:** Ahab can use Psychic Blast. When Ahab is given a ranged combat action, his line of fire ignores characters and hindering terrain.

#036 Fabian Cortez


 **Power Amplification:** Fabian Cortez can use Perplex, but he can target only other friendly characters. When he uses Perplex, roll a d6. On a result of 1-3, Perplex is used normally. On a 4 or 5, the chosen combat value is modified by +2 or -2 and the target is dealt 2 damage at the end of the turn. On a 6, the chosen combat value is modified by +3 or -3 and the target is dealt 1 unavoidable damage at the end of the turn.

#037 Jean Grey


 **Telepathic Assault:** Jean Grey can use Mind Control and Running Shot. When Jean Grey uses Running Shot, she can use Mind Control as a free action instead of being given a ranged combat action.

 **Telepathic Empathy:** Jean Grey can use Outwit. If Jean Grey is countering a power when a friendly character 6 or fewer squares from her to which she has a clear line of fire makes a critical miss, immediately deal 1 damage to Jean Grey.


#038 Omega Red


 **Leech:** Each time an opposing character takes damage from a close combat or ranged combat attack made by Omega Red, heal Omega Red of 1 damage; this power is not optional.

#039 Danger


 **Strategic Database:** Danger can use Probability Control. Her powers can't be countered, and no opposing characters 10 or fewer squares from Danger to which she has a clear line of fire at the beginning of any action can have their combat values modified during that action if the modified value would be higher.


#042 Unus the Untouchable

 **Untouchable:** Unus the Untouchable can use Impervious and Super Senses.


 **Bounce:** Any successful close combat attack made by Unus the Untouchable knocks back the target 3 squares; Unus the Untouchable does not otherwise knock back targets of his attacks.


#044 Leader



 **Minions of the Leader:** The Leader can use Mastermind and Toughness. When the Leader uses Mastermind, he can treat any friendly character 4 or fewer squares away to which he has a clear line of fire as if it were adjacent.

 **Intellect:** The Leader can use Outwit and Probability Control.


#045 High Evolutionary


 **Cosmic Evolution:** The High Evolutionary can use the Power Cosmic team ability.


 **Mind Over Matter:** The High Evolutionary can use Barrier and Super Senses.

 **Growth:** The High Evolutionary has the  damage symbol.


#046 Arcade


 **Murderbots:** Give Arcade a power action. Choose up to two standard objects 10 or fewer squares from Arcade to which he has a clear line of fire when he is given the action, and move each object as if it were a character that has Arcade's speed value.

 **Deathtrap:** Once per turn as a free action, Arcade can remove from the game any object 10 or fewer squares from Arcade to which he has a clear line of fire and deal 1 damage to each character adjacent to the object.


 **Murderworld:** Arcade can use Barrier (as if he had a range of 10) and Mastermind.

#047 Super-Adaptoid


 **Attack Drain:** Give Super-Adaptoid a power action. As a free action it can use any standard or named attack power possessed by an opposing character 4 or fewer squares away to which it has a clear line of fire. Super-Adaptoid can use the power until it loses Attack Drain, Attack Drain is countered, or it uses Attack Drain to use a different power. After the resolution of an action in which Super-Adaptoid uses a power via Attack Drain, roll 2d6. On a result of 2-5, deal 1 penetrating damage to Super-Adaptoid.

 **Defense Drain:** When Super-Adaptoid is given a power action, as a free action it can use any standard or named defense power possessed by an opposing character 4 or fewer squares away to which it has a clear line of fire. Super-Adaptoid can use the power until he loses Defense Drain, Defense Drain is countered, or it uses Defense Drain to use a different power. After the resolution of an action in which Super-Adaptoid uses a power via Defense Drain, roll 2d6. On a result of 2-5, deal 1 penetrating damage to Super-Adaptoid.


#048 Wrecker


 **Turnabout:** When Wrecker is the target of a close combat attack resulting in a critical hit or a critical miss, if he possesses Turnabout after the resolution of the attack, he can as a free action immediately make a close combat attack targeting the character that attacked him.

#049 Cassandra Nova


 **Mummudrai:** Cassandra Nova can use Mastermind, Shape Change, and Willpower.


#050 Hulkbuster

 **Flight Stabilizers:** Hulkbuster can use Charge and Running Shot. Hulkbuster is adjacent to a giant character only when he is within 1 square of it.


 **Weapons As Big As the Fight:** Hulkbuster can use Energy Explosion and Super Strength.

#052 Mastermind


 **Mind Games:** Mastermind can use Mind Control and Stealth. Modify Mastermind's attack value by +2 when he uses Incapacitate or Mind Control.

 **Chimera:** Mastermind can use Mastermind and Super Senses.


#053 Emma Frost

 **Headmistress:** Emma Frost can use Leadership and Perplex.


#057 Storm


 **Goddess:** Storm can use Energy Explosion, Force Blast, Quake, and Smoke Cloud.

#058 Warskrull

 **Megamorph:** Warskrull can use Outwit and Shape Change.


#059 Apocalypse

 **Molecular Control:** Apocalypse can use Phasing/Teleport, Plasticity, and Shape Change.


 **Psionic Power:** Apocalypse can use Incapacitate, Mind Control, and Psychic Blast. When Apocalypse would take pushing damage, roll a d6. on a result of 4-6, he does not take pushing damage instead.


 **The Strong Will Survive:** Apocalypse can use Regeneration and Toughness.

#060 Maestro


 **Gamma-Saturated:** Maestro can use Quake and Super Strength. Give Maestro a power action and he can make a close combat attack as a free action; modify his attack value by +2 for the attack.


#061 Dark Beast

 **Sadistic:** Dark Beast can use Exploit Weakness.


 **Cruel Experiment:** Give Dark Beast a power action and roll a d6. On a result of 3-6, give an action token to an adjacent opposing character with zero or one action token. On a 5 or 6, deal unpreventable damage to an adjacent opposing character. On a 6, deal 1 damage to each adjacent opposing character. Apply all applicable results, which may be split among different characters.

#062 Rampaging Hulk


 **Squash:** The Rampaging Hulk can use Leap/Climb. Immediately after the resolution of a move action in which the Rampaging Hulk activates Leap/Climb, he can use Quake as a free action.

 **Smash:** The Rampaging Hulk can use Close Combat Expert. At the end of your turn, if there are fewer than six objects in the game, your last opponent to take an action chooses a light standard object from outside the game and places it 6 or fewer squares from the Rampaging Hulk in an unoccupied square to which the Rampaging Hulk has a clear line of fire.


#101 Esme Cuckoo


 **Cuckoo:** Esme Cuckoo is considered a Cuckoo for the purposes of the Cuckoo's Coordination and Hive Mind special powers.


#102 Incredible Hulk


 **Speed of a Charging Dreadnaught:** The Incredible Hulk can use the Move and Attack ability.

#103 Proteus


 **Mutant X:** Proteus can use Mind Control (as if he had a range value of 10), Phasing/Teleport, and Probability Control.


 **Omnimorph:** Proteus can use Perplex, but he can target only himself.


 **Warp Reality:** Proteus can use Barrier and Super Senses.

 **Morphable Reality:** Proteus can use Probability Control and Shape Change.


#104 Charles Xavier

 **Telepath:** Charles Xavier can use Incapacitate and Psychic Blast.

 **Psychic Redirection:** Charles Xavier can use Shape Change.

 **Psychic Coordination:** Charles Xavier can use Leadership and Perplex, but he can't use Perplex to modify his own combat values.

#200 Iron Man


 **Invincible:** Damage dealt to Iron Man is reduced to 1.


#B005 Amadeus Cho

✦ **Excello:** Amadeus Cho can use Outwit, but must be given a power action instead of a free action.


Crisis†

#001 Robin


 **Fisticuffs:** Robin can use Flurry.

 **Gotham Acrobatics:** Robin can use Energy Shield/Deflection and Stealth.


#002 Kid Flash

 **Up Walls, Through Walls:** Kid Flash can use Hypersonic Speed. When Kid Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can't end his movement on blocking terrain.


 **Fast Fists:** Kid Flash can use Flurry.

 **Human Tornado:** Once per turn, Kid Flash can use Force Blast as a free action.


#003 Wonder Girl


 **Lasso:** Wonder Girl can use Incapacitate as if she had a range value of 6. If she successfully hits a target with a ranged combat attack when using Incapacitate, after resolving the action you can put the target in an unoccupied square of clear terrain adjacent to and at the same elevation as Wonder Girl.

#004 Aqualad


 **From the Depths:** Aqualad can use Charge. When Aqualad occupies water terrain, any line of fire drawn to him is treated as if it crossed blocking terrain.


#005 Speedy

 **Brave Bow's Apprentice:** When Speedy makes a ranged combat attack, modify his attack value +1.


 **Trick Arrows:** Give Speedy a ranged combat action; Speedy can remove from the game up to three hindering terrain markers or barrier terrain markers (removing markers one at a time) to which he has a clear line of fire at the time the marker is removed, after which he can make a ranged combat attack.

#006 Shimmer

 **Inseparable:** Modify Shimmer's defense value by +2 if she has a clear line of fire to Mammoth.

 **Transmute:** Once per turn, if Shimmer is adjacent to an object (including an object held by a character) at the beginning or end of any action she is given, she can remove that object from the game.

#007 Jericho

 **Possession:** Give Jericho a power action and make a close combat or ranged combat attack (as if he has a range value of 4) against a


target opposing character as a free action. A successful attack deals no damage. Instead, remove Jericho from the battlefield and put him on his character card; the target is possessed, becomes friendly to your force and opposing to its owner's force.


After the resolution of any action given to the target, you can release the target. Remove all action tokens from the target and put Jericho in any unoccupied square within 4 squares to which the target has a clear line of fire. The target becomes friendly to its owner's force and opposing to your force.

If the target is possessed at the end of your turn, roll a d6 and add 1 to the result for each 100 points (or fraction thereof) of the target's point value. If the result is 6 or more, the target is released. If the result is 5 or less, deal Jericho 1 unavoidable damage.


Each time the possessed target takes damage, deal Jericho 1 unavoidable damage after the action is resolved. Any effect that can counter the target's powers can counter Jericho's Possession. If Jericho is defeated or Possession is countered, the target is immediately released. Jericho and possessed characters can't be targeted by Mind Control or Possession.

#009 Gold


 **Golden Lasso:** Gold can use Incapacitate, but only as part of a ranged combat action (as if he had a range value of 6).

 **I Can Be Hammered into a Sheet Four Millionths of an Inch Thick:** When Gold is dealt damage by a close combat attack, he can use Invulnerability. When Gold can't use Invulnerability, he can use Toughness.


#010 Liberty Belle

 **Ring the Bell:** Liberty Belle can use Pulse Wave as if she had a range value of 8.


#011 Klarion


 **Klarion and Teekl:** Klarion can use the Duo Attack ability, but do not modify Klarion's damage value by -1 for the second attack.

#012 Supernova


 **Phantom Zone Projector:** Supernova can use Incapacitate and Phasing/Teleport. When Supernova uses Incapacitate and successfully hits an opposing character, he may either resolve Incapacitate normally or give no action tokens to the target and instead immediately put the target in any starting area 8 or fewer squares from himself.


#014 Batgirl

 **Trained from Birth:** Batgirl can use Flurry and Leap/Climb.


 **Cain's Daughter:** Batgirl can use Combat Reflexes and Willpower.


#018 Red Arrow


 **Fusillade:** Give Red Arrow a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if Red Arrow loses Fusillade before making the second attack, he can't make the second attack.

 **Trick Arrows:** Red Arrow can use Energy Explosion and Smoke Cloud. When he uses Energy Explosion, after resolving the action he can immediately use Smoke Cloud as a free action but the first hindering terrain marker must be placed in the same square as the target of the Energy Explosion attack.


#020 Dr. Sivana


 **Suspendium:** Dr. Sivana can use Incapacitate. When he uses Incapacitate and successfully hits a target, also give an action token to each of up to two additional opposing characters that have zero action tokens and are adjacent to the target.

 **Mad Inventor:** Dr. Sivana can use Barrier, Energy Explosion, Phasing/Teleport, Psychic Blast, Pulse Wave, Quake, Smoke Cloud, and Support. If while using this power, he makes an attack roll that results in a critical miss, deal 1 additional unavoidable damage to Dr. Sivana.


 **World's Wickedest Scientist:** Dr. Sivana can use Mastermind. He can choose to deal the damage to a friendly character that has a higher point value if that character shares a team ability or keyword with Dr. Sivana; damage transferred using World's Wickedest Scientist can not later be dealt to Dr. Sivana.


#021 Rip Hunter

 **Chrononaut:** Rip Hunter can use Perplex, but can target only himself or a friendly character.

 **Time Master:** Rip Hunter can use Outwit and Probability Control. The standard and named powers of Rip Hunter and friendly characters adjacent to him can't be countered.


#022 Dawnstar

 **Tracker:** Dawnstar can use Hypersonic Speed.


 **Quarry:** Before the beginning of the first turn, choose an opposing character; this character is Dawnstar's quarry. Modify by +1 the attack value of Dawnstar and all friendly characters when they are attacking the quarry.

#023 Green Lantern


 **Lantern 2814.1:** Green Lantern can use Energy Explosion and Telekinesis.


 **Lantern's Will:** Green Lantern can use Energy Shield/Deflection, Toughness, and Willpower.


#025 Jack and Ten


 **One-Eyed Jack:** Jack and Ten can use Energy Explosion and Psychic Blast.

#026 Green Arrow


 **Rooftop Archer:** Green Arrow can use Leap/Climb and Running Shot.


 **Emerald Archer:** When Green Arrow makes a ranged combat attack, modify his attack value by +2.

 **Arrow down the Gun Barrel:** Green Arrow can use Incapacitate. When a character marked with one or more action tokens chooses Green Arrow as the target of a ranged attack, Green Arrow can use Shape Change.


 **Hail of Arrows:** Give Green Arrow a ranged combat action to make a ranged combat attack targeting more than one opposing character. Increase the total damage dealt by 1 for each target successfully hit by the attack (total damage is still divided normally among successfully hit targets).

#027 Trickster and Pied Piper




 **Air-Walking Shoes, Joy Buzzers, and Smoke Bombs:** Trickster and Pied Piper can use Leap/Climb, Poison, and Smoke Cloud.


 **Piper:** Trickster and Pied Piper can use Mind Control and Psychic Blast.


#028 Deathstroke

 **Master Tactician:** Deathstroke can use Outwit. Modify Deathstroke's attack value by +1 for each adjacent opposing character. When Deathstroke makes a close combat attack, he can compare the attack roll to the defense value of any number of adjacent opposing characters (minimum 1); the damage dealt by the attack can be divided in any way among the successfully hit targets provided that all damage dealt is divided among them.


#029 Nightwing

 **Dual Membership:** Nightwing can use the Outsiders and Titans team abilities and possesses the  and  team symbols.

 **Fisticuffs:** Nightwing can use Flurry.

 **Acrobat:** Nightwing can use Combat Reflexes, Energy Shield/Deflection, and Leap/Climb.

#030 Blue Beetle

 **BB Gun:** Blue Beetle can use Force Blast and Incapacitate. He can also be given a power action to make a ranged combat attack targeting a single opposing character (ignoring friendly characters for line of fire purposes). If the attack succeeds the target is dealt no damage; instead, roll a d6. The target is knocked back a number of squares equal to the result -2 (minimum 1 square); the target breaks

away automatically, can move through squares adjacent to opposing characters, and can be dealt knock back damage.

✦ **Bwah-ha-ha-hah!:** Blue Beetle can use Perplex. When Blue Beetle is adjacent to a friendly Booster Gold, he can use Outwit.

#031 Mammoth

✦ **Inseparable:** Mammoth can use Super Strength. Modify Mammoth's attack value by +2 if he has a clear line of fire to Shimmer.

✦ **Get Away from My Sister!:** All targets of successful close combat attacks made by Mammoth are knocked back.

#032 Hawk and Dove

☉ **Avatars of Chaos and Order:** Hawk and Dove can use Super Senses and Toughness.

#033 Psimon

✦ **In Your Head:** Psimon can use Outwit and Shape Change.

#034 Lead and Tin

✦ **Teamwork:** When Lead and Tin use the Duo Attack ability, modify their attack value by +1 for the first attack; if the second attack is against a different opposing character than the first attack, do not modify their damage value by -1 for the second attack.

✦ **Tinterference:** Lead and Tin can use Outwit (but only against targets 5 or fewer squares from them) and Shape Change.

#035 Uncle Sam

✦ **Give Me Your Tired, Your Poor:** When Uncle Sam makes a close combat attack, modify his attack value by +1 for each friendly character 4 or fewer squares away to which Uncle Sam can draw a clear line of fire and that is marked with one or more action tokens.

✦ **As Big as My Country:** Uncle Sam has the 🗡️ damage symbol.

#036 Chief

✦ **Dr. Caulder:** The Chief can use Support.

✦ **Manipulate:** The Chief can use Leadership. If Leadership would allow you to add an action to your action total for the turn, you can instead put a Manipulate token on the Chief's character card if there are two or fewer Manipulate tokens on the card. When another friendly character would take pushing damage, you can remove a Manipulate token from the Chief's character card and roll a d6; on a result of 3-6, the character ignores the pushing damage.

☉ **Strategist:** The Chief can use Perplex and Mastermind (he can deal the damage to a friendly character that has a higher point value if that character shares a keyword with the Chief); damage transferred using Strategist may not be later dealt to the Chief.

#037 Kyle Rayner

✦ **Ion:** Kyle Rayner can use the Quintessence team ability.

☉ **Constructs:** Kyle Rayner can use Barrier. Any opposing character adjacent to a barrier terrain marker placed by Kyle Rayner that attempts to move (or would be moved by a power, ability, or effect used by another character) must attempt to break away; this effect ignores powers, abilities and effects that allow a character to break away automatically.

#038 Wonder Girl

✦ **Tie Up:** Wonder Girl can use Incapacitate as if she had a range value of 6. When she uses Incapacitate and successfully hits a target opposing character, you can give an action token to a second opposing character that has zero or one action token that is adjacent to the target, if the attack roll would also hit the second character.

☉ **Bullets and Bracelets:** Wonder Girl can use Toughness. When Wonder Girl is the target of a ranged combat attack, she can use Super Senses.

#039 Harbinger

✦ **You Are Needed:** Harbinger can use Phasing/Teleport. Give Harbinger a power action and choose a friendly character that is 6 or fewer squares from her. Put the chosen character in the square occupied by Harbinger, and then put Harbinger in the square occupied by the chosen character; then deal Harbinger 1 unavoidable damage.

✦ **Crosstime Heralds:** Harbinger has the 🗡️ attack symbol.

#040 Forerunner

✦ **Honor:** Forerunner can use Willpower.

#041 Mary Marvel

✦ **Wisdom of Zerhuti:** Mary Marvel can use Perplex, but she can modify only her own combat values.

#042 Mordru


✦ **Dark Lord:** Mordru can use Barrier, Energy Explosion, Psychic Blast, Pulse Wave, Smoke Cloud, and Telekinesis. Mordru has the 🗡️ damage symbol.


✦ **Lord of Chaos:** Mordru can use Outwit. When Mordru uses Outwit, he can use it normally or choose to counter all powers of a target character 4 or fewer squares away.

#043 Monarch


✦ **Bleed-Jump:** Monarch can use Phasing/Teleport and Running Shot. When Monarch uses Phasing/Teleport, roll a d6 and replace Monarch's speed value with 6 plus the result.

#045 Trigon


 **Doppelganger:** Give Trigon a power action. Put up to three SPECIAL markers in unoccupied squares to which Trigon has line of fire adjacent to opposing characters 8 or fewer squares from him; these are doppelganger tokens. Doppelganger tokens are not characters or terrain, but can be destroyed as if they are blocking terrain. Characters opposing to Trigon must break away from doppelganger tokens. When a character opposing to Trigon occupies a square adjacent to a doppelganger token or tokens and is given a non-free action, deal the character 1 penetrating damage if the character is adjacent to a doppelganger token after the action is resolved. No more than three doppelganger tokens can be on the map at a time. At the end of any non-free action given to Trigon, he can remove any number of doppelganger tokens from the map.


 **Reshape Reality:** Trigon can use Outwit. Once during your turn, Trigon can use Barrier as a free action, but he can place only up to two barrier terrain markers.


#047 Tempest

 **Summon the Elements:** Tempest can use Charge. Clear grounded terrain 3 or fewer squares from Tempest that does not contain objects, terrain markers, or debris tokens is water terrain.


#048 Darkseid


 **Omega Effect:** Before Darkseid makes a ranged combat attack, you can choose any or all of the following options for the attack: 1) Darkseid's range value is halved and his line of fire ignores characters and hindering terrain; 2) Modify Darkseid's damage value by -2; damage from the attack is penetrating damage; 3) Darkseid's damage value is 0 and is locked; if the attack succeeds, put the target in any unoccupied square within Darkseid's range to which he has a clear line of fire.


 **All Will Serve Darkseid!:** Darkseid can use Invulnerability, Mastermind, and Willpower.

 **Master Strategist:** Darkseid can use Outwit and Perplex.


#049 Will Magnus and Platinum


 **Unstable:** (Non-Optional) Will Magnus and Platinum can't be given a non-free action when they are marked with one or more tokens.

 **Particularly Resistant:** Will Magnus and Platinum can use Defend and Toughness. Their defense value can't be modified to a lower value.


 **Roboticist:** Will Magnus and Platinum can use Perplex. When they use Perplex, they can use it normally or modify by +1 or -1 the same combat values (except damage value) of all friendly characters with which they share at least two keywords (all other rules for Perplex apply normally).


#052 Psycho-Pirate

 **I'm Your Best Friend:** When Psycho-Pirate is the target of a successful close combat attack, he ignores the damage dealt unless the attack roll is doubles.


 **Fear... Hate... Loathing...:** Psycho-Pirate can use Perplex, but he can modify combat values only by -2.


#053 Black Adam

 **Wisdom of Zehuti:** Black Adam can use Perplex, but he can modify only his own combat values.


 **Power of Aton:** Black Adam can use Exploit Weakness and Flurry.


#054 Alex Luthor


 **Earth 154 + Earth 462:** Alex Luthor can use Psychic Blast. Give Alex Luthor a power action to counter the immediate and ongoing effects of a single target battlefield condition until the beginning of your next turn.


 **Manipulator:** Alex Luthor can use Outwit, Perplex, and Shape Change.

#055 Sinestro


 **In Blackest Day:** Sinestro can use Phasing/Teleport and Running Shot.

 **In Brightest Night:** Sinestro can use Energy Explosion, Psychic Blast, and Telekinesis.


 **Let Those Who Try to Stop What's Right:** Sinestro can use Energy Shield/Deflection, Toughness, and Willpower.


 **Sinestro's Might!:** Sinestro can use Energy Explosion and Ranged Combat Expert. When Sinestro uses Energy Explosion, damage dealt is penetrating damage.


#056 Supergirl

 **Superspeed:** Supergirl can use Hypersonic Speed but can make only close combat attacks.


#057 The Flash


 **Have to... Keep... Running...:** The Flash can use Hypersonic Speed. When the Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can't end his movement on blocking terrain.

 **Time to Save the World!:** The Flash can use Pulse Wave as if he had a range value of 8.


 **Nothing to Lose:** The Flash can use Super Senses and Willpower.


#059 The Spectre

 **Ghostly Guardian:** The Spectre can use Charge, Phasing/Teleport, and possesses the Justice Society team ability.

 **Vengeance:** Give the Spectre a power action to make a close combat or ranged combat attack, replacing his damage value with the damage value of his target until the action is resolved; damage from the attack is penetrating damage.

#060 Monitor


 **Moving Pawns on the Board:** The Monitor can use Leadership and Phasing/Teleport. When the Monitor uses Leadership and gets a result of 5-6, he can either use it normally or give an action token to an opposing character that has zero action tokens.


 **Adaptive Strategy:** The Monitor can use Barrier, Energy Explosion, Perplex, and Support.

#061 World's Finest

☆ World's Finest must begin with their base completely in their player's starting area. Their base occupies 4 squares on the map. They can be adjacent to a maximum of 12 squares, and can attack and be attacked through any of them. World's Finest can make ranged attacks against non-adjacent characters when they are adjacent to two or fewer opposing characters.


☆ World's Finest do not take pushing damage.


 **Teamwork:** World's Finest can use Charge and Force Blast. Immediately after World's Finest uses Force Blast to successfully knock back a target, they can use Charge as a free action to attack the target if Charge would allow them to do so.

 **Wallbuster:** World's Finest can use Super Strength. When given a move action, during the move World's Finest can automatically destroy up to 2 squares of blocking terrain or the wall adjoining two squares; they can continue their move, if any, after destroying the wall.


#100 Superman

☆ Superman does not take pushing damage.


 **This Is a Job for Superman!:** Superman can use Charge. When Superman is not holding an object or a character, do not halve his speed value when he uses Charge. Superman may not pick up objects or characters when using Charge.


 **Leading the Attack:** Once, at the beginning of your turn, if Superman is adjacent to an opposing character, he can make a close combat attack as a free action, but he can't attack that character again during that turn. If Superman causes a target opposing character to take damage, until the end of the turn all friendly characters attacking that target have their attack values modified by +1 for each 100 points (or fraction thereof) of the target's point value.

#101 Wally West


 **Human Tornado:** Once per turn, Wally West can use Force Blast as a free action.


#102 Donna Troy

 **Purple Ray:** Donna Troy can use Support, but can treat friendly characters 3 or fewer squares away as if they are adjacent.


 **Lasso:** Donna Troy can use Incapacitate as if she had a range value of 6. If she successfully hits a target with a ranged combat attack when using Incapacitate, after resolving the action you can put the target in an unoccupied square of clear terrain adjacent to and at the same elevation as Donna Troy.


#103 Garth

 **From the Depths:** Garth can use Charge. When Garth occupies water terrain, any line of fire drawn to him is treated as if it crossed blocking terrain.

 **Salvage:** If there is a non-held standard light object anywhere on the map, once per turn when Garth occupies water terrain he can bring in a standard light object from outside the game and pick it up as if picking it up from an adjacent square.


#104 Roy Harper


 **Checkmate:** Roy Harper can use Running Shot and Stealth.

 **Emerald Apprentice:** When Roy Harper makes a ranged combat attack, modify his attack value by +2.


#105 Superman

 **Scorched Air:** Superman can use Charge and Flurry.


 **Kryptonian Strength:** Superman can use Super Strength. Superman can hold two objects at the same time if they are both standard objects; he can only use one object per attack.

 **Restoring Order:** When the result of a successful attack roll made by Superman is doubles, the target is dealt damage normally but not knocked back. Instead, if the target has zero or one action token after the attack has been resolved, give the target an action token.


#200 Batman

 **Relentless:** Batman can use Charge, Leap/Climb, and Running Shot.

#223 Thunderer of Qward


 **Qwa-Bolts:** Thunderer of Qward can use Energy Explosion. When Thunderer of Qward is given a ranged combat action, you can choose one of the following options: 1) Modify Thunderer of Qward's range value by his current unmodified damage value; or 2) damage from the attack is penetrating damage.


#224 Shadow Demon

 **The Darkness Is Alive!:** Shadow Demon can use Plasticity, Phasing/Teleport, and Stealth.

#225 Anti-Monitor

☆ The Anti-Monitor can use the Multiattack ability.


 **All the Power at My Command Shall Be Used to Destroy You!:** The Anti-Monitor can use Psychic Blast and Quake; when he uses Quake, do not replace his damage value.


 **I Will Not Die Until You Die With Me!:** Once per turn, the Anti-Monitor can use Exploit Weakness. At the end of the round, if no character opposing to the Anti-Monitor was defeated this round, roll 2d6 and subtract the Anti-Monitor's unmodified damage value, minimum result 1. Heal the Anti-Monitor of damage equal to the result.

#226 Anti-Monitor, Guardian of Fear


☆ The Anti-Monitor, Guardian of Fear can use the Multiattack ability.

 **Guardian:** The Anti-Monitor, Guardian of Fear can use Enhancement, Phasing/Teleport, and the Carry ability.

 **Time to Feed:** The Anti-Monitor, Guardian of Fear can use Pulse Wave, but the area of effect is his range value, his damage value is not replaced, and he does not ignore characters' powers, abilities, or feats. Immediately after the attack is resolved, heal the Anti-Monitor, Guardian of Fear of 1 damage for each opposing character that took damage from the attack (maximum 4 healing).

 **Destined Destructor:** The Anti-Monitor, Guardian of Fear can use Outwit. Give the Anti-Monitor, Guardian of Fear a power action and roll 2d6. Deal penetrating damage equal to the result, divided among opposing characters to which the Anti-Monitor, Guardian of Fear has a clear line of fire; characters can be dealt maximum damage equal to the number of action tokens they have (characters that have no tokens can't be dealt damage). Any undealt damage is ignored.

#B001 Matter-Eater Lad

 **Hungry Loner:** (Non-optional) Matter-Eater Lad can't use the Carry ability.

#B005a Congo Bill


☆ **Congorilla:** At the beginning of your turn, you can flip this token.

#B005b Congorilla


☆ **Congo Bill:** At the beginning of your turn, you can flip this token.


Secret Invasion†

#001 Spider-Man


 **Web-Punch:** Spider-Man can use Flurry. If he makes two successful attacks against the same target using Flurry, instead of dealing damage with the second attack he can instead give an action token to the target if it has zero or one action token.


#002 Moloid

 **Swarm:** When Moloid is given a move action, it can use the Carry ability to carry one or two other Moloids.


 **Overwhelm:** When this Moloid makes an attack against a target opposing character, modify its attack value by +1 for each other Moloid that has made an attack (successful or not) against that target during this turn.


#004 Iron Fist

 **Good Fortune Thunder Kick:** Iron Fist can use Leap/Climb and Flurry.

 **Champion of K'un-Lun:** Iron Fist can use Super Senses and Willpower.



#005 Sharon Carter

 **Agent 13:** Sharon Carter can use Running Shot and Stealth.

 **Ally:** Sharon Carter can use Perplex, but she can modify the combat values of only herself and friendly characters, and she can't modify damage values.



#006a Yellowjacket


☆ Yellowjacket possesses the Avengers team symbol. (He doesn't possess the Skrulls team symbol.)


 **Giant Man:** Yellowjacket possesses the  damage symbol and can use Charge.

#006b Yellowjacket


☆ Yellowjacket possesses the Skrulls team symbol. (He doesn't possess the Avengers team symbol.)

 **Giant Man:** Yellowjacket possesses the  damage symbol and can use Charge.

 **Agent Provocateur:** Yellowjacket can use Outwit and Psychic Blast.


 **Traitor:** Yellowjacket can use Outwit. He can use it normally, or he can choose a team ability possessed by an opposing character 6 or fewer squares away to which he can draw a clear line of fire and counter that team ability on all opposing characters.


#007 Atlantean Warrior

 **Aquatic Invader:** When Atlantean Warrior occupies water terrain, he can use Charge and Stealth. When he occupies water terrain at the beginning of the turn, modify his speed value by +2 until the end of the turn.

#008a Ms. Marvel


☆ Ms. Marvel possesses the Avengers team symbol. (She doesn't possess the Skrulls team symbol.)

 **Kree Genetics:** Ms. Marvel can use Charge and Running Shot.


 **Energy Absorption:** Each time Ms. Marvel is hit by an attack made by an opposing character (even if she takes no damage), put an absorption token on this card. When Ms. Marvel makes an attack, you can modify her damage value by +X, where X is the number of absorption tokens on this card; after the attack is resolved, remove all absorption tokens from this card. At the end of each of your turns or when Ms. Marvel loses Energy Absorption, remove all absorption tokens from this card.

#008b Ms. Marvel


☆ Ms. Marvel possesses the Skrulls team symbol. (She doesn't possess the Avengers team symbol.)


 **Exfiltration:** Ms. Marvel can use Hypersonic Speed, Plasticity, and Stealth.

#009 Gravity


 **Gravity Control:** Gravity can use Incapacitate (as if he had a range of 8), Super Strength, and Telekinesis.

#010 Grey Gargoyle


 **Petrify:** Grey Gargoyle can use Incapacitate. If he successfully hits a target using Incapacitate and the result of the attack roll is doubles, give the target two action tokens if it has zero action tokens.

 **Petrified Protection:** Grey Gargoyle can use Barrier, but can put barrier terrain markers only in unoccupied squares containing objects, hindering terrain, or hindering terrain markers. This use of Barrier doesn't count toward your available actions for the turn.


#011 Arachne

 **Psi-Webs:** Arachne can use Incapacitate as if she had a range of 8.


#012 Gee

 **Gravity Manipulation:** Gee can use Force Blast. After the use of Force Blast is resolved (even if the Force Blast is ignored), Gee can use Incapacitate targeting the same target as a free action.


#014 Mass Master


 **Cloudform:** Mass Master can use Smoke Cloud. When Mass Master is given a move action, after moving he can use Smoke Cloud as a free action but can place hindering terrain markers only in squares he occupied or moved through that turn.

#015 Energizer


 **Matter Absorption:** Once per turn as a free action, Energizer can remove from the game a single adjacent object (including an object held by an adjacent character) or up to two barrier, debris, or hindering terrain markers that are 4 or fewer squares away from her and to which she has a clear line of fire at the time they are removed.

#016 Hercules

 **Wrestler:** Hercules can use Charge, Flurry, and Plasticity.

 **Godlike Strength:** Hercules can use Super Strength. He can hold two objects at the same time if they are both standard objects; he can use only one object per attack.


#017 Human Torch

 **Fireburst:** Human Torch can use Energy Explosion and Pulse Wave.


#018 Clea

 **Dark Disciple:** Clea can use Mind Control and Phasing/Teleport.


#020 Immortus

 **Agent of the Time-Keepers:** Immortus can use Outwit and Probability Control. Probability Control can't be used by opposing characters to which Immortus has a clear line of fire.


#021 Iron Man

 **Extremis:** Iron Man can use Outwit and Perplex. When Iron Man is not using Outwit, he can use Super Senses.


#022 Goliath


 **Throw:** Goliath can choose to knock back the target of any successful close combat attack he makes a number of squares equal to twice the damage dealt to the target.

#023 Hawkeye


 **Focused Training:** Hawkeye can use Perplex, but she can modify only her own combat values.


#024 Spider-Slayer


 **Tracking Systems:** Spider-Slayer can use Leap/Climb and Plasticity. Before the beginning of your first turn, choose an opposing character. When Spider-Slayer is given a move action, immediately after resolving the action it can move again as a free action (with its speed value halved until the end of the action) if it ends the second move adjacent to the chosen character.

 **Smash:** Spider-Slayer can use Flurry.


#028 Attuma


 **Tidal Wave:** Attuma can use Quake and Super Strength. If Attuma uses Quake while occupying water terrain, compare the attack total to adjacent opposing characters normally and to all opposing characters adjacent to (but not occupying) the area of water terrain occupied by Attuma. Characters adjacent to the water terrain are knocked back from Attuma in a direction of Attuma's choice away from him.


 **Waveborne:** When Attuma occupies water terrain, he can use Combat Reflexes and Toughness. When Attuma does not occupy water terrain, he can use Toughness.

 **Undersea Conqueror:** Attuma can use Leadership. He can use it normally, or on a result of 5–6 you can add two actions to your action total for the turn but both of these actions can be given only to friendly characters that possess the Atlantis keyword.


#029 Morbius

 **Gliding Shadow:** Morbius can use Leap/Climb and Stealth.


 **The Hunger:** Morbius can use Steal Energy, but Steal Energy heals Morbius of 1 damage or damage equal to the number of powers possessed by the target of the attack after it takes damage, whichever is greater.

 **Living Vampire:** Morbius can use Toughness and Super Senses, but when using Super Senses evades an attack only on a result of 6.


#030 Punisher


 **Chaingun:** Once per turn when the Punisher succeeds at a ranged combat attack against an opposing target character, after the attack resolves he can immediately make ranged combat attacks against any other opposing characters adjacent to the target to which he can draw a clear line of fire. (Each attack is rolled and deals damage separately). If the result of a successful ranged combat attack roll made by the Punisher is doubles, the damage dealt is penetrating damage.

#031 Mole Man

 **Lord of the Tunnels:** Mole Man can use Stealth and Phasing/Teleport. When Mole Man uses Phasing/Teleport, he can use the Carry ability and must put debris tokens into the squares where he begins and ends his move. Mole Man ignores the effects of debris tokens on movement.

#032a Dum Dum Dugan

 **Dum Dum Dugan** possesses the S.H.I.E.L.D. team symbol. (He doesn't possess the Skrulls team symbol.)

 **Monster Squad:** Modify the attack value of Dum Dum Dugan and all adjacent friendly characters by +1 when they are attacking characters that can use the Great Size ability.

#032b Dum Dum Dugan

☆ **Dum Dum Dugan** possesses the Skrulls team symbol. (He doesn't possess the S.H.I.E.L.D. team symbol.)

☆ **S.W.O.R.D.fall:** Before the beginning of the first round, choose one area of elevated terrain or blocking terrain on the map. Blocking terrain is considered clear terrain until the end of the game. Elevated terrain – and any higher level of elevated terrain completely contained within the selected area – is one lower level of elevation until the end of the game.

👉 **Shifty:** Dum Dum Dugan can use Plasticity and Running Shot.

#033 Dr. Strange

☆ **Eye of Agamotto:** Dr. Strange ignores the effects of characters and hindering terrain (including team abilities that give hindering terrain bonuses) when determining line of fire.

👉 **Winds of Watoomb:** Dr. Strange can use Phasing/Teleport and Quake.

☆ **Wand of Watoomb:** Dr. Strange can use Perplex. When Dr. Strange uses Perplex, you can roll a d6; on a result of 5 or 6, you can modify the target's chosen combat value by up to +2 or -2.

#034 Dr. Octopus

👉 **Tentacles:** Dr. Octopus can use Flurry, Leap/Climb, and Super Strength.

#036 Malice

👉 **You Cannot Stand Against Me:** Once during your turn, Malice can use Force Blast as a free action.

#037 Triton

👉 **Aquatic Scout:** Triton can use Charge. When Triton occupies water terrain, any line of fire drawn to him that crosses any square of that water terrain is treated as though it crosses blocking terrain.

☆ **Aquatic Ambush:** When Triton occupies water terrain at the end of your turn, deal 1 damage to each adjacent opposing character that occupies water terrain and hasn't been attacked by Triton this turn.

#038 Speedball

👉 **Bounce:** Speedball can use Charge and Leap/Climb, and automatically breaks away.

👉 **Speedball Effect:** Once per turn, if Speedball defeats an opposing character or hits an opposing character with doubles, after the attack resolves he can break away automatically, immediately move up to his full speed value, and make one close combat attack against a different opposing character as a free action.

#039 Cloak and Dagger

👉 **Cloak:** Cloak and Dagger can use Phasing/Teleport and Stealth.

👉 **Dagger:** Cloak and Dagger can use Energy Explosion. Damage Cloak and Dagger deal using Energy Explosion is penetrating damage.

#040 Doom

👉 **Away, Gnat:** When the result of the attack roll in a successful attack by Doom is doubles, immediately after the attack resolves you can put the target in any starting area other than the one used by Doom.

👉 **Doom Will Not Be Forgotten:** Doom can use Exploit Weakness and Psychic Blast.

☆ **Powerless:** Doom can use Outwit. When Doom uses Outwit, he can use it normally, or choose to counter all powers or all abilities of a target character 6 or fewer squares away.

#041 Spider-Girl

👉 **Weblines:** Spider-Girl can use Charge, Leap/Climb, and Running Shot.

👉 **Bio-magnetic Field:** Spider-Girl can use Incapacitate. Immediately after the resolution of a successful close combat attack by Spider-Girl, Spider-Girl can use Force Blast against the same target as a free action, but the target can't be dealt knock back damage.

👉 **Spider-Sense:** Spider-Girl can use Combat Reflexes and Super Senses.

#042a Captain Mar-Vell

☆ **Captain Mar-Vell** possesses the S.H.I.E.L.D. team symbol. (He doesn't possess the Skrulls team symbol.)

👉 **Warden:** Captain Mar-Vell can use Super Strength and the Capture ability.

#042b Captain Mar-Vell


☆ **Captain Mar-Vell** possesses the Skrulls team symbol. (He doesn't possess the S.H.I.E.L.D. team symbol.)


#043 Psycho-Man


👉 **Mass Manipulation:** Psycho-Man can use Mind Control as if he had 444.

👉 **Control Box:** Psycho-Man does not take damage based on the point value of his target(s) when he uses Mind Control. Give Psycho-Man a power action and choose one of the following options: 1) Fear. Psycho-Man can use Quake as a free action. 2) Doubt. Choose a target opposing character. Until the beginning of your next turn, the target can't evade attacks, and damage dealt to the target can't be reduced to less than 1. 3) Hate. Choose a target opposing character 6 or fewer squares away to which Psycho-Man has a clear line of fire. Deal 1 damage to each other opposing character adjacent to the target.


#045 Namor

 **Avenging Son:** Namor can use Charge, Flurry, and the Flight ability.


 **Aquatic Rejuvenation:** If Namor occupies water terrain, he can use Regeneration.


 **Undersea Ruler:** Namor can use Leadership. He can use it normally, or on a result of 5–6 you can add two actions to your action total for the turn; both actions must be given to friendly characters that possess the Atlantis keyword.

#047 Adam Warlock


 **Him:** Adam Warlock can use Leadership, Perplex, and Support. When Adam Warlock uses Perplex, he can use it normally, or he can modify any combat value (except damage) of a target character by +2 or –2.


#048a Elektra

 Elektra possesses the Hydra team symbol. (She doesn't possess the Skrulls team symbol.)



 **Assassin:** Elektra can use Charge, Flurry, Leap/Climb, and Stealth.

#048b Elektra


 Elektra possesses the Skrulls team symbol. (She doesn't possess the Hydra team symbol.)


 **Hand of the Skrulls:** Elektra can use Charge and Plasticity.

#049 Ringmaster


 **Top Hat:** When Ringmaster uses Mind Control or Incapacitate, modify his attack value and range value by +2. Ringmaster can use Mind Control as if he possesses , but all targets of successful attacks can be given only move actions.

#051 Nick Fury


 **L.M.D.:** Nick Fury can use Mastermind. When Nick Fury is dealt damage, you may reduce the damage by 2. If you do, after the attack resolves immediately put Nick Fury in an unoccupied square in a corner of the map (or as close to the corner as possible) that does not share an edge with the starting area used by Nick Fury.

 **Spymaster:** Nick Fury can use Leadership, Outwit, and Perplex.


#052 Impossible Man

 **Pest:** The Impossible Man can use Outwit, Probability Control, and Shape Change.


#053 Skrull Emperor


 **Scheme:** Skrull Emperor can use Outwit. He can use it normally, or choose a keyword and counter the same power or ability possessed

by all opposing characters 10 or fewer squares away that possess the chosen keyword.


 **Emperor:** Skrull Emperor can use Enhancement and Leadership. When he uses Leadership, in addition to the normal effects, on a result of 3–6 add an additional action to your action total. Skrull Emperor can use Perplex, but he can target only characters with which he shares a keyword.

#055 Mephisto


 **Dark Bargain:** Mephisto can use Incapacitate. When Mephisto successfully hits a target with Incapacitate, the controller of the target can choose either to give an action token to the target normally, or to roll a d6; on a result of 1–4, deal the target 1 unavoidable damage.

 **Prince of Lies:** Mephisto can use Leadership and Outwit. When Mephisto successfully uses Leadership, only he can be given the extra action.


#058 Power Man and Iron Fist


 **Wallbuster:** Power Man and Iron Fist can use Super Strength. When given a move action, during the move they can automatically destroy up to 2 squares of blocking terrain or the wall adjoining two squares; they can continue their move, if any, after destroying the blocking terrain or the wall.


#059 Sentry


 **Uncertainty:** (non-optional) Roll a d6 at the beginning of your turn. On a result of 3 or 4, Sentry can use Charge until the end of the turn. On a result of 5 or 6, Sentry can use Charge and Hypersonic Speed until the end of the turn.


#061 Super Skrull: Illuminati

 **Infiltrator:** Super-Skrull: Illuminati is a wild card on your turns; on opponent's turns, he can use only the Skrulls team ability.


 **Avenging Fury:** Super-Skrull: Illuminati can use Charge, Flurry, and Plasticity. Once per turn before making a close combat attack roll for Super-Skrull: Illuminati, you can declare that damage from the attack will be penetrating damage.


 **Elastic Entanglements and Black Bolts:** Super-Skrull: Illuminati can use Quake. When Super-Skrull: Illuminati succeeds at an attack, roll a d6. On a result of 4 or 5, if a target of the attack has no action tokens, give the target an action token after the attack is resolved. On a result of 6, damage from the attack is penetrating damage.


 **Iron Defense:** Damage dealt to Super-Skrull: Illuminati is reduced to 1.

 **Strange Magicks:** Super-Skrull: Illuminati can use Perplex. He can use it normally, or he can modify any one of his own combat values by +2 or –2 until the beginning of your next turn.


#099 Susan Richards


 **Invisible:** Any character that is 7 or more squares from Susan Richards can't draw a line of fire to her.


 **Force Fields:** Susan Richards can use Barrier and Invulnerability.

 **To the Negative Zone:** Susan Richards can use Outwit. Modify Susan Richards' damage value by +2 when she makes a ranged combat attack. When making ranged combat attacks, Susan Richards ignores terrain, walls, and opposing characters' Stealth.


#100 Spider-Woman


 **Infiltrator:** Spider-Woman is a wild card on your turns; on opponents' turns, she can use only the Skrulls team ability.


 **Wall-Creeper:** Spider-Woman can use Leap/Climb and Stealth.

 **Agent Provocateur:** Spider-Woman can use Outwit. She can use it normally, or she can counter all standard powers of a chosen type (speed, attack, defense, or damage) of all adjacent opposing characters.


#101 Mr. Fantastic


 **Pliable:** Mr. Fantastic can use Leap/Climb and Plasticity.

 **Ductile:** Mr. Fantastic can use Super Senses and Barrier (as if he had a range of 0). When a Barrier terrain marker placed by Mr. Fantastic is destroyed, roll a d6; on a result of 1, deal 1 damage to Mr. Fantastic.


 **Inventive Genius:** Mr. Fantastic can use Perplex, but he can modify the target's combat values by +2 or -2 if he is targeting himself or another character with which he shares a keyword.


#102 Invisible Woman

 **Invisible:** Any character that is 7 or more squares from the Invisible Woman can't draw a line of fire to her.


 **Force Fields:** Invisible Woman can use Barrier and Invulnerability.


#103 Human Torch


 **Fiery Streak:** Human Torch can use Running Shot. When he does not use the Carry ability while moving, Human Torch does not have to end his movement if he enters a square adjacent to an opposing character.

 **Flame On!:** Human Torch can use Energy Shield/Deflection and Poison. When Human Torch is given a move action or power action, immediately after resolving the action, he can use Smoke Cloud as a free action, but can place hindering terrain only in squares he moved through or occupied this turn.


#104 The Thing


 **It's Clobberin' Time!:** The Thing can use Quake. Give the Thing a power action; he can move up to his speed value and then as a free action either (1) use Quake or (2) make a close combat attack.


 **Yancy Streeter:** The Thing can use Toughness and Willpower.


 **Yer Ever-Lovin' Pal:** At the beginning of your turn, if the Thing is adjacent to one or more friendly characters that have one or more action tokens, roll a d6. On a result of 5 or 6, you can remove an action token from one adjacent friendly character, or two adjacent friendly characters if they and the Thing all possess a single common keyword.

#105 Dr. Doom


 **None Shall Interfere with the Plans of Doom:** Dr. Doom can use Running Shot. Dr. Doom breaks away automatically.

 **Kneel Before Doom!:** Dr. Doom can use Energy Explosion, but if he hits, he instead deals damage equal to his damage value to each hit target of the attack. Characters adjacent to the target are dealt damage normally.


 **Armored Mastermind:** Dr. Doom can use Invulnerability and Mastermind.


 **Lord of Latveria:** Dr. Doom can use Outwit and Perplex. When Dr. Doom uses Outwit, he can use it normally, or you can roll a d6 instead; on a result of 4-6, counter a power possessed by a single target opposing character anywhere on the battlefield.

#107 Doombot 5953


 **Self-Destruct Mechanism:** Doombot 5953 can use Pulse Wave. Immediately after a use of Pulse Wave by Doombot 5953 resolves, deal Doombot 5953 1 unavoidable damage.


#111 Reed Richards

 **When Reed Richards or a friendly character with the Fantastic Four keyword 6 or fewer squares from Reed Richards to which he can draw a clear line of fire makes an attack, treat a result of double 2s or double 3s as double 4s.**

 **Ultimate Nullifier:** Reed Richards can use Outwit. He can use it normally, or he can counter all standard powers and named powers of a target character and roll a d6; on a result of 1, immediately deal Reed Richards 1 unavoidable damage.

#112 Sue Storm

 **Sue Storm and friendly characters with the Fantastic Four keyword 6 or fewer squares from Sue Storm to which she can draw a clear line of fire can use Super Senses if they can't already, but evade attacks only on a result of 6.**

 **Get Away from Him!:** Sue Storm can use Quake. She can use it normally, or she can use it as if she occupied a square occupied by a friendly character 6 or fewer squares away to which Sue Storm can

draw a clear line of fire, ignoring the effects of opposing characters on line of fire.

#113 Johnny Storm

☆ Move actions given to Johnny Storm and friendly characters with the Fantastic Four keyword that are adjacent to Johnny Storm don't count toward your available actions for the turn, and these characters don't take pushing damage from being given move actions.

☞ **Pour It On!:** Johnny Storm can use Energy Explosion. Damage dealt to hit characters that were not targeted is modified by +1.

#114 Benjamin J. Grimm

☆ If damage dealt to Benjamin J. Grimm or a friendly character with the Fantastic Four keyword adjacent to Benjamin J. Grimm is not otherwise reduced, reduce the damage dealt by 1.


#115 Victor Von Doom


☞ **Mind Swap:** Victor Von Doom can use Running Shot and Mind Control (as if he had ☞).

☞ **Unquestioned:** Victor Von Doom can use Mastermind. He can choose to deal the damage to a friendly character that has a higher point value if that character shares a team ability or keyword with Victor Von Doom; damage transferred using Unquestioned can't later be dealt to Victor Von Doom.


Arkham Asylum†

#002 Manhunter


 **Power Battery:** Manhunter can use Steal Energy, but is also healed when its ranged combat attack causes an opposing character to take damage.

 **No Man Escapes the Manhunters!:** Manhunter can use Incapacitate and Outwit. When Manhunter uses Outwit, it can't counter defense powers.


#003 Multiplex


 **Safety in Numbers:** Damage dealt to Multiplex is reduced by 1 if he is adjacent to a friendly Multiplex.

#004 The Question


 **Ask the Question:** Once during your turn, the Question can use Outwit or Perplex. When the Question uses Perplex, she can modify the combat values of only opposing characters.

#005 Floronic Man


 **Wild Plant Growth:** Floronic Man can use Smoke Cloud as if he has a range of 4; when he uses Smoke Cloud, he can place up to 8 hindering terrain markers if all markers are placed 2 or fewer squares from him.

 **In Touch with the Green:** Damage dealt by Floronic Man is increased by 1 if the target of the attack occupies or is adjacent to hindering terrain.


#007 Two-Face


 **Mercy or Murder:** The Coin Decides: Once per turn, before you give an action to Two-Face during your turn, roll a d6. On a result of 1–3, Two-Face can use Incapacitate until the end of the turn; on a 4–6, he can use Psychic Blast until the end of the turn. (Two-Face is not required to be given an action after you make this roll.)

#010 Gorilla Grodd


 **Your Will Is Mine:** Gorilla Grodd can use Leap/Climb and Mind Control (as if he had a range of 8).

#011 The Riddler


 **Riddle Me This:** The Riddler can use Incapacitate once per turn. He can use it normally or as a free action targeting a single opposing character if he has been given and will take no other free actions that turn. When he uses Incapacitate as a free action and successfully hits a target, choose a number from 1 to 6 and roll 2d6. If the chosen number comes up on either die, Incapacitate resolves normally; if the chosen number comes up on both dice, give the target enough action tokens so that it has two action tokens.


 **They'll Never Get This One:** The Riddler can use Outwit and Perplex. When the Riddler uses Perplex, he can only modify a combat value (other than damage) of an opposing character by –2.

#012 Amanda Waller


 **The Wall:** Amanda Waller can use Leadership and Outwit.

#013 Human Bomb


 **Trying to Keep It Under Control...:** Human Bomb can use Energy Explosion and Quake.

 **No... NO!:** When the Human Bomb uses Pulse Wave and targets two or more characters, you can choose not to replace his damage value (using his unmodified damage value for the attack); if you do, after the attack is resolved deal Human Bomb unavoidable damage equal to his unmodified damage value.


#015 Plasmus

 **Burning Touch:** Plasmus can use Poison and Quake.


#016 Batman


 **In Contact with Bruce Wayne:** Batman can use Outwit, but he can counter only standard and named powers. Batman can use Perplex, but he can target only himself.


#019 Lashina

 **Female Fury:** Lashina can use Combat Reflexes and Willpower.


#020 Anarky

 **Boom Tube:** Anarky can use Phasing/Teleport and the Carry ability.

 **Tools of Change:** Anarky can use Quake and Smoke Cloud. After Anarky uses Smoke Cloud, he can be given a move action as a free action.

 **The Essence of Anarchy Is Surprise:** Anarky can use Outwit. Anarky can use Probability Control if before using the power you remove an action token from an opposing character not currently taking an action.

#022 Hitman

 **Guns Blazing:** Give Hitman a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if he loses Guns Blazing before making the second attack, he can't make the second attack.

#023 Wonder Woman

Tie Up: Wonder Woman can use Super Strength and Incapacitate (as if she had a range of 6). When she uses Incapacitate and successfully hits a target opposing character, you can give an action token to a second opposing character that has zero or one action token that is adjacent to the target, if the attack roll would also hit the second character.

Bullets and Bracelets: Wonder Woman can use Invulnerability. When Wonder Woman is the target of a ranged combat attack, she can use Super Senses.

Ambassador: Wonder Woman can use Leadership and Perplex (though she can target only other characters).

#024 Count Vertigo

The Vertigo Effect: Count Vertigo can use Incapacitate. When he successfully hits a target opposing character with Incapacitate, also give an action token to up to two opposing characters that have zero action tokens and are adjacent to the target.

#025 Johnny Sorrow

Subspace Transfer: Johnny Sorrow can use Phasing/Teleport and the Carry ability.

Visage of Sorrow: Johnny Sorrow can use Pulse Wave (as if he had a range of 10); his damage value becomes 2 for the attack.

#026 Nightshade

From the Land of Nightshades: Nightshade can use Smoke Cloud. If an opposing character ends its turn occupying a square containing a hindering terrain marker placed by Nightshade, that character is dealt 2 damage.

#027 Firefly

Flamethrower: Firefly can use Energy Explosion. He can use it normally, or use it as if he possessed only one $\frac{1}{2}$ and after the attack resolves use Smoke Cloud as a free action, but he must put the first hindering terrain marker in the same square that the target occupied at the time of the attack.

#028 Arkillo

Hungry for Battle: Arkillo can use Charge and Flurry.

Outta My Face: Arkillo can use Toughness. Once per turn, Arkillo can use Barrier (as if he had a range of 4) as a free action, but he can place only up to two blocking terrain markers.

#029 Per Degaton

I Will Watch You Die: Per Degaton can use Psychic Blast. Once during your turn, Per Degaton can use Incapacitate as a free action if he has no action tokens.

Time Stealer: Per Degaton can use Outwit and Probability Control.

#030 Amon Sur

Self Preservation: Amon Sur can use Toughness. When Amon Sur takes damage from an attack, if he possesses Self Preservation after the attack resolves you can immediately move him up to half his speed value (he breaks away automatically).

#031 Captain Gordon

Summon the Bat: Give Captain Gordon a power action and choose a target friendly character that is 6 or fewer squares from him and possesses the Batman Ally team ability or the Gotham City keyword (he does not need line of fire to the target). Put the target in an unoccupied square adjacent to Captain Gordon. The target can't be given an action until your next turn.

Cleaning Up Gotham: Captain Gordon can use Enhancement. Give Captain Gordon a power action; he can use Outwit but he can counter only standard and named powers.

#034 Robin

Batline: Robin can use Charge and Leap/Climb. When Robin uses Charge, he ignores the effects of elevated terrain on movement.

Tear Gas Grenade: Robin can use Smoke Cloud. When Robin uses Smoke Cloud, after he places all hindering terrain markers he can immediately use Incapacitate as a free action but can attack only a single opposing character occupying a square containing a hindering terrain marker he placed that turn; ignore the effects of hindering terrain on the attack.

#036 Zoom

ILLMAAAKEYOUBETTTTERRR: Zoom can use Hypersonic Speed. He can use it normally, or instead of making a close combat attack he can use Flurry; Zoom can continue to use the rest of his movement (if any) after using Flurry, but he can't move between making attacks using Flurry.

#037 Element Lad

Transmute: At the beginning of your turn as a free action, Element Lad can choose one of the following options: (1) Destroy up to two adjacent objects or squares of blocking terrain; or (2) one at a time, remove up to six hindering terrain markers, blocking terrain markers, and debris markers (in any combination) 4 or fewer squares from Element Lad to which he has a clear line of fire at the time they are removed; if a debris marker is removed that indicates a wall or area of terrain that was destroyed, it is no longer destroyed.

#038 The Penguin

Trick Umbrellas: The Penguin can use Blades/Claws/Fangs and Smoke Cloud.

✦ **Information Broker:** The Penguin can use Leadership and Outwit.

#039 Cosmic King

👉 **Elemental Backlash:** Cosmic King can use Barrier. When Cosmic King is the target of a successful close combat attack, the attacker is dealt 1 damage after the attack resolves.

#040 Doctor Destiny

👉 **Dream Manipulation:** Doctor Destiny can use Mind Control as if he had 🌀. When he does, he takes no damage due to the point value of a successfully hit target if it had at least one action token when it was hit.

#042 Ventriloquist

👉 **Scarface:** Ventriloquist can use Incapacitate, but his damage value becomes 1 and is locked until the action is resolved instead of dealing no damage.

#043 Calculator

👉 **In Contact with Calculator:** Calculator can use Perplex. He can use it normally, or he can modify the same combat value (except damage) of all friendly characters 6 or fewer squares away by +1 or -1 until the beginning of your next turn.

✦ **Obsessive:** Calculator can use Outwit. When he does, roll 2d6 and subtract the greatest number of characters on the opposing force that possess a common keyword; if the result is 4 or less, at the end of your turn deal Calculator 1 damage.

#044 Yellow Lantern

👉 **Me Go for Ride! Whee!:** Yellow Lantern can use Plasticity and Running Shot.

#045 Circe

👉 **Men Are Pigs:** Circe can use Mind Control, but the damage value of a successfully hit target becomes 2 (if it is greater than 2) until the end of the action; Circe takes a maximum of 1 damage due to the targets' combined point value when using Mind Control.

✦ **Power Beyond Your Wildest Imaginings:** Circe can use Perplex. She can use it normally, or she can target herself and a friendly character 6 or fewer squares away to which she has a clear line of fire and modify the same combat value of the other character and herself by +1.

#047 Ultra-Humanite

👉 **Mental Might:** The Ultra-Humanite can use Mind Control, Outwit, and Psychic Blast.

#048 Bizarro #1

👉 **Me Miss You:** Any attack roll of doubles made by Bizarro (other than double 6s or double 1s) is considered to be double 5s. Attacks made by Bizarro don't deal knock back.

#049 Black Manta

✦ **Pirate:** Black Manta can use Perplex, but he can target only himself or characters that possess the 🌀 or 🌀 speed symbol.

#050 Metron

👉 **The Price of Knowledge:** Metron can use Quake, Psychic Blast, and Pulse Wave. Immediately after the resolution of an action in which Metron uses any of these powers, roll a d6; on a result of 1 or 2, deal Metron 1 unavoidable damage.

✦ **Mobius Chair:** Metron can use Outwit and Probability Control. Once per turn, Metron can use one of the following powers: Leadership, Perplex, or Support.

#051 Mad Hatter

👉 **Hypnotic Hats:** The Mad Hatter can use Mind Control. If he does and successfully attacks only one opposing character, he takes no damage due to the point value of the character. After the Mad Hatter resolves a successful use of Mind Control on a target character, until the end of the turn he and all friendly characters who can use the Batman Enemy team ability can consider that target character (for purposes of the team ability only) an adjacent friendly Batman Enemy team member.

#052 Batgirl

👉 **Trained by the Bat:** Batgirl can use Flurry and Leap/Climb.

#053 The Top

👉 **Whirling Gusts and Mental Centrifuge:** The Top can use Flurry, Force Blast, and Mind Control. When the Top uses Force Blast, roll 2d6 and divide the knock back result among all adjacent opposing characters (maximum 6 to any character).

#054 Despero


👉 **Psionics:** Despero can use Mind Control and Telekinesis.

👉 **Dangerous Game:** Despero can use Psychic Blast. Give Despero a power action and choose a target opposing character 6 or fewer squares from Despero to which he can draw a clear line of fire. Put the target in a square of clear unoccupied terrain 8 or fewer squares from Despero to which he has a clear line of fire.


✦ **Tyrant:** Despero can use Leadership and Outwit.


#055 Sabbac


👉 **Demon's Rage:** Sabbac can use Charge. When he does, he can also use Flurry, but he must target different characters with each attack.

 **Burning Strength:** Sabbac can use Energy Explosion and Super Strength.


#056 The Flash

 **Cosmic Treadmill:** The Flash can use Hypersonic Speed and Phasing/Teleport. When the Flash uses Phasing/Teleport, he can use the Carry ability.


 **Supersonic Punch:** The Flash can use Quake as part of a close combat attack (instead of a close combat action), but targets of the attack are not knocked back.

 **Fastest Man Alive:** The Flash can use Energy Shield/Deflection and Super Senses.


#057 Saturn Queen


 **Mind Squeeze:** Saturn Queen can use Incapacitate. Immediately after the resolution of a use of Incapacitate by Saturn Queen that gives a second action token to a target opposing character, Saturn Queen can use Mind Control targeting that character as a free action.

#058 Chang Tzu


 **Malicious Experiment:** Chang Tzu can use Outwit and Perplex. When Chang Tzu uses Perplex, he can use it normally, or he can modify a combat value by -2.


#060 Superman Prime

 Superman Prime can't use the Carry ability.


 **I'm a Hero!:** Superman Prime can use Charge and Flurry. When he uses Flurry, he deals penetrating damage.




 **Get out of My Way!:** Superman Prime can use Quake and Super Strength.

 **Invincible:** Damage dealt to Superman Prime is reduced to 1.


 **Die, Already!:** Superman Prime can use Close Combat Expert and Ranged Combat Expert.


#061 Clown Prince of Crime


 **The Joker's Wild!** Before the Clown Prince of Crime is placed in your starting area, roll a d6 and turn his dial to the starting line indicated by the result: 1 or 2—Crazy (red starting line), 3 or 4—Lunatic (blue starting line), or 5 or 6—Maniacal (yellow starting line).


 **He's Escaped Again!** The Clown Prince of Crime begins the game with four Arkham Asylum tokens. When the Clown Prince of Crime's dial is turned so that  symbols appear, he is removed from the map and an Arkham Asylum token is given to the player who caused the dial to be turned. If the Clown Prince of Crime's player caused  symbols to appear via pushing damage, the last player to damage him gets the Arkham Asylum token. If you still have at least one Arkham Asylum token at the beginning of your next turn, put the Clown Prince of Crime in your starting area (rolling to determine

which starting line will be used). When the last Arkham Asylum token is given away, remove the Clown Prince of Crime from the game.


 **Collect Your Reward:** At the end of the game, players receive 75 victory points for each Arkham Asylum token they were given. (Victory points are not awarded based on the Clown Prince of Crime's point value.)


 **Last Laugh:** The Clown Prince of Crime can use Charge. Once per turn when the Clown Prince of Crime moves via a power action or move action, he can make a close combat attack against a target opposing character. After the attack resolves, he can continue his move, if any (he breaks away automatically), but he can't attack that target again that turn.

 **Jokerfish:** Once per turn as a free action, the Clown Prince of Crime can put a Jokerfish token (a SPECIAL token) in an unoccupied adjacent square if there are fewer than four Jokerfish tokens on the map. At the beginning of your turn, if an opposing character is in the same square as, or adjacent to, a Jokerfish token, you can deal 1 damage to each opposing character in the same square as, or adjacent to, that Jokerfish token and then remove that token from the game. Remove all Jokerfish tokens from the map if the Clown Prince of Crime is removed from the map via the He's Escaped Again! trait.


 **Killing Joke:** The Clown Prince of Crime can use Outwit and Incapacitate. He can use Incapacitate normally (but only as part of a close combat action), or he can target all adjacent opposing characters; if he does, modify the defense value of the targets by +1 for each opposing character (beyond the first) adjacent to him.


#099 Batman

 **From Among the Gargoyles:** Batman can use Charge and Leap/Climb. When Batman uses Stealth, he considers the rim of elevated terrain to be hindering terrain when he occupies the rim square and a line of fire is being drawn to him.


 **Dark Knight:** Batman can use Flurry and Smoke Cloud. If Batman has no action tokens when he uses Smoke Cloud, he can use it as a free action once this turn.


#100 Batman

 **Cloud of Yellow Bats:** Batman can use Running Shot and Stealth. Once per turn, Batman can use Smoke Cloud as a free action.

 **Yellow Constructs:** Batman can use Barrier, Incapacitate, and Super Strength.

#101 Crispus Allen

 **Vengeance Comes:** Crispus Allen can use Phasing/Teleport and Plasticity.

 **Your Powers Will Not Save You:** Crispus Allen can use Outwit. He can use it normally, or he can counter all standard and named powers of up to two adjacent opposing characters.

#102 Harvey Dent

✦ **Second Chance:** Harvey Dent can use Outwit and Willpower.

#103 Henchman

☆ **You'll Hafta Wear Some Silly Costumes:** Henchman is a wild card.

✦ **Do Whatever You're Told to Do:** Henchman can use Perplex, but he can modify only his own combat values.

#104 Grodd

👉 **Giant Yellow Paws:** Grodd can use Barrier, Force Blast, and Plasticity. Immediately after Grodd resolves a use of Force Blast against a target opposing character, Grodd can use Barrier as a free action, but he must place blocking terrain markers such that the line of fire from Grodd to the target character is blocked.


👉 **Weaponer's Ring:** Grodd can use Barrier, Ranged Combat Expert, Super Strength, and Telekinesis.


#105 Edward Nigma

🗨️ **A Man Reborn?:** Edward Nigma can use Enhancement and Mastermind. When an action token would be given to a character adjacent to Edward Nigma, you can instead give it to Edward Nigma and roll a d6; on a result of 1, deal 1 unavoidable damage to the adjacent character.


Hammer of Thor†

#002 Kingpin


 **Criminal Mastermind:** Kingpin can use Super Sense and Mastermind. When he uses Mastermind, he can choose to deal damage to an adjacent friendly character with a point value of up to 125 points. This damage can't later be dealt to Kingpin.

 **Hell's Kitchen is Mine:** Kingpin can use Leadership and Outwit.


#003 Hand Ninja

 **From the Shadows:** Once during your turn, if Hand Ninja occupies hindering terrain and has no action tokens, he can make a close combat attack as a free action.


#004 Rock Troll

 **Minion: We Follow the Strongest:** When a friendly character named Ulik is within 8 squares, Rock Troll can use Charge and modifies its attack value by +1.


#006 Pip the Troll

 **Space Gem:** Pip the Troll can use Phasing/Teleport. He can use it normally, or if he is not using the Carry ability, you can instead place him in any square that he has a clear line of fire to that is adjacent to both a friendly character and an opposing character. If you do, he can make a close combat attack as a free action.


#007 Marvel Boy


 **Telepathic Projection:** Marvel Boy can use Mind Control. After a successful attack by Marvel Boy using Mind Control, he can use Incapacitate as a free action targeting the same character.

#008 Phalanx Soldier


 **Phalanx Hive Mind:** When Phalanx Soldier attacks, you can modify its attack value by +1 for each other friendly character named Phalanx Soldier adjacent to it.


#009 Malekith

 **Fruit of the Faerie:** Malekith can use Mind Control. When he does, he ignores hindering and elevated terrain and other characters for line of fire purposes.


 **Lord of the Dark Elves:** Malekith can use Psychic Blast and Pulse Wave. When Malekith uses Pulse Wave, he can choose to use his unmodified damage value and be dealt one unavoidable damage after the action resolves.

#011 Enchantress


 **Enchanting:** Enchantress can use Mind Control. If she does, she takes 1 damage for 200 points of successfully hit targets' combined point value, instead of 150 points.

 **Devotion:** Enchantress can use Mastermind and Toughness.


#012 Valkyrie

 **Minion: Today Is Not That Day:** When a friendly character with both the Asgardian and Deity keywords is within 8 squares, Valkyrie can use Support, and can use the Carry ability, but only to carry friendly characters that have the Asgardian keyword.


#014 Asgardian Warrior

 **Minion: For Asgard!:** When a friendly character with both the Asgardian and Deity keywords is within 8 squares, Asgardian Warrior can use Charge and modifies its attack value by +1.


#015 Fire Demon

 **Minion: March to Ragnarok!:** When a friendly character named Surtur or Ragnarok Surtur is within 8 squares, Fire Demon can use Charge and modifies its attack value by +1.


#016 Thor


 Thor can use Super Strength.

#017 Balder


 **Warrior of Light:** Balder can use Pulse Wave as if he had a range value of 6.


#018 Fandral

 **Warriors Three:** Fandral modifies his attack value by +1 for each friendly character on the map that has the Warriors Three keyword.


 **Fandral the Dashing:** Fandral can use Flurry and Leap/Climb.


#019 Chase Stein

 **Leapfrog:** Chase Stein can use Leap/Climb. Chase Stein can use the Carry ability to carry up to eight friendly characters that must have the Kid, Runaways, or Teen keyword. Chase Stein can carry friendly characters with the Runaways keyword regardless of their attack and speed symbols. Chase Stein's speed value is not modified by the Carry ability.


 **Flame:** Chase Stein can use Energy Explosion as if he had a range of 4.


#021 Ulik

 **Uru Knuckle Bands:** Ulik can use Quake and Super Strength.

 **Strongest of All Rock Trolls:** Damage dealt to Ulik is reduced to 1. This power can't be countered or ignored.

#024 Namora

☆ Namora also has the  speed symbol.

 **Team Player:** When using the Carry ability, Namora can carry two friendly characters if they both share a keyword with her.

✦ **Electroytes to the Rescue:** At the beginning of your turn, if Namora occupies water terrain, roll a d6 as a free action. Heal her of damage equal to half the result.


#025 Star-Lord

♁ **Galactic Marksman:** Give Star-Lord a ranged combat action. If he targets a single opposing character, modify his attack value by +2. If he targets more than one opposing character, modify his damage value by +2.

#026 Pluto

☾ **Soul Syphon:** When a friendly character with 30 or higher point value is KO'd, Pluto may be placed in the square they occupied after any current actions are resolved. If Pluto does, he can immediately use Regeneration as a free action.

#027 Moondragon

🐉 **Dragon of the Moon:** Moondragon has the  damage symbol. Moondragon can use Blades/Claws/Fangs and Psychic Blast.

#030 Owl

🦉 **360 Degree Vision:** Owl can use Perplex, but can only modify defense values.

#031 Ronan the Accuser

✦ **Ruler of the Empire:** All adjacent friendly characters with the Kree keyword modify their attack value by +1.

#032 Daredevil

🦇 **Protector of Hell's Kitchen:** Daredevil can use Leap/Climb and Stealth. Daredevil ignores other characters' Stealth.

#033 Sif

☾ **Odin's Enchantment:** Sif can use Phasing/Teleport. If she does, she can use the Carry ability. Sif's speed value is not modified by the Carry ability.

#034 Hogun

☆ **Warriors Three:** Hogun modifies his attack value by +1 for each friendly character on the map that has the Warriors Three keyword.

🦊 **Hogun the Grim:** Whenever Hogun is given a non-free action, for that action, modify his damage value by +1 for each action token on him at the beginning of that action.

#036 Heimdall

🦅 **Gjallerhorn:** Give Heimdall a power action and choose a target friendly character that has the Asgardian keyword and to which Heimdall has a clear line of fire. Put the target in an unoccupied square adjacent to Heimdall. Any target so placed can't be given an action until your next turn.

✦ **Sight to the Nine Worlds:** Characters using Charge, Running Shot, or Hypersonic Speed deal no damage to Heimdall. Heimdall ignores other characters' Shape Change and Stealth.

#037 Songbird

🐦 **Screaming Mimi:** Songbird can use Running Shot and Force Blast.

✦ **Punch Through!:** Songbird can use Barrier. Each time Songbird places a blocking terrain marker and before she places her next, remove all blocking terrain markers placed by other characters adjacent to the marker she placed.

#038 Venom

☆ Venom can use Leap/Climb.

#039 Destroyer

✦ **Life-Force Possession:** Once during your turn, another friendly character adjacent to Destroyer can be given a power action. If you do, deal that character 1 unavoidable damage, and heal Destroyer of 1 damage and remove 1 action token from Destroyer.

#040 Captain America

🦇 **Deflection Trajectory:** Captain America's line of fire is blocked only by walls and indoor blocking terrain.

#043 Penance

☾ **612 Souls:** Penance can use Force Blast. If he does, he can target all adjacent opposing characters and make a separate roll for each or choose a single target character up to 6 squares away to which he can draw a clear line of fire.

✦ **Pain is My Power:** When Penance takes damage from an attack made by an adjacent opposing character, the attacker takes 2 damage. This is not an attack.


#045 Karolina Dean

🛡️ **Get Behind Me!:** Karolina Dean and friendly characters adjacent to her can use Energy Shield/Deflection if they can't already.


#046 Fenris Wolf

🐺 **Devourer of All That Remains:** Fenris Wolf deals penetrating damage to characters with the Asgardian keyword.


#047 Nico Minoru


 **Staff of One:** Once during each of your turns, you may give Nico Minoru a free action and choose a standard power that you didn't choose during your last turn. Nico can use that power until the beginning of your next turn.


#049 Ultron

 **Transfer Essence:** Ultron can use Mind Control. Ultron takes no damage from Mind Control if his target has the Armor or Robot keyword.


#050 Hela

 **Hand of Glory:** Any doubles rolled for any attack roll made by Hela are a critical hit, even double 1s, which are not a critical miss.


 **From the Depths of Hel:** Hela can use Psychic Blast and Energy Explosion.

 **Touch of Life:** Whenever another friendly character would be KO'd you may roll 2d6. This roll can't be rerolled or modified. On a result of 11 or 12, the character is not defeated; instead roll a d6 and heal that character of damage equal to the result.



#051 Odin

 Odin can use Super Strength.


#052 Venus


 **All You Need Is Love:** Venus can use Incapacitate. She can use it normally, or instead be given a close combat action to use Incapacitate against all adjacent opposing characters.

#053 Seth


 **Snakeform:** (non-optional) Seth has the  damage symbol. Seth uses Battle Fury and Shape Change.

#054 Loki


 **Prince of Lies:** Loki can use Mastermind. When he does, he can treat any friendly character 4 or fewer squares away to which he has a clear line of fire as if it were adjacent.


 **God of Mischief:** Loki can use Outwit and Perplex.


#056 Surtur


 **Expendable Resources:** Once at the beginning of your turn, you may KO any number of friendly characters that have both the Asgardian and Monster keywords. For each character KO'd this way, Surtur can use Exploit Weakness and modifies his damage value by +1 until end of turn.


#057 Thor and Loki

 Thor and Loki can use Invulnerability.


 **Hammer and Glamer:** Thor and Loki can use Running Shot and Shape Change.


 **Brawn and Brains:** Thor and Loki can use Super Strength and Perplex.

 **Might and Mischief:** (non-optional) Thor and Loki uses Battle Fury and can use Exploit Weakness.


 **Destruction and Deceit:** Thor and Loki can use Quake and Outwit.


#058 Gertrude Yorkes and Old Lace

 **Arsenic:** Once per action when an opposing character moves into a square adjacent to Gertrude Yorkes and Old Lace, that character is immediately dealt 1 damage before it can make any attack.


 **Lend a Dino:** After an adjacent friendly character's close combat attack against a single opposing target, if Gertrude Yorkes and Old Lace are also adjacent to that target they can make a close combat attack against that target as a free action.

#059 Volstagg


 **Warriors Three:** Volstagg gets +1 to his attack value for each other friendly character on the map that has the Warriors Three keyword.


 **Volstagg the Enormous:** Volstagg can't be knocked back. Opposing characters adjacent to Volstagg get -1 to their break away roll results.


#060 Kurse


 **Relentless:** Kurse can use Leap/Climb. After he resolves a move action, if Kurse is within 2 squares of an opposing character to which he has a clear line of fire, you can move him adjacent to that character.

#061 Thor's Mighty Chariot


 **Thor's Mighty Chariot** must begin with its base completely in its player's starting area. Its base occupies 4 squares on the map. It can be adjacent to a maximum of 12 squares, and can attack and be attacked through any of them. Thor's Mighty Chariot may make a ranged combat attack against any opposing characters that it has a clear line of fire to. Thor's Mighty Chariot can carry up to two friendly characters when using the Carry ability.

 At the beginning of your turn, as a free action Thor's Mighty Chariot may destroy any walls or blocking terrain adjacent to it.


 **Butting Heads:** Thor's Mighty Chariot can use Force Blast. When it does, the target is dealt knock back damage equal to the number of squares it is knocked back in addition to any other knock back damage.


 **Hooves and Horns:** Thor's Mighty Chariot can use Blades/Claws/Fangs. When it does, it can choose whether to replace its damage value with the result of that roll.

 **Battle Forged:** Thor's Mighty Chariot can use Defend and Impervious.


 **Drag:** Thor's Mighty Chariot automatically breaks away. When Thor's Mighty Chariot is given a move action, you may choose an adjacent opposing character and roll a d6. On a result of 5 or 6, after moving Thor's Mighty Chariot place the chosen character adjacent to it and deal that character 2 damage.


#099 Thorbuster


 **Asgardian Crystal:** Thorbuster can use Toughness. Other characters using Quake, Energy Explosion, or Running Shot deal no damage to Thorbuster.

 **To Fight A God:** Thorbuster can use Exploit Weakness. When Thorbuster attacks a character that has the Asgardian and/or Deity keywords, modify his damage value by +2.


#100 Thor, Frog of Thunder


 **Among the Weeds:** Thor, Frog of Thunder can use Stealth. Lines of fire drawn to Thor, Frog of Thunder are blocked if he occupies water terrain.

 **Leader of the Frog and Alligator Army:** At the beginning of your turn, each opposing character within 6 squares of Thor, Frog of Thunder that is also adjacent to or occupying water terrain is dealt 1 damage.


 **Body of a Frog:** Thor, Frog of Thunder can use Shape Change and Exploit Weakness.

#101 Samantha Parrington


 **Minion: Manipulated by the Gods:** When a friendly character that has the Deity keyword is within 8 squares of Samantha Parrington, actions given to Samantha Parrington do not count toward your available actions for the turn.

 **Turn on Your Allies:** Friendly characters modify their damage values by +1 when they attack opposing characters that possess the same team ability they do.


#103 Gharskygt

 **The Eternal Glory of Asgard:** Gharskygt can use Perplex twice on your turn, but can target only other friendly characters that have the Asgardian keyword, and modify their attack values.


#104 Son of Surtur

 **Fan the Flames:** Once at the beginning of your turn, roll a d6 for each opposing character adjacent to one or more friendly characters named Fire Demon. On a roll of 5 or 6, deal 1 damage to that opposing character.


#105 Thor, The Reigning


 **Odinsleep:** At the beginning of your turn, put a Sleep token on this card. When there are three Sleep tokens on this card, as a free

action you must remove all of them and heal Thor, the Reigning of 5 damage. No action or game effect can cause Thor, the Reigning to move from the square he currently occupies. This power can't be countered or ignored.

 **Mjolnir Returned:** Thor, the Reigning can use the Flight ability and Ranged Combat Expert.


#201 Ragnarok Surtur

 **Inferno:** Ragnarok Surtur can use Poison. Damage dealt this way is penetrating damage.


 **Eternal Flame Ignited:** Give Ragnarok Surtur a power action when he occupies an opponent's starting area. Any other character Ragnarok Surtur can draw a line of fire to is dealt 1 unavoidable damage. If this places a second action token on Ragnarok Surtur, deal him 1 unavoidable damage.

Marvel HeroClix Classics 1†


#1-1 Spider-Man

 **Web-Punch:** Spider-Man can use Flurry. If he makes two successful attacks against the same target using Flurry, instead of dealing damage with the second attack he can instead give an action token to the target if it has zero or one action token.


#1-2 Dr. Octopus


 **Tentacles:** Dr. Octopus can use Flurry, Leap/Climb, and Super Strength.

#1-4 Iron Man


 **Extremis:** Iron Man can use Outwit and Perplex. When Iron Man is not using Outwit, he can use Super Senses.

#1-5 Iron Fist


 **Good Fortune Thunder Kick:** Iron Fist can use Leap/Climb and Flurry.


 **Champion of K'un-Lun:** Iron Fist can use Super Senses and Willpower.


#1-6 Punisher

 **Chaingun:** Once per turn when the Punisher succeeds at a ranged combat attack against an opposing target character, after the attack resolves he can immediately make ranged combat attacks against any other opposing characters adjacent to the target to which he can draw a clear line of fire. (Each attack is rolled and deals damage separately). If the result of a successful ranged combat attack roll made by the Punisher is doubles, the damage dealt is penetrating damage.


#1-7 Mr. Fantastic


 **Pliable:** Mr. Fantastic can use Leap/Climb and Plasticity.

 **Ductile:** Mr. Fantastic can use Super Senses and Barrier (as if he had a range of 0). When a Barrier terrain marker placed by Mr. Fantastic is destroyed, roll a d6; on a result of 1, deal 1 damage to Mr. Fantastic.


 **Inventive Genius:** Mr. Fantastic can use Perplex, but he can modify the target's combat values by +2 or -2 if he is targeting himself or another character with which he shares a keyword.


#1-8 Invisible Woman


 **Invisible:** Any character that is 7 or more squares from the Invisible Woman can't draw a line of fire to her.


 **Force Fields:** Invisible Woman can use Barrier and Invulnerability.

#1-9 Dr. Doom


 **None Shall Interfere with the Plans of Doom:** Dr. Doom can use Running Shot. Dr. Doom breaks away automatically.


 **Kneel Before Doom!:** Dr. Doom can use Energy Explosion, but if he hits, he instead deals damage equal to his damage value to each hit target of the attack. Characters adjacent to the target are dealt damage normally.

 **Armored Mastermind:** Dr. Doom can use Invulnerability and Mastermind.


 **Lord of Latveria:** Dr. Doom can use Outwit and Perplex. When Dr. Doom uses Outwit, he can use it normally, or you can roll a d6 instead; on a result of 4-6, counter a power possessed by a single target opposing character anywhere on the battlefield.


#1-10 Human Torch


 **Fiery Streak:** Human Torch can use Running Shot. When he does not use the Carry ability while moving, Human Torch does not have to end his movement if he enters a square adjacent to an opposing character.

 **Flame On!:** Human Torch can use Energy Shield/Deflection and Poison. When Human Torch is given a move action or power action, immediately after resolving the action, he can use Smoke Cloud as a free action, but can place hindering terrain only in squares he moved through or occupied this turn.


#1-11 The Thing

 **It's Clobberin' Time!:** The Thing can use Quake. Give the Thing a power action; he can move up to his speed value and then as a free action either (1) use Quake or (2) make a close combat attack.

 **Yancy Streeter:** The Thing can use Toughness and Willpower.



 **Yer Ever-Lovin' Pal:** At the beginning of your turn, if the Thing is adjacent to one or more friendly characters that have one or more action tokens, roll a d6. On a result of 5 or 6, you can remove an action token from one adjacent friendly character, or two adjacent friendly characters if they and the Thing all possess a single common keyword.

#1-12 Mole Man



 **Lord of the Tunnels:** Mole Man can use Stealth and Phasing/Teleport. When Mole Man uses Phasing/Teleport, he can use the Carry ability and must put debris tokens into the squares where he begins and ends his move. Mole Man ignores the effects of debris tokens on movement.

The Brave and the Bold†



#001 Bruce Wayne

 Alter Ego: **Batman:** Give Bruce Wayne a power action and replace this character with a  #016 Batman on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement Batman. If replaced, no victory points are awarded for this character and the replacement Batman is considered to be 48 points for all game effects.


#002 Clark Kent

 Alter Ego: **Superman:** Give Clark Kent a power action and replace this character with a  #017 Superman on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement Superman. If replaced, no victory points are awarded for this character and the replacement Superman is considered to be 48 points for all game effects.


#003 Diana Prince

 Alter Ego: **Wonder Woman:** Give Diana Prince a power action and replace this character with a  #018 Wonder Woman on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement Wonder Woman. If replaced, no victory points are awarded for this character and the replacement Wonder Woman is considered to be 32 points for all game effects.



#004 League Assassin

 Minion: **Training from the Elite:** When a friendly character with the League of Assassins keyword and a higher point value is within 8 squares, League Assassin can use Exploit Weakness.


#005 Amazon

 Minion: **Sisters United:** When a friendly character with the Amazon keyword and a higher point value is within 8 squares, Amazon can use Willpower and modifies her attack value by +1.


#006 Checkmate Pawn (White)

 **Battlefield Promotion:** When Checkmate Pawn (White) KO's or critical hits a character, after the action is resolved you may replace this character with a  #007 Checkmate Knight (White) on its starting click. If replaced, existing action tokens from this character are applied to the replacement. Checkmate Knight (White) and victory points are not awarded for this character.



#008 Parademon Grunt

 Minion: **Hordes of Apokolips:** When a friendly character with the Apokolips keyword and a higher point value is within 8 squares, Parademon Grunt modifies its attack and speed values by +1.


#009 The Atom and Hawkman

 **Big Target or Little Target:** (non-optional) The Atom and Hawkman possess Toughness. Before making an attack which would affect The Atom and Hawkman, the attacking player chooses Super Senses or Invulnerability. The Atom and Hawkman use the chosen power instead of Toughness for that attack.



#010 Jason Blood

 Alter Ego: **Etrigan:** Give Jason Blood a power action and replace this character with a  #039 Etrigan on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement Etrigan. If replaced, no victory points are awarded for this character and the replacement Etrigan is considered to be 44 points for all game effects.


#011 League Elite

 **Vital Strike:** If League Elite's damage value is 5 or more when resolving a successful attack, deal 1 penetrating damage to the target after resolving the initial attack.


#013 Checkmate Pawn (Black)

 **Battlefield Promotion:** When Checkmate Pawn (Black) KO's or critical hits a character, after the action is resolved you may replace this character with a  #014 Checkmate Knight (Black) on its starting click. If replaced, existing action tokens from this character are applied to the replacement. Checkmate Knight (Black) and victory points are not awarded for this character.

#015 Parademon Drill Sergeant

 **Darkseid's Motivational Techniques:** (non-optional) When an adjacent friendly character makes an attack, modify that character's damage value by +1 for that attack. If the attack roll misses all targets, deal the attacking character 1 unavoidable damage.

#018 Wonder Woman

 **Lasso Punch:** Give Wonder Woman a power action. Choose a target non-adjacent opposing character within 2 squares of Wonder Woman to whom she has a clear line of fire. Place that character in a square of clear terrain adjacent to its current square and Wonder Woman and then she makes a close combat attack against the target character as a free action.

#019 Talia

☆ **Undercover:** Wild cards can't copy team abilities from Talia.

#020 Damian Wayne

★ **Son of the Bat:** Damian Wayne can use Exploit Weakness and Outwit.

#022 Cave Carson

👉 **The Mighty Mole:** Cave Carson can use Phasing/Teleport. When he does, he can use the Carry ability, and must place debris tokens into the squares where he begins and ends his movement. Cave Carson ignores the effects of debris tokens on movement.

👉 **Cave-In:** When Cave Carson is grounded, he can use Quake, but only if he is adjacent to elevated terrain or he occupies or is adjacent to a square containing a debris token.

#023 Max Mercury

★ **Speedforce Mentor:** Max Mercury can use Perplex, but can only use it to modify another character's speed value by +3.

#024 Mikron O'Jeneus

☆ Mikron O'Jeneus can't carry other characters.

👉 **Unbelievable Weaponry:** Once per game (but not during another action) when Mikron O'Jeneus is adjacent to a non-held object, as a free action remove that object from the game and choose a standard attack power. Mikron O'Jeneus and up to two friendly characters adjacent to Mikron O'Jeneus can use that power until the beginning of your next turn (even if they are no longer adjacent to Mikron O'Jeneus).

#025 Goodness and Mercy

👉 **A Lesson Learned:** Goodness and Mercy can use Exploit Weakness and Willpower.

👉 **No Place for Mercy:** (non-optional) Goodness and Mercy have the 🧠 symbol.

#026 The Sensei

👉 **Assassination as Art Form:** Once per turn if an opposing character is KO'd by another friendly character that shares a keyword with The Sensei, that action does not count against your action total for the turn and remove one action token from The Sensei.

★ **Fault Line:** Give The Sensei a power action and choose the row or column on the map occupied by The Sensei. Destroy all blocking terrain in that row or column as well as any walls that border 2 squares of that row or column. Deal 1 unavoidable damage to The Sensei and 1 damage to all characters that can't use the Flight ability occupying that row or column. Place debris markers as appropriate.

#027 Phillipus

👉 **The Amazon General:** Phillipus can use Probability Control, but can only affect attack rolls. If neither the attacking nor any defending characters for a chosen attack roll possess the Amazon keyword, deal Phillipus 1 unavoidable damage after the attack is resolved.

★ **Superior Strategy:** Phillipus can use Outwit but can only counter defense powers.

#029 Mademoiselle Marie

👉 **Improvise:** Whatever Mademoiselle Marie KOs an opposing character, put an improvise token on her character card if she doesn't have one already. If an attack roll made by her misses, but it is not a critical miss, you may remove an improvise token to automatically hit instead.

#030 "The Parademon"

👉 **Motherbox Detonation:** "The Parademon" can use Pulse Wave as if he had a range value of 10. After that action is resolved, deal him 1 unavoidable damage.

#031 Brainiac

★ **Shrink Ray:** Brainiac can use Incapacitate. If his attack using Incapacitate succeeds, the targeted characters also modifies their speed and damage values by -2 and their defense values by +2 until the beginning of your next turn.

#032 Kryptonite Man

👉 **Superman's Bane:** (non-optional) Characters within 8 squares of Kryptonite Man that possess the Superman Ally team ability or are named "Superman" have Earthbound/Neutralized and damage dealt to them may not be reduced below 1. When these characters are given a non-free action, modify their speed values by -3 for that action.

#033 Metallo

👉 **Kryptonite Core:** Metallo can use Poison and Super Strength.

★ **Malleability:** Metallo can use Blades/Claws/Fangs, Plasticity, and Shape Change.

#034 Ra's al Ghul

☆ When Ra's al Ghul is KO'd, remove him from the map and place him on his character card. At the beginning of your turn, you may heal Ra's al Ghul of 1 damage. After his starting click is revealed, you may place him in any starting area as a free action during your turn. Opponents receive victory points each time Ra's al Ghul is KO'd.

#035 Power Girl

☆ Power Girl can use Super Strength.

★ **Eyes Up Here, Soldier:** Power Girl can use Exploit Weakness, but can't use it on a character that can use Willpower or Indomitable or a character that possesses the Robot keyword.

#036 Martian Manhunter

☆ Martian Manhunter can use Shape Change and Phasing/Teleport.

★ **Telepathic Invisibility:** Once at the beginning of your turn, you may choose close combat attack or ranged combat attack. Martian Manhunter modifies his defense by +3 against the chosen type of attack until the beginning of your next turn.

#037 Extant

👉 **Aged or De-Aged:** Extant can use Incapacitate, but his damage value becomes 1 and is locked until the action is resolved instead of dealing no damage.

🕒 **Time and Space:** Extant can use Super Senses and Energy Shield/Deflection.

★ **Multi-Dimensional Attack:** When a character takes damage from Extant's attack, all other characters on the map with the exact same name take an equal amount of damage.

#038 Inertia


★ **Slow Down:** Opposing characters that are given a non-free action within 6 squares of Inertia replace their speed values with half their unmodified speed value for that action.

#039 Etrigan

👉 **And Hellfire Burn:** Etrigan can use Energy Explosion. When Etrigan uses Energy Explosion, damage dealt is penetrating damage.

★ **Of Rhyme or Reason:** Etrigan can use Perplex and Probability Control.

#040 Lex Luthor and Brainiac

👉 **Summon the Skullship:** Lex Luthor and Brainiac has  and can carry up to 12 adjacent friendly characters.

★ **The Smartest Guys in the Room:** Lex Luthor and Brainiac can use Outwit. Lex Luthor and Brainiac's Superman Enemy team ability ignores this Outwit power.

#041 Talia al Ghul

👉 **Seductress:** Talia al Ghul can use Mind Control. When targeting an opposing character possessing the Batman Ally tam ability or named "Batman," she modifies her attack value by +2 and heals 1 damage instead of taking any damage from Mind Control.

★ **You Can't Hurt the Thing You Love:** Talia al Ghul can use Shape Change and Perplex. When using Perplex, she can only target herself or opposing characters.

#042 Robin

👉 **Leverage:** Robin can use Leap/Climb. Whenever Robin makes a close combat attack against a single opposing character that possesses an unmodified damage value of 3 or more, after the attack is resolved, put the target in any unoccupied square adjacent to Robin.

#043 Kid Zoom

👉 **Timeline Push:** Kid Zoom can use Incapacitate. He can use it normally, or he can use its close combat attack as a free action instead of a close combat attack while using Hypersonic Speed.

★ **Stop!:** (non-optional) Other characters can't use Hypersonic Speed.

#044 Black Flash

👉 **The Slow Lightning:** Black Flash can use Phasing/Teleport. Black Flash modifies his attack value by +2 if the target of his attack has a speed value greater than or equal to Black Flash.

★ **Death Comes Swiftly:** Black Flash can use Poison. When Poison is used, adjacent opposing characters that can use Hypersonic Speed are dealt 2 damage instead.

#045 The Wizard Shazam!

👉 **Confined to the Rock:** (non-optional) The Wizard Shazam! gains Earthbound/Neutralized, and can't be carried or the target of the Telekinesis power (option 1 or 2).

★ **View from Above:** The Wizard Shazam! can use Enhancement and Probability Control. When he uses Probability Control, he may target a character anywhere on the map.

#046 Batman and Green Arrow

☆ Batman and Green Arrow possess the Sharpshooter ability.

👉 **From the Dark Alleys:** Batman and Green Arrow can use Stealth, and ignore other characters' Stealth.

👉 **No Guns... Utility Belts and Trick Arrows:** Batman and Green Arrow can use Incapacitate. If that attack succeeds against any target, they can use Smoke Cloud as a free action for each success.

#047 The Flashes

👉 **Into the Speed Force:** Give The Flashes a power action. Remove all objects and up to 300 points of other characters from the map. Place all removed objects back on the map and then place all removed characters on the map. All placements must be legal. Deal The Flashes 1 unavoidable damage.

👉 **Help from the Future:** The Flashes can use Probability Control.

★ **Around the World in 80 Microseconds:** The Flashes can use Flurry. Before each attack while using Flurry, you may place The Flashes adjacent to any opposing character on the map if their entire base is adjacent to the target character and in clear terrain.

#048 The Flash and Green Lantern

Who's Carrying Who Now?: The Flash and Green Lantern can use Hypersonic Speed and have .

The Brave and the Bold: Give The Flash and Green Lantern a power action. They can use Telekinesis twice as a free action.

Two-Man Justice League: Once during your turn, as a free action you may choose a standard damage power that no other character on your force currently possesses or can use. The Flash and Green Lantern can use that power until the beginning of your next turn.

#049 Superman and The Flash

Keeping Pace: Before any non-free action, you may replace Superman and The Flash's speed value with the highest unmodified speed value among the characters on the map until that action is resolved. Use this ability only if you haven't chosen Superman or The Flash.

And the Winner is...: (non-optional) Once per game, when this power is first revealed, you must choose Superman or The Flash. For all other Special Powers for this character, only use the powers and name of the chosen character this game. This character has . This power can't be countered or ignored.

#049a The Flash

The Flash can use Hypersonic Speed, has , and modifies his speed value by +2.

The Flash can use Super Senses.

The Flash can use Outwit.

#049b Superman

Superman can use Charge, and has .

Superman can use Invulnerability.

Superman can use Enhancement and modifies his damage value by +2.

#050 Fire and Ice

Freeze'r Burn: Fire and Ice can use Barrier, Poison, and Toughness. When this figure uses Poison, it may treat all opposing figures which ended the previous turn adjacent to one of Fire and Ice's blocking terrain markers as adjacent.

#051 Green Lantern and Green Arrow

Must Help... My Sidekick... The Junkie!: Green Lantern and Green Arrow ignore damage dealt by characters using Poison. Friendly characters do not take pushing damage if they can use Poison and are adjacent to Green Lantern and Green Arrow when the pushing damage is applied.

Save More Than the Blue, Orange, and Purple Skins: Whenever Green Lantern and Green Arrow use the Duo Attack

ability for ranged attacks, they can target more than one target with each attack and ignore any damage modifiers from the Duo Attack ability.

Helping the Underprivileged: Adjacent friendly characters of 30 points or less modify their attack values by +1.

#052 Blue Beetle and Booster Gold

Yes, I Guess I'll Carry You: Blue Beetle and Booster Gold can't carry other characters. When they use the Duo Attack ability, they ignore any damage modifiers from the Duo Attack ability.

Super Buddies Forever: Friendly adjacent characters modify their attack values by +1 if they share a keyword with Blue Beetle and Booster Gold or can use the Duo Attack ability.

My Gadget or Yours?: Blue Beetle and Booster Gold can use Energy Shield/Deflection and Toughness.

#053 Harley and Ivy

Toxic Immunity Serum: Harley Quinn and Poison Ivy and friendly characters within 6 squares ignore damage dealt by Poison.

Reclaiming the Land for Nature: Harley Quinn and Poison Ivy can use Poison and Smoke Cloud. When hindering terrain markers placed by Harley Quinn and Poison Ivy are removed at the beginning of your turn, you may destroy one wall or square of blocking terrain adjacent to at least one of the markers.

Ladies' Choice: Harley Quinn and Poison Ivy can use Toughness and Combat Reflexes.

Mayhem – Harley Style: Harley Quinn and Poison Ivy can use Outwit, but after targeting an opposing character, roll a d6. On a result of 1, this power has no effect. On a result of 2-3, counter one power as normal. On a result of 4-6, counter two powers instead.

#054 Mister Miracle and Oberon

No Chains Can Hold Me: Mister Miracle and Oberon can use Charge and Leap/Climb. When they use Charge, they can ignore the effects of hindering terrain and characters on movement and automatically break away.


Prison Break!: Friendly characters within 6 squares ignore opponent's Plasticity and add 2 to their d6 rolls when breaking away.


"Your Head is My Jumping-Off Point!": Friendly adjacent characters can use Telekinesis option 2, but only targeting this character.

#055 Shazam! And Black Adam


Reluctant Team-Up: When you build your force, choose a 140 or 280 point cost. In both cases, each time you reveal your force at the beginning of a game choose the dark green starting line (Shazam!) or the light green starting line (Black Adam). If you chose 140 points, this character has and is KO'd when the first red KO


line is crossed. If you chose 280 points, this character is KO'd when the second red KO line is crossed.

 **Fury enough to Destroy Countries:** Shazam! And Black Adam can use Hypersonic Speed. If he can also use Close Combat Expert or Exploit Weakness, he can use that power as a free action instead of a close combat attack while using Hypersonic Speed.


 **Call Down the Lightning:** Shazam! And Black Adam can use Energy Explosion as if they have a range value of 6; when they do, damage dealt to all hit characters is modified by +1.


#056 Black Hand

 **Drain the Spectrum:** At the beginning of your turn, choose red, orange, yellow, green, light blue, blue, or purple. This turn, opposing characters within 8 squares of Black Hand displaying a power of the chosen color modify their defense values by -2.


 **Avatar of the Black:** Black Hand can use Penetrating/ Psychic Blast. Whenever an opposing character is KO'd within 4 squares of Black Hand, you may heal 1 damage on any one friendly character to whom Black Hand can draw a line of fire.


#057 Martian Manhunter

 **Power Levels Rising:** Whenever an opposing character is KO'd within 4 squares of Martian Manhunter, you may heal Martian Manhunter of 1 damage.


 **Decaying Embrace:** Martian Manhunter can use Plasticity and Phasing/Teleport. Whenever an adjacent opposing character fails a break away roll, deal that character 1 damage after the action is resolved.


#058 Kal-L

 **Power Levels Rising:** Whenever an opposing character is KO'd within 4 squares of Kal-L, you may heal Kal-L of 1 damage.


 **Fending Off Two Supermen:** Kal-L can use Flurry. For each character successfully hit while using Flurry, after the close combat action is resolved Kal-L can use Force Blast as free action targeting that character.


#059 Nekron


 **Terror of a Dark God:** Nekron can use Pulse Wave as if he had a range of 8. After the Pulse Wave action is resolved, each character hit is knocked back 2 squares. This knock back can't be ignored.


 **The Blackest Night:** Whenever an opposing character is KO'd during your turn within 8 squares of Nekron, they are considered KO'd, but do not remove them from the map and heal them of 1 damage. After all current actions have resolved, that character becomes friendly to your force and you may immediately assign them one action as a free action. After this action is resolved, remove that character from the map.

#100 Batman and Catwoman


 **I Already Stole the Real One:** Once at the beginning of the game, after objects are placed, you may remove an object placed by an opponent from the map and place a standard light object in the same square.

 **Double Pounce:** Batman and Catwoman can use Leap/Climb. When Batman and Catwoman are given a move action, after the movement is complete Batman and Catwoman may use the Duo Attack ability as a free action.

 **Summon the Bat or Set the Trap:** Give Batman and Catwoman a power action and choose target character within 6 squares who possesses the Batman Ally or the Batman Enemy Team ability (line of fire is not required). Place the target character in an unoccupied square adjacent to Batman and Catwoman. If the target is friendly, it can't be given an action until your next turn.


 **Romantic Tension:** Batman and Catwoman can use Combat Reflexes and Willpower.


#102 Clark Kent

 **Investigative Reporting:** Give Clark a power action. Choose an opposing character within 6 squares. That character can't use Stealth this turn and their combat values can't be modified this turn.

Blackest Night†

#001 Mera


☆ Mera also has the  Speed Symbol.

 **Red Rage:** Whenever Mera takes damage from an attack targeting her, put one rage counter on this card. Mera modifies her damage value by +1 for each rage counter on this card. If Mera is healed of any damage, remove all rage counters from this card.


#002 Lex Luthor

★ **Orange Greed:** Lex Luthor can use Outwit. If he counters a standard Speed, Attack, or Damage power on an adjacent character that he can't already use, he can use that standard power until the beginning of your next turn.


#003 Scarecrow

 **Yellow Fear:** Scarecrow can use Penetrating/Psychic Blast. All damage dealt by Scarecrow generates knock back equal to the damage taken.


#004 Green Lantern

 **Green Willpower:** Whenever a second action token is placed on Green Lantern, if he would take pushing damage, you may instead heal him of 1 damage.

#005 The Flash

 **Blue Hope:** The Flash can use Perplex, but can only target other friendly characters.

#006 The Atom

 **Indigo Compassion:** The Atom can use Support. When he does, his attack value becomes 12.

Marvel HeroClix Classics 2†

#2-07 Iron Man

✦ **Full Power:** When Iron Man is given a ranged combat action targeting a single character, roll one d6 if the attack succeeds. The result replaces Iron Man's damage value for the attack. After the attack is resolved, Iron Man is dealt 2 unavoidable damage.

Jonah Hex†

#001 Jonah Hex

☆ **Wanted Poster:** At the beginning of the game, choose an opposing character. Jonah Hex modifies his attack value by +2 when attacking the chosen character.


Watchmen†


#001 Rorschach

 **From the Gutters to the Rooftops:** Rorschach can use Leap/Climb and Stealth.

★ **Never Compromise! Never Surrender!:** Rorschach can use Perplex, but he can only modify his own combat values.

#002 Silk Spectre

 **Mom Taught Me Everything:** Silk Spectre can use Charge, Flurry, and Leap/Climb.

 **You're Such An...:** Silk Spectre can make a ranged combat attack as if she had a range value of 6.

#003 Nite Owl

 **Goggles:** Nite Owl ignores other characters' Stealth.


★ **Pocket Laser:** Nite Owl can use Penetrating/Psychic Blast as if he had a range of 8.


#004 Ozymandias

★ **Smartest Man on Earth:** Ozymandias can use Outwit. Ozymandias can use Outwit a second time during your turn, but must be given a power action instead of a free action to use it.

#005 Dr. Manhattan


☆ The powers of Dr. Manhattan can't be countered.

 **Atomic Manipulation:** Dr. Manhattan can use Barrier, Penetrating/Psychic Blast, and Telekinesis.


 **That Didn't Kill Osterman...:** Dr. Manhattan can use Impervious, but on a roll of 3-4, instead of the normal effect, you may choose to reduce the damage dealt to 0 and place Dr. Manhattan in your starting area.

★ **Simultaneous Perception:** Dr. Manhattan can use Probability Control and Super Senses.

#007 Hooded Justice


 **Strongman:** Hooded Justice can use Super Strength, but he can't pick up or hold heavy objects.

#008 Captain Metropolis

 **We Have to Stand Together!:** When Captain Metropolis is adjacent to a friendly character, modify the defense value of Captain Metropolis and all friendly characters adjacent to Captain Metropolis by +1.


★ **Military Experience:** Captain Metropolis can use Enhancement and Leadership.

#009 The Comedian


 **Cleaning Up the Waterfront:** The Comedian can use Charge and Flurry; if the Comedian uses Flurry in the same turn as Charge and targets the same character with both attacks, modify his damage value by -1 for the second attack.

#010 Silk Spectre


 **Beauty and Brawn:** Silk Spectre can use Charge and Leap/Climb.

 **Always Surround Yourself with Good Men:** Silk Spectre can replace her defense value with the unmodified defense value of an adjacent friendly character.

#011 Dr. Manhattan



 **Surrender to Me Personally:** Dr. Manhattan can use Incapacitate. When Dr. Manhattan hits a character while using Incapacitate, he deals the character 1 penetrating damage in addition to the normal effect.


#012 Nite Owl

 **Gliders and Respirators:** Nite Owl can use the Flight and Swim abilities.


#013 Walter Kovacs

☆ **Leave Me Alone!:** Walter Kovacs can use Stealth.


 **Alter Ego: Rorschach:** Give this character a power action and replace this character with a  #001 Rorschach on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for this character and the replacement is considered to be its orange point value for all game effects.

 **I Read the Droppings of the City:** At the beginning of your turn, choose a keyword belonging to an opposing character adjacent to Walter Kovacs. Until the beginning of your next turn, modify the attack value of Walter Kovacs or a character friendly to Walter Kovacs by +1 when they attack a character that possesses the chosen keyword.

#014 Mask-Killer

 **Stalker:** Mask-Killer can use Charge, Flurry, and Stealth; when Mask-Killer makes an attack using Charge but not using Flurry, the damage from the attack is penetrating damage.

#017 Knot Top

 **Switchblade:** Knot Top can use Blades/Claws/Fangs, but when determining damage any result greater than 3 is reduced to 3.

★ **Minion: Mob Mentality:** When a friendly character with the Knot Top keyword and a higher point value is within 8 squares, modify Knot Top's attack value by +1.

#018 Moloch the Mystic

🗨️ **Compelling Command:** Moloch the Mystic can use Leadership; when a friendly character uses an action gained through Moloch the Mystic's Leadership, they can use Willpower until the action is resolved.

#019 Big Figure

★ **Take a Dive for Me:** When Big Figure uses Mastermind, he can deal the damage to an adjacent friendly character with a point value of 100 or less. This damage can't later be dealt to Big Figure.

👉 **This Place is Gonna Explode!:** During your opponent's turn, immediately after a character friendly to Big Figure is defeated, Big Figure or a character friendly to Big Figure can make a close combat attack or a ranged combat attack as a free action.

★ **I Got the Dirt on Everyone:** Once during your turn, Big Figure can use Outwit or Perplex.

#020 Larry and Mike

👉 **You Hold 'Em, I'll Hit 'Em:** When Larry and Mike use the Duo Attack Ability, they may use Probability Control.

★ **Minion: Henchmen:** When a friendly character using the Underworld team ability and a higher point value is within 8 squares, Larry and Mike can use Willpower and modifies their damage value by +1.

#021 The Comedian and Nite Owl

👉 **This is Getting Heavy:** After the resolution of the Duo Attack ability used by The Comedian and Night Owl, roll a d6 and subtract 3 (minimum result 0); place one action token on a number of adjacent opposing characters equal to the result or less. Pushing damage resulting from these tokens is ignored.

#022 Silk Spectre and Dr. Manhattan

👉 **You Will Return to Your Homes:** After the resolution of an attack by Silk Spectre and Dr. Manhattan using the Duo Attack ability, you may place any target successfully hit by the attack in a square of unoccupied terrain up to a number of squares away from Silk Spectre and Dr. Manhattan equal to their speed value.

👉 **Nice of You to Come on Patrol with Me...:** When Silk Spectre and Dr. Manhattan use the Duo Attack ability, do not modify their damage value by -1 for the second attack.

🗨️ **Atomic Fabrication:** Silk Spectre and Dr. Manhattan can use Barrier and Super Senses. Once per turn, they can use Barrier as a free action, but can only place two blocking terrain markers.

#023 Ozymandias and Bubastis

🗨️ **Sacrificial Lynx:** If an attack roll targeting Ozymandias and Bubastis doesn't exceed their defense value by 2 or more, reduce the damage dealt by the attack by 2.





#024 Nite Owl and Rorschach

👉 **We Made a Good Team:** When Nite Owl and Rorschach use the Duo Attack ability, modify their attack value by +1 for each adjacent opposing character; damage from the second attack made using the Duo Attack ability is penetrating damage.

#025 Dr. Manhattan

★ When used as part of a force, Dr. Manhattan can use the Multiattack ability.

👉 **Calm the Crowd:** After resolving any attack made by Dr. Manhattan on a target character, place an action token on all other opposing characters adjacent to the target that have zero action tokens.

👉 **Clear the Skies:** Dr. Manhattan can use Penetrating/Psychic Blast. After Dr. Manhattan uses Penetrating/Psychic Blast, he can immediately use Pulse Wave as a free action. When using Pulse Wave as a free action, the area of effect is Dr. Manhattan's range value, but only characters with any of the following symbols have lines of fire drawn to them: , , , .

🗨️ **Atomic Disassembly:** Dr. Manhattan can use Invulnerability. Once during your turn, you may give Dr. Manhattan a free action and remove all blocking terrain markers and hindering terrain markers from the battlefield and roll a d6. On a result of 1-2, destroy the nearest 3 objects (including objects held by opposing characters and those in squares occupied by characters); on a result of 3-4, the nearest area of elevated terrain becomes grounded terrain until the end of the game; on a result of 5-6, the nearest area of blocking terrain is destroyed.

#026 Jon Osterman: Dr. Manhattan

★ **Get Away, All of You!:** Dr. Manhattan can use the Multiattack ability. (Only use when part of a force.)

Web of Spider-Man†

#001 H.A.M.M.E.R. Agent

✎ Minion: **Chain of Command:** When a friendly character with the H.A.M.M.E.R. keyword and a higher point value is within 8 squares, H.A.M.M.E.R. Agent modifies his attack value by +1. If that character is named Norman Osborn or Iron Patriot, H.A.M.M.E.R. Agent modifies his attack value by an additional +1.

#002 Symbiote

✎ Minion: **Strongest Host Dominates:** When a friendly character named Carnage or Venom is within 8 squares, Symbiote can use Flurry.

#003 Researcher

✎ Minion: **Not an Idea Man:** When a friendly character with the Scientist keyword and a higher point value is within 8 squares, Researcher can use Enhancement, but only to affect characters with the Scientist keyword.

#005 Code: Blue Officer

✎ Minion: **Serve and Protect:** When a friendly character with the Police keyword and a higher point value is within 8 squares, Code: Blue Officer can use Willpower.

#007 Spider-Man

☆ **Spidey Sense:** Spider-Man can use Super Senses, but evades the attack on a result of 4-6.

✎ Web: **Web-Shooters:** Once at the beginning of your turn, if Spider-Man has no action tokens, as a free action he may place a Web special terrain marker in a square occupied by a target opposing character within 6 squares and line of fire.

#008 Peter Parker

✎ Alter Ego: **Spider-Man:** Give this character a power action and replace this character with a 🕸 #007 Spider-Man or a 🕸 #022 Spider-Man on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for this character and the replacement is considered to be its orange point value for all game effects.

#009 Venom

☆ Venom can use Plasticity.

✎ Web: **Web Tendrils:** Venom can use Telekinesis option 1. If he hits, after Telekinesis is resolved he can place a Web special terrain marker in the destination square.

#010 Eddie Brock

✎ Alter Ego: **Venom:** Give this character a power action and replace this character with a 🕸 #009 Venom on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for this character and the replacement is considered to be its orange point value for all game effects.

✎ Alter Ego: **Anti-Venom:** Give this character a power action and replace this character with a 🕸 #025 Anti-Venom on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for this character and the replacement is considered to be its orange point value for all game effects.

#014 Iron Man

✎ **Repulsors Upgraded:** Once during your turn, Iron Man can use Force Blast as a free action.

#017 H.A.M.M.E.R. Elite Operative

✎ Minion: **Upper Chain of Command:** When a friendly character with the H.A.M.M.E.R. keyword named Norman Osborn or Iron Patriot is within 8 squares, H.A.M.M.E.R. Elite Operative can use Stealth and modifies his attack value by +2.

#018 Carnage

✎ **Symbiote Blade:** Whenever Carnage makes a close or ranged combat attack, you may roll a d6. If you do, Carnage's damage value becomes the result and is locked until the attack resolves.

✎ **Massacres Are My Specialty:** Carnage can use Flurry, Plasticity, and Steal Energy.

#019 Chameleon

☆ **Secret-Identity Hunter:** Characters within line of fire can't use Alter Ego powers.

✎ **The Master of Disguise:** Chameleon can use Shape Change, but is successful on a result of 4-6.

#020 Firestar

✎ **Absorb and Re-Channel Radiation:** Whenever Firestar would take damage from Energy Explosion or Pulse Wave, ignore the damage dealt, heal her of 1 damage, and modify her damage value by +1 until end of turn. This power can't be ignored.

#021 Lt. Marcus Stone

☆ **Getting the Job Done Right:** Adjacent friendly characters with the Police keyword modify their attack values by +1.

✦ **Limited Power Drainer:** Lt. Marcus Stone can use Outwit. When he uses Outwit, he can only target a character within 4 squares.

#022 Spider-Man

☆ **Back in Black:** Spider-Man can use Leap/Climb and Stealth.

✦ **Web:** **Web Cocoon:** Spider-Man can use Incapacitate as if he had a range of 6. If he hits, you may place a Web special terrain marker in the target character's square.

#023 Norman Osborn

☆ **Unbalanced:** Once at the beginning of the game roll a d6. On a roll of 3-4, put a sanity token on this card. On a roll of 5-6, you may choose to put a sanity token on this card.

✦ **Alter Ego:** **Patriot or Goblin?:** Give this character a power action. If this card has a sanity token, replace this character with a #039 Iron Patriot. If this card does not have a sanity token, replace this character with a #058 Green Goblin instead. Begin the replacement on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for this character and the replacement is considered to be its orange point value for all game effects.

#024 Ben Reilly

✦ **Alter Ego:** **Scarlet Spider:** Give this character a power action and replace this character with a #040 Scarlet Spider on its orange starting line. Existing action tokens from this character, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for this character and the replacement is considered to be its orange point value for all game effects.

#025 Anti-Venom

✦ **Temporary Forced Cure:** Give Anti-Venom a close combat action. If the target takes damage from this close combat attack, all of its powers are countered until end of turn.

#026 Black Cat

✦ **Bad Luck Powers:** Black Cat can use Probability Control, but she can only use it during an opponent's turn. She can use it on each opponent's turn.

#027 X-23

☆ **Trigger Scent:** At the beginning of the game, choose an opposing character. X-23 modifies her attack value by +2 when attacking that character.

#028 Warpath

✦ **Knife Throw:** Warpath can use Penetrating/Psychic Blast as if he had a range of 6.

#029 Wolfsbane

☆ **Form of the Wolf:** Wolfsbane can use Combat Reflexes and Super Senses.

#030 Mary Jane Watson

✦ **The Greatest Ally of All:** When a friendly character named Peter Parker or Spider-Man is within 8 squares, Mary Jane Watson can use the Spider-Man team ability.

#031 Daken

✦ **Muramasa Decapitation:** Daken can use Blades/Claws/Fangs. If he does, that d6 roll can't be rerolled, and if that roll is 6, the damage dealt is unavoidable damage.

#032 Vector

✦ **Kinetic Control:** Vector can use Telekinesis. Opposing characters within 3 squares may be placed by Vector with Telekinesis as if they were friendly characters. Opposing characters that are placed in this way may be dealt 1 damage after the action resolves.

#035 J. Jonah Jameson

☆ **Spider-Man's a Menace!:** Characters within line of fire possessing the Spider-Man team ability are not wild cards.

#036 Vermin

✦ **Rat Army:** (non-optional) Vermin uses Battle Fury. At the beginning of your turn, you may deal 1 damage to each opposing character that occupies hindering terrain and is within 2 squares of Vermin.

#037 Scorpion

✦ **Tail Whip:** Scorpion can use Quake, but targets all opposing characters within 2 squares unless his line of fire to them is blocked by a wall, blocking terrain, or elevated terrain.

#038 Noh-Varr

☆ **Traitor to All:** During your first turn, you may choose that Noh-Varr loses all keywords this game. If you do, modify his attack value by +1 this game.

✦ **Transforming Gauntlet Gun:** Noh-Varr can use Energy Explosion, Penetrating/Psychic Blast, and Pulse Wave.

#040 Scarlet Spider

✦ **Pounce from Above:** Scarlet Spider can use Leap/Climb. After he resolves a move action, he can make a close combat attack as a free action.

★ **Web: Impact Webbing:** Scarlet Spider can use Energy Explosion as if he had a range of 6. For each character hit, you may place a Web special terrain marker in that character's square.

#041 Cardiac

✍️ **Hang Glider:** Cardiac has the 🦅 speed symbol.

✍️ **Pulse Staff:** Cardiac can use Energy Explosion. Each character that takes damage from this attack is knocked back 2 squares in addition to the damage taken.

#042 Bullseye

★ **I Never Miss:** Characters targeted by Bullseye can't use Shape Change or Super Senses for that attack.

✍️ **Any Object A Weapon:** Bullseye can use Super Strength, but he can't pick up or hold heavy objects. If he hits with an attack using an object, after the attack is resolved, deal 1 penetrating damage to his target.

#043 Wolverine

★ **Continual Healing Factor:** Once at the beginning of your turn, as a free action you may heal Wolverine of 1 damage.

★ **Reluctant but Brutal Leader:** Wolverine can use Leadership. If Wolverine succeeds in his Leadership roll, you may also remove an action token from an adjacent friendly character with the X-Force keyword, then deal that character 1 unavoidable damage.

#044 Rocket Racer

★ **Ain't Nothing Goin' to Stop Me:** Rocket Racer ignores all terrain for movement purposes except indoor walls and indoor blocking terrain.

#045 Solo

✍️ **While Solo Lives, Terror Dies!:** If Solo has no action tokens, you may give him a power action to use Phasing/Teleport, and after the action resolves, he can then make a ranged combat attack as a free action.

#046 Jackal

★ **Clone Madness:** Characters on your force modify their attack values by +2 and their damage values by +1 when attacking an opposing character under 300 points with their exact same name.

✍️ **Clone Master:** If two or more friendly characters adjacent to Jackal have the exact same name as one another, those characters can all use Shape Change if they can't already.

#047 Nightcrawler

★ **Extra-Dimensional Teleportation:** Nightcrawler ignores the effects of terrain and characters on movement.

✍️ **Teleportation Evacuation:** Nightcrawler can use Hypersonic Speed, Stealth, and the Carry ability. When Nightcrawler uses Hypersonic Speed, a target hit by a close combat attack may be placed adjacent to Nightcrawler after the power action resolves.

🗨️ **BAMF!:** Nightcrawler can use Super Senses. Whenever he uses Super Senses to evade an attack, you may immediately move him up to half of his speed value.

#048 X-Ray

★ **Intangible Energy Form:** Ignore all but 1 damage dealt to X-Ray by close combat attacks.

#049 Groot

✍️ **Plant Growth:** Once during your turn as a free action you may heal Groot of 1 damage if he occupies hindering or water terrain.

🌿 **Floral Colossus, Sprout!:** (non-optional) Groot has the 🗨️ damage symbol, a range of 4, and can't be moved.

#050 Red Hulk

✍️ **Major Earthquake:** Give Red Hulk a power action and make a close combat attack targeting each other character (including friendly characters) within 3 squares. Each character hit is dealt damage equal to 4 minus the number of squares it is from Red Hulk. Characters who can use the Flight ability automatically evade this attack.

#051 The Spot

🌀 **Trans-Dimensional Spots:** The Spot can use Flurry and Phasing/Teleport.

✍️ **Out of the... Spots?:** Once per turn, before The Spot is given a close combat action, you may place him in any square within 6 squares and line of fire that's also adjacent to a wall, blocking terrain or is a grounded square adjacent to elevated terrain.

#052 Morlun

★ **Psychic Vampire:** Morlun can use Steal Energy. Whenever Morlun is healed using Steal Energy, you may place a tracking token on the targeted character's character card.

✍️ **Relentless Pursuit:** Give Morlun a power action. You may place him in a square adjacent to an opposing character within his line of fire who has a tracking token, then target that character with a close combat attack as a free action.


#054 Doctor Octopus

★ **Sinister Mastermind:** Adjacent friendly characters possessing the Sinister Syndicate team ability can't have their Speed or Attack powers countered.

✍️ **Four Arms and Four Eyes:** Doctor Octopus can use Perplex four times during your turn, but only to modify his own combat values.


★ **Tentacle Flurry:** Doctor Octopus can use Flurry.

#055 Sandman

 **Sand Smother:** Sandman can use Stealth and Plasticity. Whenever an adjacent opposing character fails to break away, deal that character 1 unavoidable damage after the action resolves.

#056 Mysterio



☆ **Mind-Numbing Gas:** Opposing characters that occupy a square with a hindering terrain marker placed by Mysterio at the beginning or end of an action can't use Indomitable, Super Senses, or Willpower until the end of that turn.


 **The Grand Reveal:** Give Mysterio a power action and choose a friendly character with a single base. Mysterio and the chosen character are placed in each other's squares. Neither character can then be given another action this turn.

#057 Deadpool


☆ **Ridiculous Regeneration:** Whenever Deadpool would be dealt damage from an attack, roll a d6 instead. On a result of 1, he takes that amount of damage plus 1. On a result of 2-3, he takes the normal amount of damage. On a result of 4-5, he takes 1 damage. On a result of 6, he heals 1 damage instead.


#058 Green Goblin

 **Pumpkin Bomb Barrage:** Green Goblin can use Energy Explosion. He can use it normally, or he can use it as if he had  and a range of 4.


 **Goblin Glider:** Green Goblin can use Combat Reflexes and Toughness.

#059 Iron Man/War Machine


☆ **All-Out Assault:** Once per game, give Iron Man/War Machine a double power action. Iron Man/War Machine possess  for this action. They can make up to 4 close and/or ranged combat attacks as free actions. An opposing character may only be targeted once during this action. After resolving this action, Iron Man/War Machine are dealt 1 unavoidable damage.


 **Adaptive Response Armor:** When Iron Man/War Machine uses the Duo Attack ability, they may choose Incapacitate, Penetrating/Psychic Blast, or Ranged Combat Expert and use that instead of one or both ranged combat attacks.

#060 Vapor

 **Gaseous State:** Vapor can use Smoke Cloud. If she does, modify her defense value by +2 until the beginning of your next turn. Whenever a hindering terrain marker placed by her is removed from the map, you may place her in that square.


#061 Spider-Hulk

 **Spider-Smash:** Spider-Hulk can use Leap/Climb. If he ends a move action adjacent to three or more opposing characters, he can use Quake as a free action.

 **Roof Rip:** Give Spider-Hulk a power action if he occupies elevated terrain. All elevated terrain and any higher level of elevated terrain completely contained within the same continuous border as Spider-Hulk becomes hindering terrain of one lower level, and deal each other character occupying an affected square 2 damage.

#062 Doppelganger

☆ **Replace the Spider:** Doppelganger can use Exploit Weakness, but only to target characters named "Spider-Man" or characters possessing the Spider-Man team ability. When he does, the target can't use team abilities and the attack can't be evaded.

 **Twisted Clone:** Doppelganger can use Combat Reflexes and Leap/Climb.


☆ **Minion: Mindless Pawn:** Once per turn, if Doppelganger has exactly one action token, you may give a power action to a friendly character with a higher point value within 8 squares. You may now give Doppelganger one action as a free action.

#063 Bombastic Bag-Man

☆ **Kick Me!:** Whenever Bombastic Bag-Man takes damage from an attack, deal the attacker penetrating damage equal to the damage taken by Bombastic Bag-Man. Bombastic Bag-Man can't be healed except by the Fantastic Four team ability.

#064 Cosmic Spider-Man

☆ **Uni-Vision:** Cosmic Spider-Man's line of fire is never blocked.

 **Psychic Webbing:** Cosmic Spider-Man can use Incapacitate. If he hits, he can use Telekinesis option 1 as a free action targeting one of the characters hit by Incapacitate.

☆ **Enigma Force Blast:** Cosmic Spider-Man can use Force Blast. If he does so, he can then use Ranged Combat Expert as a free action targeting the same character.

#100 Spider-Man

☆ **Web Swing Through the City:** Spider-Man can use Leap/Climb. Once per turn, if Spider-Man has no action tokens, he can be given a move action as a free action if he ends his movement occupying a square of elevated terrain on the rim.


☆ **Web: First Webs:** Spider-Man has a range of 6. If he hits with any attack, you may place a Web special terrain marker in his target's square after the action resolves.

#101 Venom


☆ **Web: Invasive Organic Webbing:** Venom can use Penetrating/Psychic Blast as if he had a range of 6. If he hits, you

may place a Web special terrain marker in his target's square after the action resolves.


#102 Night Nurse


 **Protected Convalescence:** Night Nurse can use Support. After that action resolves, modify her target's defense value by +1 until the beginning of your next turn.

#103 Toxin


 **New Symbiote:** Toxin can use Plasticity and Shape Change.

#104 Daken

 **Smell Through Disguise:** Opposing characters within 6 squares can't use Shape Change.

 **Backstab:** Modify Daken's damage value by +1 for each action token on the target of his attack.

#105 "The Burglar"

 **Ambush the Innocent:** "The Burglar" modifies his attack and damage values by +2 when attacking a character with a lower point cost.

Brightest Day†

#001 Martian Manhunter

☆ **Detective of the Dead:** If an opposing character is KO'd during your turn, Martian Manhunter can use Exploit Weakness, Outwit, and Probability Control until the beginning of your next turn.

#002 Firestorm

☆ **Fight for Control:** At the beginning of your turn, if Firestorm has no action tokens, you may roll a d6. If you roll 1-3, Firestorm can use Penetrating/Psychic Blast. If you roll 4-6, Firestorm can use Perplex. He can use that power until he begins your turn with no action tokens.

✦ **Restructure:** Give Firestorm a power action. You may destroy up to three wall segments and/or squares of blocking terrain within his line of fire.

#003 Deadman

✦ **White Rebirth:** Deadman can use Support and Telekinesis. When he uses Support, his minimum result is 2.

☐ **LIVE!:** Deadman can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

✦ **Summon the White:** Give Deadman a power action. Any number of friendly characters with the Brightest Day and/or White Lantern Corps keywords can be placed adjacent to him, up to the number of adjacent unoccupied squares. Those characters can't be given actions until your next turn.

#004 Hawkgirl

☆ **Master Aerial Combatant:** When Hawkgirl attacks a character who can use the Flight ability, modify her attack and damage values by +1 until the end of your turn.

#005 Captain Boomerang

⦿ **Boomerang's Path:** Give Captain Boomerang a power action and choose up to 6 different squares within line of fire (ignoring characters for this purpose). Each square must be different, adjacent to the previously chosen square, and the first and last squares chosen must be adjacent to this character. Make a ranged attack and compare the result to each opposing character occupying a chosen square. Each character hit this way is dealt 2 damage. This attack does not target.

#006 Aquaman

☆ **The Undead Sea:** Whenever another friendly character with the Atlantis keyword is KO'd, deal 2 damage to each opposing character that dealt damage to that character this turn.

✦ **Tentacle Whip:** When Aquaman occupies water terrain, he has a range of 8 and his line of fire to other characters occupying water terrain is never blocked.

#007 Osiris

☆ **Quest for Black Adam:** Once per game, when Osiris hits with a critical hit that hasn't been re-rolled, after actions resolve, modify his combat values by +1 for the rest of the game.

DC 75th Anniversary†

#001 Easy Company Soldier

★ **Minion: Commanding Officer:** Whenever a friendly character with the Soldier keyword and point value of 50 or higher is within 8 squares, Easy Company Soldier can use Running Shot and modifies his attack value by +1.

#003 Dominator

👉 **Minion: Lower Caste:** Whenever a friendly character named Ruling-Caste Dominator is within 8 squares, Dominator can use Outwit as a power action instead of a free action.

#004 Gorilla City Warrior

★ **Minion: Solovar or Grodd?:** Whenever a friendly character named Solovar is within 8 squares, Gorilla City Warrior can use Incapacitate as if he had a range value of 8 and 🗡️. Whenever a friendly character named Grodd or Gorilla Grodd is within 8 squares, Gorilla City Warrior can use Penetrating/Psychic Blast as if he had a range value of 4.

#005 Deadshot

🕒 **Time to Set-Up the Shot:** If Deadshot has no action tokens and occupies hindering terrain, he can use Ranged Combat Expert and deals penetrating damage with that attack.

#007 Ice

👉 **Freeze in Place:** Ice can use Incapacitate. If she hits with Incapacitate, no game effect can move or place her target away from the square(s) it currently occupies until the beginning of your next turn.

#009 Bart Allen

👉 **A Different Kind of Speedster:** Give Bart Allen a power action and move him up to his speed value. He ignores opposing characters and hindering terrain for movement purposes. He can then make one close combat attack as a free action, and then move him up to the remainder of his speed value. This power can't be countered.

#011 Mr. Terrific

★ **Fair Play:** Each time an action resolves in which an opposing character has used Outwit targeting Mr. Terrific or an adjacent friendly character, Mr. Terrific may use Outwit as a free action, but can't counter any game effect that allows a character to use Outwit.

#012 The Atom

🛡️ **Radiation Absorption:** The Atom can use Energy Shield/Deflection and Toughness.

#014 Beast Boy

★ **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After the action resolves, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for the action are applied to the replacement.

#015 Beast Boy

★ **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After the action resolves, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for the action are applied to the replacement.

#016 Beast Boy

★ **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After the action resolves, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for the action are applied to the replacement.

#017 Sgt. Rock

★ **The Rock of Easy Co.:** Friendly characters under 50 points, with the Soldier keyword, and within 8 squares can use Willpower if they can't already.

#018 Queen Aga'po

👉 **Paralyzing Love:** Queen Aga'po can use Mind Control. If she hits with Mind Control, you may give her target an action token after actions resolve.

★ **Love Never Hurts:** Friendly characters with the Violet Lantern Corps keyword take no damage when using Mind Control to control characters less than 200 total points.

#019 Ruling-Caste Dominator

★ **Planning the Invasion!:** Other friendly characters within 8 squares and with the Cosmic keyword modify their range value by +2.

#021 Warlord

👉 **44 Auto-Mag:** Warlord can make ranged attacks as if he had a range value of 6.

#022 Nightmaster

★ **Mystical Guardian:** Nightmaster deals penetrating damage to characters with the Mystical keyword.

#023 Osiris

☆ **A Brother's Rage:** If a friendly character named Isis has been KO'd this game, modify Osiris's combat values by +1 for the rest of the game.

#024 Detective Chimp

☆ **No One Touches the Monkey:** Detective Chimp can use Leap/Climb and Super Senses.

✦ **Occult Investigator:** Detective Chimp can use Perplex. If he targets another character with the Mystical keyword with Perplex, he can use it normally or modify any combat value by +2 or -2 except damage.

#025 Sargon The Sorcerer

✦ **Illusionary Swap:** Sargon the Sorcerer can use Smoke Cloud. When he does, he may exchange any two heavy or light objects in the game with each other, as long as one of the objects occupies or is being held by a character who occupies the same square as one of the hindering terrain markers he placed. If a chosen object was held, the replaced object is held.

#026 Superboy

✦ **Conflicted Parentage:** At the beginning of your turn, if you haven't already chosen this game, choose Truth or Lies. If you chose Truth, Superboy can use Willpower. If you chose Lies, Superboy can use Exploit Weakness.

#027 Ocean Master

☆ **Son of the Sorcerer:** When Ocean Master occupies water terrain, he can use Probability Control.

✦ **Mystical Linked Trident:** Ocean Master can use Blades/Claws/Fangs when given a close or ranged combat action. When he rolls a d6 for Blades/Claws/Fangs, on a result of 1 or 2, deal him 1 unavoidable damage after actions resolve.

#029 Aquaman

✦ **Sea Life Telepathy:** Aquaman can use Mind Control. If he uses Mind Control targeting a character with the Atlantis keyword, he modifies his attack value by +3 and takes no damage from Mind Control.

✦ **Rise From the Deep:** Give Aquaman a power action. If he occupies water terrain, you may place him in any square of water terrain within his speed value, and then make a close combat attack.

#030 Wonder Woman

✦ **Lasso of Truth:** Whenever Wonder Woman hits a character already possessing two action tokens, all damage dealt to that character this turn is penetrating damage. (Including damage from this attack.)

#031 Batman

✦ **Smoke Cloud Maneuver:** Once at the beginning of your turn, if Batman has no action tokens, he can use Smoke Cloud as a free action until the beginning of his next turn. If he does and places at least 4 hindering terrain markers, he and one friendly character named "Robin" can move up to 2 squares.

✦ **Paracape:** Batman can use the Flight ability.

#033 Isis

☆ **A Sister's Grief:** If a friendly character named Osiris has been KO'd this game, modify Isis's combat values by +1 for the rest of the game.

✦ **Spinning Invocation:** Isis can use Quake with a locked damage value of 3.

#034 Black Alice

✦ **Magical Thievery:** Black Alice can use Outwit. If she counters a standard power on a character with the Mystical keyword that she can't already use, she can use that standard power until the beginning of your next turn.

#035 Ragdoll

☆ **I'm Not the Funny Kind of Clown:** When Ragdoll is adjacent to a friendly character named "The Parademon", modify both their attack values by +1.

✦ **Won't Let Go:** Whenever an opposing character adjacent to Ragdoll is given a move or power action, after actions resolve, you may place Ragdoll in any square adjacent to that character.

#036 Animal Man

☆ **Animal Template:** Once at the beginning of your turn, choose a standard attack power, standard speed power, or combat ability that another character within 8 squares and with the animal keyword can use. Animal Man can use that power or ability until the beginning of your next turn if he can't already.

✦ **Deus Ex Machina:** Once during your turn you may force an opposing character to reroll a roll.

#038 Kyle Rayner

☆ **The Artist:** Once during your turn, if Kyle Rayner has no action tokens, he can use Telekinesis (option 2) as a free action.

#039 Guy Gardner

☆ **The Antagonist:** If Guy Gardner has no action tokens, he can use Close Combat Expert.

#040 Saint Walker

☆ **Instill Hope:** Whenever a friendly character within 6 squares and line of fire makes an attack roll that misses by exactly 1, you may reroll that roll if you haven't already.

★**Charge Up:** Saint Walker can use Perplex. He can use it normally or if he targets a character with the Green Lantern Corps keyword he can modify any combat value by +2 except damage.

#041 Indigo-1

☆**Show Compassion:** Whenever any character on the map under 100 points and without the Robot keyword is healed, increase the healing by 1.

✎**Recharge With Other's Light:** Whenever Indigo-1 is targeted by an opponent's ranged combat attack, remove an action token from her.

#042 Atrocitus

☆**Burn Through Defenses:** When Atrocitus attacks a character that's using Impervious, this turn that character uses Invulnerability instead. When Atrocitus attacks a character that's using Invulnerability, this turn that character uses Toughness instead.

✎**Ever Growing Rage:** Once per turn, whenever Atrocitus hits with an attack, after actions resolve, as a free action he may then move up to 1 square (ignoring characters for movement purposes) and attack an opposing character that he hasn't already attacked this turn.

#043 Larfleeze

☆**Orange Constructs:** Orange Construct objects are objects that can't be picked up and are removed from the game if Larfleeze is KO'd. Whenever Larfleeze is moved, after actions resolve you may move any or all Orange Construct objects an equal amount. Larfleeze considers characters adjacent to or in the same square as an Orange Construct object to be adjacent to Larfleeze for Poison and close combat purposes.

☞**Orange Lackeys:** Whenever Larfleeze would be dealt damage, you may deal up to 3 of the damage to a single adjacent Orange Construct object and then remove it from the map.

★**Summon the Orange Lantern Corps:** Once during your turn, you may give Larfleeze a free action and place an Orange Construct object on the map within 6 squares and line of fire. If there are already two or more of these objects on the map, this is a power action instead.

#044 Mongul

☆**Dimensional Inversion Cube:** Mongul can use Phasing/Teleport. Opposing characters using Phasing/Teleport take 1 unavoidable damage after using it.

✎**Eight Yellow Power Rings:** Mongul can use Penetrating/Psychic Blast and Telekinesis.

★**Fight For Leadership:** Mongul can use Leadership. When rolling a d6 for Leadership, if he rolls a 6, you may remove one action token from any character with the Sinestro Corps keyword. If he rolls a 1,

deal 1 unavoidable damage to any character with the Sinestro Corps keyword.

#045 Scar

☆**Undead Guardian of the Black:** Whenever a friendly character would use Steal Energy to heal, instead heal 1 damage on any character on the map.

★**Book of the Black:** Scar can use Probability Control. Once per turn, Scar can also force an opposing character who rolls a d6 for Regeneration to reroll that roll.

#046 John Stewart

☆**The Architect:** Once during your turn, if John Stewart has no action tokens, he can use Barrier as a free action until the beginning of his next turn, but places only 2 blocking terrain markers.

★**Sturdy Constructs:** John Stewart and adjacent friendly characters can use Energy Shield/Deflection.

#047 Carol Ferris

☆**The Adored:** Once during your turn, if a friendly character named Green Lantern or Hal Jordan is adjacent to her, Carol Ferris can use Support targeting that character, even if that character is adjacent to an opposing character.

★**Conversion Crystal:** Carol Ferris can use Incapacitate. If she uses it and hits a target with a point value less than 100, she can give that target two action tokens instead of one.

#049 Green Lantern

☆**Light the Danger:** Green Lantern ignores Stealth. When a character takes damage from his attack, that character can't use Stealth this turn.

✎**The Green Flame:** Green Lantern can use Incapacitate, Penetrating/Psychic Blast, and Telekinesis.

#050 Superman

☆**Leap Tall Buildings:** Superman can use Leap/Climb. When he uses Leap/Climb, if he began movement on elevated terrain and ends it on grounded terrain, he can then make a close combat attack as a free action.

★**Heroic Inspiration:** Superman can use Leadership. If he rolls a 6, in addition to the normal effects, you may remove an action token from him.

#051 Wonder Woman

☞**Cavalry Charge!:** Wonder Woman can use Charge. When she is given a power action to use Charge, she ignores opposing characters and hindering terrain for movement purposes, and after actions resolve, any number of adjacent opposing characters may be knocked back two squares.

#052 Batman

☆ **Rooftop to Rooftop:** Batman can use Leap/Climb. Once per turn, if Batman has no action tokens, he can be given a move action as a free action if he ends his movement occupying a square of elevated terrain on the rim.

✦ **1 Used Guns...Once:** Batman can make ranged attacks as if he had a range value of 8.

#053 Hal Jordan

☆ **The Aviator:** If Hal Jordan was given a move action this turn, other friendly characters can use the Flight ability this turn if they are within 8 squares of Hal Jordan and within his line of fire.

✦ **One-Man Justice League:** Once during your turn, as a free action you may choose a standard attack power that no other character on your force can use. Hal Jordan can use that power until the beginning of your next turn.

#054 Barry Allen

✦ **Around the World:** Barry Allen can use Flurry. Before each attack while using Flurry, you may place Barry Allen adjacent to an opposing character on the map.

#055 Beast Boy

☆ **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After actions resolve, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for that action are applied to the replacement.

☆ **Tiny Little Arms:** Beast Boy can't use the Carry ability.

✦ **CHOMP!:** Give Beast Boy a close combat action. He can target up to three characters with a single close combat attack and divide the damage between each character hit. When he targets at least two characters in this way, he may reroll his attack roll once.

#056 Doomsday

☆ **The Death of Superman:** At the beginning of the game, choose an opposing character. Doomsday deals penetrating damage to that character this game. If the chosen character is named "Superman" or possesses the Superman Ally team ability, modify Doomsday's damage value by +1 when attacking that character.

✦ **Reactive Adaptation:** Whenever Doomsday is attacked, modify his defense value by +1 for each other time he was attacked this turn.

#057 Bane

☆ **The Breaking of the Bat:** When using Outwit, Bane ignores Stealth. If he uses Outwit to target a character named "Batman" or a character possessing the Batman Ally team ability, he may counter a second power or combat ability possessed by that character.

✦ **Photographic Memory:** Bane can use Outwit. If he uses Outwit targeting the same character he used Outwit to target during your last turn, modify that character's defense value by -1 until the beginning of your next turn.

✦ **Venom Pump:** Once during your turn as a free action, you may choose 1, 2 or 3. Modify Bane's attack and damage values by that amount this turn. At the end of this turn, deal him that much unavoidable damage.

#058 Ares

☆ **Wonder Woman's Bane:** Characters using Charge or Running Shot to attack Ares modify their damage value by -1. If that character is named "Wonder Woman" or possesses the Amazon keyword, modify their damage value by an additional -1.

✦ **Everyone Must Fight:** At the end of each opposing player's turn, deal one penetrating damage to each character that player controls within 4 squares of Ares that didn't make an attack this turn.

#059 Wonder Twins

☆ **Wonder Twin Powers, Activate!:** Once during your turn as a free action, for each Wonder Twin you may choose one form listed below. This character can use the powers and possesses the combat symbols and values associated with those forms until the next time you choose forms.

ZAN

Glacier = Barrier
Waterfall = Phasing/Teleport
Mist = Smoke Cloud
Ice Cage = Incapacitate
Bucket of Water = Once during your turn, if none are on the map, you may place a Bucket of Water special object adjacent to the Wonder Twins as a free action.

JAYNA

Rhino = Charge and Quake
Kangaroo = Flurry and Leap/Climb
Giraffe = 🦒 and a range value of 4
Gorilla = Plasticity and Super Strength
Eagle = 🦅 and Blades/Claws/Fangs


#060 Sinestro

☆ **The Antagonist:** Sinestro can use Perplex, but only to modify a defense value by -2.


✦ **Paralyzing Fear:** Sinestro can use Willpower. Whenever an opposing character takes damage from Sinestro's attack, you may give that character an action token after actions resolve.

#100 Sinestro


✦ **White Sword:** Sinestro can use Blades/Claws/Fangs. When he rolls a d6 for Blades/Claws/Fangs, on a result of 5 or 6, you may heal him of 1 damage after actions resolve.

 **LIVE!:** Sinestro can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


#101 Grodd


 **My Mind is Stronger:** Grodd ignores damage dealt by Penetrating/Psychic Blast, and can't be the target of Telekinesis option 1. Characters taking actions during the resolution of Mind Control can't target Grodd with an attack.

#102 Gleek


 **What's the Monkey Doing Here? I'm So Confused...:** Unless you control a character named "Wonder Twins", at the beginning of each opponent's turn, that opponent may modify a single combat value of any character by +1 or -1 until the end of that turn.

#103 Troia


 **Unfamiliar Energies:** Troia can use Hypersonic Speed, but can only make close combat attacks when using this power.


 **Photonic Tie Up:** Troia can use Energy Explosion. When she uses Energy Explosion, each opposing character who takes damage may be given an action token after actions resolve.

#104 Impulse


 **Speed Force Duplicate:** Impulse can use Shape Change. In addition to the normal effects, if he is the only target of the attack, on a roll of 5 or 6 he may be immediately placed in a square adjacent to the character that targeted him.


#W01 Ice

 **White Freeze:** Ice can use Incapacitate. When she does, after actions resolve, you may roll a d6. On a result of 5 or 6, heal her of 1 damage.


 **LIVE!:** Ice can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


#W02 Bart Allen

 **White Sprint:** Bart Allen can use Hypersonic Speed. When he does, after actions resolve, you may roll a d6. On a result of 5 or 6, heal him of 1 damage.


 **LIVE!:** Bart Allen can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


#W03 Donna Troy


 **LIVE!:** Donna Troy can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

 **White Prophecy:** Donna Troy can use Probability Control. When she does, if one or more of the dice in the final roll is a 6, heal her of 1 damage after actions resolve.


#W04 Hal Jordan


 **Uniter of All Corps:** When you build your force, you may choose a keyword with "Lantern" in the name, or Indigo Tribe or Sinestro Corps. Hal Jordan possesses that keyword this game in addition to his other keywords.


 **LIVE!:** Hal Jordan can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

 **Leader of the White Lanterns:** Hal Jordan can use Leadership. When he rolls a d6 for Leadership, on a result of 5 or 6, you may heal him of 1 damage after actions resolve.


#W05 Animal Man


 **Connected to All Life Now:** At the beginning of your turn, you may choose a standard power and/or a combat ability possessed by a single friendly character within 8 squares and with a lower point value. Animal Man can use that power and/or that ability until the beginning of your next turn if he can't already.

 **LIVE!:** Animal Man can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


 **White Senses:** Animal Man can use Super Senses. When he rolls a d6 for Super Senses, on a result of 5 or 6, heal him of 1 damage after actions resolve.


#W06 Superman

 **LIVE!:** Superman can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


 **White Invincibility:** Superman can use Impervious. When he rolls a d6 for Impervious, on a result of 5 or 6, heal him of 1 damage after actions resolve.


#W07 Flash

 **LIVE!:** Flash can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


 **White Blur:** Flash can use Shape Change. When he rolls a d6 for Shape Change, on a result of 5 or 6, heal him of 1 damage after actions resolve.


#W08 Wonder Woman

 **White Rush:** Wonder Woman can use Charge. When she is given an action to use Charge, after actions resolve, you may roll a d6. On a result of 5 or 6, heal her of 1 damage.


 **LIVE!** Wonder Woman can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


#W09 Superboy

 **White Blast:** Superboy can use Force Blast. When he rolls a d6 for Force Blast, on a result of 5 or 6, heal him of 1 damage after actions resolve.

 **LIVE!** Superboy can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#W10 Green Arrow

 **White Flight:** Green Arrow can use Running Shot. When he does, after the action is resolved, you may roll a d6. On a result of 5 or 6, heal him of 1 damage.

 **LIVE!** Green Arrow can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

Giant-Size X-Men†

#001 Madrox

☆ **The Multiple Man:** Whenever Madrox takes damage from an opposing character's attack but is not KO'd, roll a d6. On a roll of 5 or 6, you may place a ☒ Madrox or ☒ Jamie Madrox on the same click number on the map adjacent to this character.

✎ **The More the Merrier:** Madrox can use Flurry, but only if another friendly character whose name includes "Madrox" or "Multiple Man" is adjacent to the target of his first attack using Flurry.

#002 Purifier

☆ **Minion: Fanatics:** If a friendly character named William Stryker is within 8 squares, Purifier can use Willpower and modifies Purifier's attack value by +2.

#004 Hellfire Club Guard

☆ **Minion: True Pawns:** If a friendly character of a higher point value with the Hellfire Club keyword is within 8 squares, that character can use Mastermind, if they can't already, but only to deal damage to characters with the Hellfire Club keyword.

#008 Cyclops

☆ **The X-Leader:** Cyclops can use Leadership. When any friendly character uses the X-Men team ability, heal 2 damage instead of 1.

⚡ **Concussive Blast:** Cyclops can use Force Blast. When he uses Force Blast after actions resolve, if his target's defense value is now 16 or less, he deals damage to his target equal to half of his d6 roll for Force Blast.

#009 Wolverine

☆ **Healing Factor:** At the beginning of your turn, you may heal Wolverine of 1 damage.

#010 Beast

☆ **Leaps and Bounds:** Beast can use Leap/Climb and Super Senses.

#012 Cypher

☆ **Crack Enemy Communications:** At the beginning of the game, choose a team ability that an opposing character can use that isn't a Wild Card team ability or a team ability a Wild Card can't use. Friendly characters can use that team ability this game in addition to their other team abilities as long as Cypher is on the map.

#015 Tabitha Smith

☆ **Timebomb:** Give Tabitha Smith a power action and place up to two hindering terrain markers in non-adjacent squares, that aren't blocking terrain, within range and line of fire. At the beginning of

your next turn, remove them from the game and deal 2 damage to each character occupying one of those squares and 1 damage to each other character adjacent to one or more of those squares.

#016 Aaron Stack

✎ **Extendable Body Parts:** Aaron Stack possesses a range value equal to his click number, and 🦿.

#017 Domino

✎ **Lucky Shot:** When she makes a critical hit, Domino increases the damage dealt by 3 instead of 1.

#018 Caliban

☆ **Mutant Tracker:** Caliban can use Charge. If he hits a character possessing the Brotherhood of Mutants or X-Men keyword or team ability with a close combat attack, after actions resolve you may remove an action token from Caliban.

#019 William Stryker

☆ **Mutants are the Enemy:** Characters can't use the Brotherhood of Mutants or X-Men team abilities.

✎ **Playing to the Crowd:** Modify William Stryker's attack value by the number of adjacent characters named "Purifier". If the target of his attack possesses the Brotherhood of Mutants or X-Men keyword or team ability, modify his damage value by the same amount.

#020 Harry Leland

☆ **Mass Increase:** Opposing characters within 4 squares of Harry Leland can't be given actions to use Charge, Running Shot, or Hypersonic Speed and halve their speed values when given a move action.

✎ **Gravitational Focus:** Harry Leland can use Incapacitate as if he had a range value of 4. If he hits with Incapacitate, his target's speed value becomes 1 and is locked until your next turn.

#021 Tarot

☆ **Major Arcana:** Once during your turn, you may roll 2d6 that can't be rerolled. Based on the result, Tarot can use the corresponding power below until she makes this roll again.

2-3 = DEATH. Give Tarot a power action and make a close combat attack targeting each opposing character within 3 squares. Roll a d6 and subtract 1. Each character hit is dealt that much damage.

4-5 = HERMIT. Tarot can use Barrier as if she possessed a range value of 3 and Poison.

6-8 = HIGH PRIESTESS. Tarot can use Defend and Probability Control.

9-10 = FOOL. Tarot can use Leap/Climb and Perplex.

11-12 = DEVIL. Tarot deals penetrating damage. Once, at the beginning of your turn, deal 1 damage to each opposing character within 3 squares.

#022 Cannonball

☆ **Blast Field:** When Cannonball uses Charge or the Move and Attack ability and moves at least 1 square, he can use Impervious until your next turn.

#023 Psylocke

✎ **Psycho-Blast:** Psylocke can use Penetrating/Psychic Blast as if she had a range value of 6.

☆ **Psychic Knife:** Psylocke can use Blades/Claws/Fangs and Exploit Weakness. When she rolls a d6 for Blades/Claws/Fangs, on a result of 1 or 2, give her target an action token in addition to the normal effects.

#024 Gideon

☆ **Wild Genetic Template:** Once during your turn, as a free action you may choose a standard power possessed by another character within 5 squares. Roll a d6. If the number of squares to the character is less than the result, Gideon can use that power and possesses that character's range value until your next turn.

#025 Elixir

☆ **Healing Touch:** Elixir can use Support. When he uses Support and his target is healed, also heal 1 damage on each friendly character adjacent to Elixir that was not the target of Support.



#026 Leech

☆ **Power Negation:** Other characters within 6 squares can't be given power actions.

#027 Siryn

✎ **Sonic Scream:** Siryn can use Pulse Wave. When she uses Pulse Wave and has no action tokens, each character hit also receives an action token.

#028 Elsa Bloodstone

☆ **Monster Hunter:** Elsa Bloodstone deals penetrating damage to characters over 250 points. She modifies her attack value by +2 when attacking characters that possess , , or the Monster keyword.

#030 Rogue

☆ **Power Absorption:** Once during your turn, you may give Rogue a free action and choose an adjacent character and a standard power (other than Outwit or Perplex) that they can use. Until your next turn, Rogue may use the chosen standard power. If Rogue has no action tokens or the chosen character is friendly, deal 1 unavoidable damage to the chosen character.

#031 Angel

☆ **Master Aerialist:** When using the Flight ability, Angel ignores negative modifiers from using the Carry ability, and doesn't halve his speed value when using Charge.

#033 Blob

☆ **The Immovable Object:** Blob can't be knocked back, carried, or placed by Telekinesis.

🛡️ **Layers of Extra Fat:** Blob ignores all but 1 damage dealt to him.

#034 Pyro

☆ **Pyromantic:** All damage dealt by Pyro is penetrating damage.

#035 Mystique

☆ **She Walks Among Us:** Mystique can use Shape Change. When it's not your turn, lines of fire drawn to Mystique are blocked if she's adjacent to an opposing character.

#036 Professor X

☆ **In Contact with Cerebro:** If Professor X is in your starting area, he can draw lines of fire and count range and squares for his Speed, Attack, and Damage powers and the powers those allow him to use from the square of any single friendly character with whom he shares a keyword.


☆ **I've Learned Your Secrets:** Professor X can use Outwit. Once per turn, when he uses Outwit to counter a standard power, he may immediately use Outwit again, but only to counter a power of the same color.

#037 Gatecrasher

☆ **Bounty: Double or Nothing:** Once during the game on your turn as a free action, choose an undefeated opposing character of 50 or more points. At the end of the turn, if the chosen character was KO'd this turn, you may remove an action token from each friendly character that received one this turn. Otherwise, give an additional action token to each of those characters and your characters don't clear this turn.

#038 Iceman

❄️ **Ice Slide:** Iceman can use Leap/Climb. After his move action resolves, you may place up to two hindering terrain markers in clear terrain in squares he moved through or occupied this turn. Remove them at the beginning of your next turn.

✎ **Ice Cage:** Iceman can use Incapacitate. When he uses it and hits, until your next turn, the hit character's speed powers are countered, it gains , and that character must break away for movement purposes.

#039 Lockheed

☆ **Empathic Dragon:** Lockheed can't use the Carry ability. When you reveal your force, choose a friendly character. Lockheed modifies his attack and damage values by +1 while adjacent to that character.

#040 Sabretooth

👉 **Mortal Wound:** (non-optional) When a character takes 3 or more damage from Sabretooth's attack, that character can't heal for the rest of the game even if this power is countered or lost.

🐾 **Animalistic:** Sabretooth can use Combat Reflexes and Super Senses.

#041 Stryfe

☆ **Leader of the Dispossessed:** Stryfe can use Leadership. At the beginning of the game, choose up to 5 friendly characters. Those characters possess the Brotherhood of Mutants team ability as long as Stryfe has not been KO'd and they can't use another team ability.

🛡️ **Armored Commander:** Stryfe can use Mastermind and Toughness.

#042 Predator X

☆ **Track:** At the beginning of the game, choose an opposing character. When Predator X is given a move action and ends his move adjacent to that character, that is a free action instead. That character receives -1 to break away rolls when adjacent to Predator X. If that character is KO'd, choose another opposing character.

☆ **Forced Evolution:** Modify Predator X's attack and defense values by +1 for each other character named Predator X that has been KO'd this game.

#043 Trevor Fitzroy

☆ **Life Force Portals:** When an opposing character takes damage from Trevor Fitzroy's close combat attack, after actions resolve you may place Trevor Fitzroy and up to one adjacent friendly character anywhere on the map as long as they remain adjacent.

#044 Bonebreaker

☆ **Tank Chassis:** Bonebreaker ignores hindering terrain for movement purposes and automatically breaks away.

👉 **Tank Treads:** Bonebreaker can use Running Shot. If he uses Running Shot to move along a straight horizontal or vertical path, he doesn't halve his speed value.

#045 Vulcan

👉 **Omega-Level Energy Absorption:** Modify Vulcan's attack and damage values by +1 for each time he was targeted by a ranged combat attack since your last turn.

👉 **Sway, Darwin, Petra:** Vulcan can use Incapacitate, Perplex and Quake.

#046 Juggernaut

☆ **The Irresistible Force:** Juggernaut ignores hindering terrain for movement purposes, and automatically breaks away.

☆ **Mystical Helmet:** At the beginning of the game, place a Helmet token on this card. While that token is on this card, Juggernaut modifies his defense value by +1 and can't be targeted by Incapacitate, Mind Control, and Penetrating/Psychic Blast. When Juggernaut takes 3 damage from a single attack, remove that token.

👉 **Nothing Can Stop the Juggernaut:** Juggernaut can use Charge and doesn't halve his speed value when using it. When he moves due to his own action along a straight horizontal or vertical path, he ignores all terrain for movement purposes except elevated terrain for that action. After actions resolve, destroy each wall and square of blocking terrain crossed by his path of movement.

#047 Phoenix

☆ **The Phoenix Reborn:** Once per game, when Phoenix would be KO'd, instead heal her to click number 8.

👉 **Phoenix of Resurrection:** Phoenix can use Support. After actions resolve, heal her of damage equal to the damage healed by her use of Support.

#048 Storm

👉 **The Weather Witch:** When Storm occupies a square of outdoor terrain, modify her damage and range values by +1 and she possesses ⚡.

#049 Archangel

☆ **The Fourth Horseman: Death:** Modify Archangel's combat values by +1 until the end of the turn for each opposing character KO'd this turn.

#050 Armor

👉 **I Can Take the Hit:** Armor can use Defend.

#051 Hulk

☆ **The Second Horseman: War:** Modify Hulk's attack value by +1 until the end of the turn for each opposing character who took damage from an attack this turn.

👉 **Here's Your Friend Back:** Give Hulk a close combat action that deals no damage. If it hits a character, place the target in a square adjacent to an opposing character who is within 10 squares and line of fire. Then make a ranged combat attack against that second opposing character, even if that attack would normally be illegal. If this second attack hits, deal both characters 3 penetrating damage.

👉 **Brainwashed:** Friendly characters may target Hulk with Mind Control.

#052 Wolverine

☆ **The Fourth Horseman: Death:** Modify Wolverine's combat values by +1 until the end of the turn for each opposing character KO'd this turn.

📄 **Death Comes Swiftly:** Wolverine can use Charge and Flurry.

☆ **Brainwashed:** Friendly characters may target Wolverine with Mind Control.

#053 Magneto

☆ **Magnetic Field:** Magneto can use Energy Shield/Deflection. When Magneto uses the Carry ability, he can carry up to 4 characters. Modify Magneto's combat values by +1 if he's occupying a square that contains a debris marker.

👉 **Magnetic Mastery:** Give Magneto a power action. Magneto can use Telekinesis twice as a free action. If Magneto uses Telekinesis option 3, increase the damage dealt by 2.

🛡️ **Magnetic Shield:** Magneto can use Toughness. Characters halve their range values when Magneto is one of the targets of their attack.

#054 The Captain

☆ **I'm Probably Not Sober Enough To Pay Attention:** (non-optional) When The Captain is targeted by an opponent's Outwit or Perplex, roll a d6 that can't be rerolled. On a roll of 4-6, he ignores that use of Outwit or Perplex. On a roll of 1, that use of Outwit or Perplex counters all of his powers and combat abilities or modifies all of his combat values, respectively.

#055 Cable/Deadpool

☆ **Four Guns are better than Two... Giant Shoulder Pads! Ha!:** Cable/Deadpool can use the Sharpshooter ability. They can make ranged attacks against nonadjacent targets when they are adjacent to an opposing character.

📄 **I Hope This Is The 'Good' Kind Of Alternate Universe:** Cable/Deadpool can use Phasing/Teleport. When Cable/Deadpool uses Phasing/Teleport, roll a d6 that can't be rerolled. If you roll a 1-3, opposing characters modify their defense values by +1 this turn. If you roll a 4-6, opposing characters modify their defense values by -1 this turn.

👉 **Don't Screw Everything Up Like Usual:** If Cable/Deadpool use Phasing/Teleport when they have no action tokens, after actions resolve they can use the duo attack ability as a free action.

☆ **Choose Me! I'm Way Cooler:** (non-optional) Once per game when this power is first revealed, choose Cable or Deadpool and this character has 📄. If you chose Cable, this character can use Penetrating/Psychic Blast and Telekinesis and modifies his damage value by +2. If you chose Deadpool, this character can use Perplex and Regeneration and modifies his attack value by +2. This power can't be countered.

#056 Colossus/Wolverine

👉 **Fastball Special:** Give Colossus/Wolverine a ranged combat action as if they have a range value of 8. If that attack hits, after actions resolve you may place Colossus/Wolverine adjacent to the target character and then give them a close combat action as a free action, modifying their damage value by +1 for that attack.

🛡️ **Which One'll It Be, Bub?:** At the beginning of your turn, choose one: Heal Colossus/Wolverine of one damage; or Colossus/Wolverine can use Invulnerability until your next turn.

#057 Cyclops/Phoenix

👉 **Slym and Redd:** Give Cyclops/Phoenix a power action. They can then be given up to two free actions to use Force Blast and Telekinesis, once each.

☆ **Rigorous Trainers:** Cyclops/Phoenix can use Leadership and Enhancement. When using Enhancement, the adjacent friendly character also modifies its attack value by +1.

#058 Gambit/Rogue

☆ **Final Kiss:** Once during the game on your turn, as a free action you may choose that Gambit/Rogue can't use the duo attack ability or special powers for the rest of the game. If you do, heal Gambit/Rogue 2 clicks and remove all action tokens from them.

👉 **Sugah and Spice:** Gambit/Rogue can use Force Blast and Penetrating/Psychic Blast. When they use either one, after actions resolve they may use it again as a free action if they take 1 unavoidable damage after that resolves.

☆ **Charming Rogues:** Gambit/Rogue can use Outwit targeting only adjacent characters. If they do and they counter a standard power, Gambit/Rogue can use that countered power until your next turn.

#100 Jamie Madrox

☆ **Worldly Dupes:** When you build your force or when Jamie Madrox is placed on the map, choose one of these keywords: Celebrity, Detective, Martial Artist, Police, Politician, Reporter, Scientist, Soldier, Spy, or Warrior. Jamie Madrox possesses that keyword this game.

#101 Psylocke


👉 **Subtle Manipulation:** Psylocke can use Mind Control and Stealth.

#102 Cable


☆ **Lord Protector of Providence:** Cable can use Barrier, Defend, Leadership, and the Flight ability.

#103 Deadpool

☆ **Also, I'm Un-Inebriatable:** Deadpool ignores Poison and can't be the target of Mind Control or Penetrating/Psychic Blast.


 **New Writer:** At the beginning of the game, choose one: Deadpool can use Ranged Combat Expert and Combat Reflexes or Deadpool can use Close Combat Expert and Energy Shield/Deflection. He can use those powers as long as he can use this special power.

#104 Archangel

 **Razor Wings:** Archangel can use Blades/Claws/Fangs. Archangel can be given a close combat action as a free action instead of a close combat attack while using Hypersonic Speed.

#201 Pestilence

☆ **The First Horseman: Pestilence:** Modify Pestilence's damage value by +1 for each opposing character who took damage from Poison this turn.

 **Plague:** Pestilence can use Poison, and deals penetrating damage while using it.

☆ **Infect:** At the end of your turn, each character that took damage from Poison that turn deals 1 damage to each character adjacent to them and not friendly to you.


#202 War

☆ **The Second Horseman: War:** Modify War's attack value by +1 until the end of the turn for each opposing character who took damage from an attack this turn.


☆ **Fight:** War can use Energy Explosion. When he uses it and hits, a hit character can't be given any actions during its next turn except for close combat actions and ranged combat actions.


#203 Famine


☆ **The Third Horseman: Famine:** Opposing characters with two action tokens modify their defense value by -1.

 **Starve:** At the beginning of your turn, if Famine has no action tokens, you may give Famine a power action. If you do, give an action token to each adjacent opposing character.


#G01 Sentinel Mark II

 **Hunter-Killer:** When Sentinel Mark II KO's a character, after actions resolve remove an action token from it. If the KO'd character possessed the Brotherhood of Mutants or X-Men keyword or team ability, remove all action tokens instead.


 **Instant Adaptation:** Modify Sentinel Mark II's defense value by +1 for each previous attack targeting it this turn.

 **Incinerate:** If Sentinel Mark II rolls doubles with a successful attack roll, the damage dealt by that attack is penetrating and can't be evaded.

#G02 Sentinel Mark V


 **Analyze-Contain:** Sentinel Mark V can use Outwit. Sentinel Mark V can use it normally, or Sentinel Mark V can use it targeting

each opposing character with two action tokens that is within 10 squares and line of fire. You may counter a different power on each character.


 **Frigi-Beam:** Sentinel Mark V can use Incapacitate. When it does and hits, choose one: a hit character can't be moved by any game effect until your next turn; or a hit character receives two action tokens.

#G03 Apocalypse

☆ **The First Mutant:** Apocalypse's powers and combat abilities can't be countered, and he can't be the target of Incapacitate. Apocalypse can use Plasticity and Shape Change.


 **You Appear More Worthy:** Once per game, give Apocalypse a power action and choose two characters: an adjacent opposing character not on its starting line and a friendly character on the map with a point value higher than the opposing character but lower than Apocalypse. The first character becomes friendly to Apocalypse and gains the Horsemen of Apocalypse keyword. The second character becomes friendly to the first character's force and is healed of 1 damage.


 **Survival of the Fittest:** Apocalypse can use Mastermind and Invulnerability.


 **Centuries of Scheming:** Apocalypse can use Outwit. Apocalypse deals penetrating damage to any characters who have a power countered.

#G04 Onslaught

☆ **Psionic Entity:** Onslaught can't be the target of other characters' Incapacitate, Mind Control, Penetrating/Psychic Blast, or Perplex.


 **Reality Warp:** Once during your turn, as a free action choose two single-base characters within range and line of fire and place them in each other's squares.


 **Heroic Sacrifice:** When turning the dial, stop turning the dial when this click is revealed. When this click is revealed, an opponent may KO character(s) they control of 100 or more total points. If they do, one of those characters deals Onslaught 1 unavoidable damage. If they don't, Onslaught can use Impervious. This power can't be countered.

 **Xavier's Dark Side:** Onslaught can use Outwit. When he uses it to counter a standard power, you may counter all other powers with the same color as the chosen power on all opposing characters within 10 squares and line of fire.



#G05 Nemesis


☆ **Life Energy Drain:** Each time an opposing character takes damage from an attack by Nemesis or Nemesis's Poison, Nemesis may heal 1 damage.


 **Cracked Containment Unit:** Nemesis can use Pulse Wave. If he does, the area of effect is his range value, and his damage value becomes his printed damage value and is locked.

 **Bio Nuclear Blast:** Give Nemesis a power action. Draw a straight horizontal or vertical line of fire to any single square within Nemesis's range and line of fire, ignoring other characters for line of fire purposes. Make a ranged combat attack that does not target, and compare the result to each other character occupying a square along that line of fire, or a square adjacent to that line of fire but still within his range. Each character hit is dealt 3 damage.


#G06 Frost Giant


 **Dust of Enchanted Stone:** Frost Giant can use Incapacitate as if he had a range value of 8 and .

 **Spear Throw:** Once per game as a ranged combat action, Frost Giant can modify his attack and damage values by +3, and then make a ranged combat attack as if he had a range value of 10.


 **Illusionary Might:** Frost Giant can use Perplex only to modify an attack, defense, or damage value by +2 or -2. When the target of his Perplex attacks or becomes the target of an attack, before the attack roll, you roll a d6. On a roll of 1-3, the effect from this Perplex ends immediately.


#G07 Apocalypse


 **Eternal Schemes:** If an opposing character within 4 squares uses Outwit, you may place an action token on that character after actions resolve.

 **Master Manipulator:** Apocalypse can use Shape Change and Telekinesis. When he uses Telekinesis (option 1) and hits an opposing character with a roll of doubles, deal that character damage equal to Apocalypse's damage value after actions resolve.


#G08 Sentinel Mark II


 To play Sentinel Mark II at the Experienced level (300 points), its dial starts the game at the blue starting line. To play it at the Rookie level (100 points), its dial starts at the yellow starting line.


 **Coordinated Capture:** When an opposing character with zero action tokens is within 8 squares of Sentinel Mark II and is hit by another friendly character with the Robot keyword, you may place an action token on the opposing character after actions resolve.

 **Secure and Destroy:** Sentinel Mark II can use Outwit. When Sentinel Mark II hits an opposing character, increase the damage dealt by +1 for each action token on the hit character.


#G09 Sentinel Mark V

 To play Sentinel Mark V at the Veteran level (300 points), its dial starts the game at the red starting line. To play it at the Experienced level (150 points), its dial starts at the blue starting line.


 **Coordinated Assault:** Once per turn, when another friendly character with the Robot keyword hits an opposing character, Sentinel Mark V may make a close or ranged combat attack against the hit character as a free action after actions resolve.


 **Capture Cables:** Sentinel Mark V can use Flurry and Plasticity. Once per turn, when Sentinel Mark V hits an opposing character with a ranged combat attack, you may place that character adjacent to Sentinel Mark V after actions resolve.

#G10 Onslaught


 **I Take the Power I Desire:** Onslaught can use Invulnerability and Regeneration; when he uses Regeneration, he heals a minimum value equal to the number of adjacent opposing characters with action tokens and a maximum of 4. This power can't be countered.


#G11 Nemesis

 **I've Been Stealing Your Life-Energy:** At the end of your turn, if Nemesis damaged an opposing character this turn, roll a d6; on a result of 3-6, heal Nemesis of 1 damage.

 **The Clock is Ticking:** Nemesis can use Running Shot. When he uses Running Shot, don't halve his speed value.

#G12 Frost Warrior

 **Unstoppable as a Glacier:** Frost Warrior can't be the target of Incapacitate and can use the Giant Reach ability.


 **Icy Blow:** When Frost Warrior rolls doubles for an attack roll, give a hit character an action token.



Green Lantern†

#001 Green Lantern

✦ **Contain Parallax:** Green Lantern can use Barrier.

#002 Hal Jordan

✍ **Alter Ego: Green Lantern:** Give Hal Jordan a power action, and replace this character with a  #001 Green Lantern on its orange starting line. Existing action tokens on this character and action tokens for this action are applied to the replacement. No pushing damage is dealt by this action.

✦ **Yeah, Ladies, I'm a Test Pilot:** When Hal Jordan is carried by a character with  or , modify that character's speed value by +3.

#003 Kilowog

✍ **Tough Drill Instructor:** Other friendly characters that share a keyword with Kilowog and are within 4 squares modify their attack values by +1.

#004 Tomar-Re

☆ **A Tour of Oa:** Add 1 to your roll to determine the first player for each friendly character with the Green Lantern Corps keyword.

#007 Abin Sur

☆ **Passing the Power:** When Abin Sur is KO'd, choose a friendly character that's 150 points or less. For the rest of the game, modify that character's attack and defense values by +1.

#009 Salaak

✦ **Brilliant Administrator:** Salaak can use Perplex. He can use it normally, or he can choose to target each friendly character within 10 squares and line of fire that shares a keyword with him.

Green Lantern Fast Forces†

#004 Sinestro

✦ **The End of Willpower, the Beginning of Fear:** If Sinestro possesses this power after taking pushing damage, place a fear token on this card. Sinestro modifies his attack value by +1 for each fear token on this card. If Sinestro is healed, remove all fear tokens from this card.

#006 Abin Sur

✦ **Always Uses a Ship:** If Abin Sur carries only one character, he can carry any single base character regardless of their combat symbols.

Hammer of Thor Fast Forces†

#001 Fandral

👉 **Watch Each Other's Back:** When turning the dial, if there is another friendly figure with the Warriors Three keyword within 3 squares and this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#002 Hogun

👉 **Watch Each Other's Back:** When turning the dial, if there is another friendly figure with the Warriors Three keyword within 3 squares and this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#003 Volstagg

👉 **Watch Each Other's Back:** When turning the dial, if there is another friendly figure with the Warriors Three keyword within 3 squares and this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#006 Loki

☆ **Deceitful One:** Loki can use Shape Change.

Captain America†

#002 Howling Commando

★Minion: **Wait to Shoot Til I Tell Ya:** If a friendly character named Nick Fury is within 8 squares, Howling Commando can use Ranged Combat Expert.

#003 HYDRA Agent

★Minion: **Cut Off One Limb:** If a friendly character of 40 or more points and with the HYDRA keyword is within 8 squares when this character is KO'd, you may deal one of those characters 1 unavoidable damage. If you do, place a ☹️ #003 HYDRA Agent in your starting area.

#004 S.H.I.E.L.D. Specialist

★Minion: **Remember Your Emergency Training!:** If a friendly character with the S.H.I.E.L.D. keyword and a higher point value is within 8 squares, S.H.I.E.L.D. Specialist can use Support.

#005 S.H.I.E.L.D. Agent

★Minion: **Remember Your Infiltration Training!:** If a friendly character with the S.H.I.E.L.D. keyword and a higher point value is within 8 squares, S.H.I.E.L.D. Agent can use Stealth.

#006 Black Widow

★Spy to the Core: Black Widow can use Stealth.

#007 Adaptoid

👉Trading Places: When Adaptoid hits a single-base character with a close combat attack, after actions resolve Adaptoid and the hit character may be placed in each other's squares.

#008 Stonewall

☁️Absorbing the Environment: Whenever Stonewall occupies clear terrain, he can use Toughness. Whenever Stonewall occupies hindering terrain, he can use Invulnerability.

#009 Slingshot

👉Bounceback: Slingshot can use Hypersonic Speed. When she uses it, after actions resolve, deal her 1 unavoidable damage if she does not occupy the square she occupied when given the power action.

#010 Mentallo

★Mental Radar Sense: Mentallo ignores other character's Stealth.

#012 Diamondback

👉Well-Balanced Attack: Diamondback can use Running Shot. If she uses it and hits, after actions resolve she may move up to two squares as a free action.

#014 Luke Cage

☁️Bulletproof Skin: Luke Cage can use Willpower and Toughness. When a character attacks Luke Cage with a ranged combat attack, he can use Invulnerability instead of Toughness.

#017 Richard Fisk

☁️Supreme HYDRA, For Now: Once during your turn as a free action, choose the highest point friendly character with the HYDRA keyword. The chosen character can use Mastermind until your next turn, but only to deal damage to characters with the HYDRA keyword or team ability.

#018 Maria Hill

★S.H.I.E.L.D. Director, For Now: Once during your turn as a free action, choose the highest point friendly character with the S.H.I.E.L.D. keyword. The chosen character can use Enhancement until your next turn, but only to affect characters with the S.H.I.E.L.D. keyword or team ability.

#019 Yelena Belova

★Play All the Sides: When you build your force, choose either HYDRA or S.H.I.E.L.D. Yelena Belova possesses that keyword and team ability this game.

#020 Super-Adaptoid

👉Kubik Powered (non-optional): Super-Adaptoid possesses the Power Cosmic team ability and the 💣 damage symbol.


👉Power Template: At the beginning of your turn, choose a standard attack power that an opposing character within 3 squares can use. Super-Adaptoid can use that power until your next turn.

★Adaptoid Spawn: At the beginning of your turn, choose one: This turn, modify Super-Adaptoid's damage value by the number of friendly characters named Adaptoid within 3 squares; or this turn, modify the damage values of friendly characters named Adaptoid by +1 when they are within 3 squares.

#021 Phobos


👉God of Fear: Phobos can use Force Blast. When he does, on a result of 4-6, after actions resolve, the affected character becomes friendly and may be immediately given an action as a free action, and then becomes friendly to its previous controller's force.

#023 Nick Fury

 **You Have Your Orders, Now Move!:** Nick Fury can use Stealth. When you give Nick Fury a move action, at the end of the turn, remove an action token from another friendly character that was given a move action this turn and possesses the Howling Commandos, Secret Warriors, or S.H.I.E.L.D. keyword.

#024 Doorman

☆ **Hop In!:** Doorman can use the Carry ability.

 **Doorway Through Me:** Once during your turn, you may give Doorman a free action and choose a wall or square of blocking terrain adjacent to him. Until your next turn, characters can ignore that wall or square of blocking terrain for movement purposes.


#025 Sin

☆ **Brainwashed, Again:** Once per turn, if Sin has exactly one action token, you may give a power action to a friendly character within 8 squares that can use Mind Control, or is named either Crossbones or Red Skull. If you do, give Sin one action as a free action.

#027 Nightshade


☆ **Werewolf Serum:** At the beginning of your turn, you may choose an adjacent character. That character can use Blades/Claws/Fangs and possesses Battle Fury but can't attack Nightshade. When rolling a d6 for Blades/Claws/Fangs, the chosen character subtracts 1 from the result, minimum 1. These effects last until your next turn, even if this power is countered or lost.


#028 Batroc

 **'Leaping' Kick:** Batroc can use Leap/Climb. After he resolves a move action, he may make a close combat attack as a free action.

☆ **Savate Master:** Batroc can use Flurry, but only to attack characters that can't use Combat Reflexes or Leap/Climb.

#029 Klaw

 **Solid Sound Constructs:** Klaw can use Barrier. When he does, after actions resolve, as a free action you may make a single close combat attack that targets each opposing character adjacent to any blocking terrain markers just placed by Klaw. Divide the damage value among the hit targets.

 **Intangible Sound Form:** Klaw can use Super Senses and Toughness.

#030 Falcon

☆ **Redwing:** Falcon begins the game with Redwing attached. While Redwing is attached, Falcon can use Super Senses. When Falcon is KO'd, remove Redwing from the game.

☆ **Fly, Redwing, Fly:** Give Falcon a power action and remove Redwing from Falcon and place him in an adjacent square. Redwing becomes a bystander token as described on the back of this card.

☆ **Patriotic Duo:** When a friendly character named Captain America is adjacent to Falcon, they both modify their attack values by +1 if not already modified by this effect.

Redwing:  10 (Charge);  9;  17 (Super Senses);  2; 0 


#031 Steve Rogers

☆ **The Focal Point:** Steve Rogers can use Leadership. Adjacent friendly characters with the Avengers keyword can use the S.H.I.E.L.D. team ability. Friendly characters with the S.H.I.E.L.D. keyword who begin an action adjacent to Steve Rogers can use the Avengers team ability for that action.

#032 Scorpion


☆ **Genetically Resistant:** Scorpion ignores other character's Poison. When Scorpion would be dealt 3 or more damage by a ranged combat attack, she can use Invulnerability.

#033 Scientist Supreme

 **Breakthrough:** Scientist Supreme can use Perplex, but can only target characters with the Scientist keyword.

☆ **Science is Supreme:** Scientist Supreme can use Outwit. She may use it normally, or she may use it targeting any opposing character within 5 squares but not within line of fire.

#034 Quake

 **They All Fall For Me:** Quake can use Quake. When she does, she treats opposing characters up to 2 squares away as if they were adjacent and after actions resolve, deal 1 penetrating damage to any one character that was hit.

☆ **Bring Down the House:** Give Quake a power action. Destroy all walls and blocking terrain that Quake could legally target with a close combat attack when given this action.

#035 Hellfire

☆ **Mystical Hellfire Chain:** Hellfire can use Energy Explosion and Exploit Weakness. When he uses Energy Explosion, he deals penetrating damage.


#037 Black Panther

☆ **With My Queen By My Side:** If a friendly character named Storm is on the map, Black Panther and Storm can both use Support, but can use it only on each other.


☆ **Always One Step Ahead:** Black Panther can use Outwit. This power can't be countered.

#038 Cobra

☆ **Slithery Duo:** Cobra can use Plasticity. When a friendly character named Mister Hyde is adjacent to Cobra, they both modify their attack values by +1 if not already modified by this effect.



 **No EsSSscape:** Characters can't ignore or automatically break away from Cobra; Instead, they add 2 to their breakaway rolls.

#039 Eel

 **Electric Discharge:** Eel can use Energy Explosion.

#040 Captain America

☆ **Captain America's Shield:** Captain America begins the game holding The Shield. Captain America can use Super Strength but only to pick up and hold The Shield. Captain America does not use The Shield while making close combat attacks. While The Shield is being held by Captain America, he can use Energy Shield/Deflection and Running Shot.


 **The Shield:** Light Object: The Shield can't be destroyed, only  #040 Captain America can hold or pick up The Shield. When used in a ranged attack, Captain America may target up to two characters and deals 3 damage to each hit character. After any attack using The Shield resolves, place it in a square adjacent to a target's square. This object does not count towards your force.

#041 Mr. Immortal

☆ **Dying is What I Do Best!:** When Mr. Immortal would be KO'd, instead of being defeated remove him from the map, place a special terrain marker in the square he occupied and turn his dial to click #9. Other characters can't occupy the square with the special terrain marker. At the beginning of your turn, if Mr. Immortal is removed from the map in this way, heal him of 1 damage. When click #6 is revealed, remove the special terrain marker and place him in that square. Victory points are only awarded for Mr. Immortal if he is removed from the map at the end of the game.


☆ **I'm No Man's Patsy. Or Woman's!:** The Mastermind power can't be used to transfer damage to Mr. Immortal.

#042 Crimson Dynamo

 **High-Frequency Electrical Bolts:** Crimson Dynamo can use Penetrating/Psychic Blast. When using it to target a character with the Armor or Robot keyword, modify that character's defense value by -2.


#043 Darkstar

☆ **Envelop in Darkness:** Once during your turn, Darkstar can use Smoke Cloud as a free action.

 **Darkforce Manipulation:** Darkstar can use Barrier and Toughness.


#045 Fixer

☆ **Treacherous Duo:** When a friendly character named Mentallo is adjacent to Fixer, they both modify their attack values by +1 if not already modified by this effect.

 **Cobble Any Object Into a Weapon:** Give Fixer a power action when he occupies a square with an object. Replace that object with

any light or heavy special object you own from outside the game that's not already on the map or being held and has an equal point value.


#046 Gorgon

 **Godkiller:** Gorgon can use Blades/Claws/Fangs and Exploit Weakness. When attacking a character with the Deity or Mystical keywords, Gorgon may reroll the d6 roll for Blades/Claws/Fangs once.

☆ **Stone Gaze:** Gorgon can use Energy Explosion with a range of 6. When he does, you may give each hit character less than 100 points an action token in addition to the normal effects.


#047 Dirk Anger


☆ **Insane Leadership:** Dirk Anger can use Leadership. Other characters can't use Leadership. Opposing characters within 4 squares of Dirk Anger can't use team abilities.

 **Unusual Weapons of Mass Destruction:** Adjacent friendly characters that currently possess a special power modify their attack values by +1.

#048 Quasar


☆ **Impenetrable Mental Shields:** When a target of Mind Control or Penetrating/Psychic Blast, Quasar modifies his defense value by +2.

 **Quantum Teleportation:** Quasar can use Phasing/Teleport. When he does, if he moved 5 squares or less, after actions resolve he can make a ranged combat attack at half range as a free action.


 **Quantum Constructs:** Quasar can use Barrier, Defend, and Invulnerability.

#049 Maelstrom

☆ **Kinetic Energy Drain:** Opposing characters that are given a non-free action within 8 squares of Maelstrom modify their speed value by -2 for that action.


 **Kinetic Backlash:** Maelstrom can use Impervious. When he rolls a d6 for Impervious from damage dealt by an attack, on a result of 5 or 6, the attacker is dealt 1 unavoidable damage after actions resolve.

☆ **The Rest of the Universe Stops For Me (nonoptional):**

Maelstrom possesses the  damage symbol. Each time an opposing character takes damage from a ranged combat attack made by Maelstrom, you may heal him of 1 damage and the hit characters can't be moved during their next turn.

#050 MODOK

☆ **All Head:** MODOK can't use the Carry ability.

 **Psychic Bomb:** MODOK can use Pulse Wave. When he does, choose a keyword that MODOK possesses. Friendly characters with the chosen keyword are not affected by this use of Pulse Wave.

#051 Scorpio

☆ **Master of the Zodiac:** Scorpio begins the game with the Zodiac Key placed on the map by an opponent into a clear square at least five squares from any starting area. Scorpio automatically rolls a 6 when rolling for the Zodiac Key. When Scorpio is KO'd, remove the Zodiac Key from the game. Scorpio can use Energy Shield/Deflection and Penetrating/Psychic Blast while the Zodiac Key is on his character card.

⚙️ **Zodiac Key:** Immobile. This object can't be destroyed. Once per game per character, give a character occupying Zodiac Key's square a power action and roll a d6 that can't be rerolled. On a roll of 6, place this object on that character's character card. Modify that character's combat values by +1 and that character can use Probability Control if it can't already. When that character is defeated, place this object in the square that character last occupied. This object does not count towards your force.

#052 Red Skull

☆ **Captain America's Cloned Body:** Red Skull can use Close Combat Expert and Leadership.

👤 **Dust of Death:** Red Skull can use Poison. When using it, adjacent opposing characters less than 100 points or named Captain America are dealt 2 damage instead.

✳️ **Tactical Genius of the Reich:** If an opposing character within 8 squares is adjacent to 2 or more characters friendly to Red Skull, modify the opposing character's defense by -1.

#053 Baron Strucker

☆ **HYDRA Sees All:** Each friendly characters possessing the HYDRA keyword or team ability may ignore one other friendly character possessing the HYDRA keyword or team ability for line of fire purposes once per round.

👤 **Satan Claw:** Baron Strucker can use Blades/Claws/Fangs and Energy Explosion. When a character takes damage from Baron Strucker's attack using Blades/Claws/Fangs, deal 1 damage to each character opposing to Baron Strucker adjacent to that character.

✳️ **Death Spore Virus:** Baron Strucker can use Poison. When using it, adjacent opposing characters 100 points and greater or named Nick Fury are dealt 2 damage instead.

#054 Baron Zemo

☆ **Master of the Masters:** Whenever a friendly character uses the Masters of Evil team ability, roll a d6 that can't be rerolled. On a result of 4-6 the team ability does not deal 1 unavoidable damage for this action.

#055 Kitty Pryde

🐈 **Shadowcat:** Kitty Pryde can use Phasing/Teleport and Stealth. She can use Toughness when targeted by a close combat attack.

👤 **Out of the Walls:** Kitty Pryde ignores walls for adjacency purposes when making close combat attacks.

✳️ **Massive Disruption:** When Kitty Pryde moves due to her own action, after actions resolve you may remove from the map any objects occupying her square, an adjacent square, or being held by an adjacent character.

#056 Squirrel Girl

☆ **Monkey Joe:** Squirrel Girl begins the game with Monkey Joe attached. While Monkey Joe is attached, Squirrel Girl can use Super Senses. When Monkey Joe would be KO'd, instead reattach him to Squirrel Girl. When Squirrel Girl is KO'd, remove Monkey Joe from the game.

✳️ **Run, Monkey Joe, Run!:** Give Squirrel Girl a power action and remove Monkey Joe from Squirrel Girl and place him in an adjacent square. Monkey Joe becomes a bystander token as described on the back of this card.

Monkey Joe: 🏃 8 (Leap/Climb); 🦉 8; 🗨️ 16 (Super Senses); ✳️ 1; 0 🦉

#057 Invisible Woman

☆ **Invisible Barrier:** Invisible Woman begins the game without the Invisible Barrier. If the Invisible Barrier is attached, Invisible Woman and adjacent friendly characters can use Energy Shield/Deflection. The Invisible Barrier remains attached to Invisible Woman until she takes damage from an opponent's attack.

👤 **Shields Up!:** Invisible Woman can use Barrier. When she does so, attach the Invisible Barrier to her after actions resolve.

✳️ **You Can't See What I'm About to Do to You...:** Invisible Woman can use Force Blast, Penetrating/Psychic Blast, and Telekinesis. If the Invisible Barrier is attached, modify her range value by +2.

#058 Human Torch

☆ **Nova Flame:** Human Torch begins the game without the Nova Flame. If the Nova Flame is attached, Human Torch can use Poison and modifies his damage value by +1. The Nova Flame remains attached to Human Torch until he takes damage from an opponent's attack.

👤 **Nova Blast:** Give Human Torch a double power action. Human Torch can use Pulse Wave as a free action, but the damage value becomes 3 instead of 1 if a line of fire can be drawn to two or more other characters. Attach the Nova Flame to him when this action resolves.

🔥 **Fiery Corona:** Human Torch can use Energy Shield/Deflection. If the Nova Flame is attached, Human Torch can also use Toughness.

#059 Weapon X

☆ **Breaking Out of the Tank:** Weapon X begins the game with the Fluid Tank attached. As long as the Fluid Tank is attached, Weapon

X can't be moved, placed, targeted, assigned an action, or damaged, and at the beginning of your turn, turn his dial once to the right. As long as the Fluid Tank is attached, any opposing character occupying an adjacent square may be given a power action to turn his dial once to the left. When click #5 is revealed, remove the Fluid Tank. At the beginning of your turn, if you control no other friendly characters, click Weapon X to click #5 and remove the Fluid Tank.

#060 Captain America

☆ **Thawing From the Ice:** Captain America begins the game with the Ice Sheath attached. As long as the Ice Sheath is attached, Captain America can't be moved, placed, targeted, assigned an action, or damaged, and at the beginning of your turn, turn his dial once to the right. As long as the Ice Sheath is attached, any opposing character occupying an adjacent square may be given a power action to turn his dial once to the left. When click #5 is revealed, remove the Ice Sheath. At the beginning of your turn, if you control no other friendly characters, click Captain America to click #5 and remove the Ice Sheath.

☆ **Second Deflection:** When Captain America targets a character with a ranged combat attack, he may target an additional character within 3 squares and line of fire from the first character, and divide the damage between the hit characters. The second character does not have to be within Captain America's range or line of fire.

#061 Capwolf

☆ **King of the Werewolves:** Capwolf can use Leadership. When he does and rolls a 6, in addition to the normal effects you may remove an action token from himself or an adjacent character with the Animal keyword.

#063 Rohzaz

☆ **Living in Harmony with Nature:** Rohzaz can use Stealth, ignores other character's Stealth, and ignores hindering terrain for movement purposes.

👉 **I Can Track Anything:** Give Rohzaz a power action and choose an opposing character within 3 squares and line of fire. That character can't use Stealth this turn.

#100 Nick Fury LMD

☆ **Life Model Decoy:** Whenever a friendly character named Nick Fury would be KO'd by an opponent's attack, instead of being defeated, you may turn his dial to his last non-KO click and KO this figure instead. If you do, place that Nick Fury in this square.

#101 Red Guardian

☆ **Soviet Duo:** When a friendly character named Black Widow is adjacent to Red Guardian, they both modify their attack values by +1 if not already modified by this effect.

#102 Bob, Agent of HYDRA

👉 **I'm Really Good at Hiding Behind Others:** Lines of fire drawn to Bob, Agent of HYDRA are blocked if he's adjacent to a friendly character that's either 150 points or more or named Deadpool.

☆ **Cowardice is my Attack! Your Accidental Death is my Victory!:** As long as Bob, Agent of HYDRA is not within 3 squares of an opposing character, he can use Probability Control, but only during an opponent's turn.

#103 Gabe Jones

☆ **The Heart and Soul:** Other friendly characters with the Howling Commandos or S.H.I.E.L.D. keyword modify their speed values by +1.

#104 "Successful" Dirk Anger

☆ **Brains! They're What's For Dinner:** "Successful" Dirk Anger can use Steal Energy, but he heals equal to the amount of damage taken by the opposing character instead of 1.

#105 Madame Hydra

☆ **Psychedelic Presence:** Madame Hydra can use Perplex. She can use it normally, or if she targets a friendly character with the HYDRA keyword or possessing the Hydra team ability, she can modify a combat value by +2, except damage.

#208 Red Skull

☆ **Steve, Is That You?:** Red Skull can use Perplex and Shape Change.

#209 Sin

☆ **Killer Duo:** When a friendly character named Crossbones is adjacent to Sin, they both modify their attack values by +1 if not already modified by this effect.

2011 Exclusive Figures†

#D-001 Wonder Woman

☆ **Bullets and Bracelets:** Wonder Woman can use Energy Shield/Deflection. When Wonder Woman is the target of a ranged attack, she can also use Super Senses.

🦶 **Lasso Capture:** When an opposing character takes damage from Wonder Woman's attack, that character can't break away (even automatically) during its next turn if Wonder Woman is adjacent to it.

★ **Princess of the Amazons:** Wonder Woman can use Perplex. If she targets another friendly character with the Amazon keyword with Perplex, she can use it normally or modify any combat value by +2 or -2 except damage.

#M-001 Moonstone

☆ **Intangible Attack:** Moonstone ignores blocking terrain for movement purposes.

Street Fighter†

#001 Ken

✎ **Shoryureppa:** Give Ken a double power action. He makes a close combat attack modifying his damage value by +3.

#002 Ryu

✎ **Shinku Hadoken:** Give Ryu a double power action. He makes a ranged combat attack modifying his damage value by +3.

#003 Blanka

☆ **Block:** When Blanka has no action tokens, modify his defense value by +1.

✎ **Lightning Cannonball:** Give Blanka a double power action. Blanka deals 1 penetrating damage to each adjacent opposing character.

#003b Blanka

✎ **Mirror Claw:** Blanka can use Blades/Claws/Fangs.

#005 Zangief

☆ **Block:** When Zangief has no action tokens, modify his defense value by +1.

#005b Zangief

✎ **Mirror Spin:** When Zangief makes any close combat attack, he can target all adjacent opposing characters and divide the damage among the hit targets.

#006 E. Honda

☆ **Block:** When E. Honda has no action tokens, modify his defense value by +1.

✎ **Super Killer Head Ram:** Give E. Honda a double power action. E. Honda makes up to three close combat attacks as free actions.

#007 Guile

⚡ **Sonic Boom:** Guile can use Incapacitate. In addition to the normal effects, a hit character is dealt 1 damage.

#008 Chun-Li

✎ **Senretsukyaku:** Give Chun-Li a double power action. She can use Flurry as a free action, and when she does, she may use Probability Control for each attack.

#008b Chun-Li

✎ **Mirror Jump:** Chun-Li can use Leap/Climb and the Carry ability.

#009 Cammy

🗨 **Cannon Spike:** When a character who didn't begin the turn adjacent to Cammy attacks her, modify her defense value by +2. If a character misses Cammy with one or more attacks, deal 1 damage to that character after actions resolve.

#009b Cammy

✎ **Mirror Cannon Spike:** Modify Cammy's attack value by +1 for each adjacent opposing character.

#011 Fei Long

☆ **Block:** When Fei Long has no action tokens, modify his defense value by +1.

✎ **Shienkyaku:** Fei Long can use Quake. When he does, you may choose to have him deal 1 penetrating damage to each hit character instead of the normal damage.

#012 T. Hawk

☆ **Block:** When T. Hawk has no action tokens, modify his defense value by +1.

✎ **Condor Dive:** If T. Hawk is given a move action while occupying hindering or elevated terrain, he can ignore hindering and elevated terrain for movement purposes and may make a close combat attack as a free action after the action resolves if he occupies a clear grounded square.

#013 Balrog

☆ **Block:** When Balrog has no action tokens, modify his defense value by +1.

✎ **Turn Punch:** Balrog can use Flurry. For the second attack, he must target a different character and modifies his damage value by +1.

#014 Vega

☆ **Block:** When Vega has no action tokens, modify his defense value by +1.


#016 Ken

✎ **EX Hadoken:** Give Ken a double power action. Ken makes a ranged combat attack. After actions resolve, counter all powers that an opposing character who took damage from this attack possesses until your next turn.


#017 Dhalsim

✎ **Yoga Inferno:** When an opposing character takes damage from Dhalsim's close combat attack, after actions resolve each opposing character adjacent to that character is dealt 1 penetrating damage.


#018 Guile

 **Flash Explosion:** Give Guile a power action. Move him up to 3 squares and then make a close combat attack with a locked damage value of 2. A hit character receives an action token. Damage from this attack is penetrating.


#019 M. Bison

 **Nightmare Booster:** Give M. Bison a double power action and move him up to his speed value. He can use the Flight ability for this action. If he moved in a straight horizontal or vertical path, after actions resolve, deal 1 penetrating damage to each opposing character occupying a square he moved through.


#020 Ryu

 **Metsu Shoryuken:** Ryu can use Exploit Weakness.


#021 Ken

 **Tatsumaki Senpukyaku:** Ken can use Quake. When Ken uses Quake, after actions resolve, Ken can use the Flight ability, automatically breaks away, and may move up to 3 squares.


#022 Akuma

 **Goshoryuken:** Give Akuma a double power action. He can use Flurry as a free action. If he hits at least one character, after actions resolve he can choose a square within 6 squares and be placed in it and then use Flurry again as a free action.

#023 Evil Ryu


 **The Awakened Killer:** Damage dealt by Evil Ryu to characters that share a keyword with him is penetrating damage.




#105 Guile

 **Flash Kick:** Give Guile a power action. Move him up to 1 square and then make a close combat attack with a locked damage value of 1. A hit character receives an action token.


Gears Of War 3†



#001 Marcus Fenix

 **Fast Reload:** When Marcus Fenix rolls doubles and hits with an attack, after the attack is resolved you can make a ranged combat attack as a free action, modifying his damage value by -1.


 **Grenade:** +2;  **Frag;**  **Smoke**


#002 Dominic Santiago


 **I Got Your Back:** When Dominic Santiago attacks an opposing character adjacent to another friendly character, modify his attack value by +1.




 **Grenade:** +1;  **Frag**

#003 Augustus Cole


 **Raven Gunner:** At the beginning of the game, place a SPECIAL marker in a clear square within 10 squares of your starting area.


When Augustus Cole occupies that square, his range value is 10  and each target he hits with a ranged combat attack is dealt 1 additional damage.


 **Thrashball Star:** Augustus Cole can use Flurry. When he uses the Throw a Grenade ability, rolls doubles and hits any opposing character with the grenade, do not reduce the number of grenades in the grenade pool.



 **Grenade:** +2;  **Frag;**  **Smoke**

#004 Damon Baird


 **Scavenger:** When Damon Baird is adjacent to an unheld object, as a free action roll a d6; on a result of 4-6, add a grenade to your grenade pool and remove the object from the game.


 **You Gonna Just Lay There and Bleed All Day?:** Damon Baird can use Support. Give Damon Baird a power action; he can move up to 4 squares and then use Support as a free action.

 **Let Me Help You Help Me:** Damon Baird can use Perplex, but can't target himself. When Damon Baird uses Perplex, his same combat value is modified in the same way.



 **Grenade:** +1;  **Smoke**

#005 Anya Stroud



 **Tactical Intel:** When Anya Stroud hits an opposing character, choose a keyword possessed by that character. Until your next turn, all friendly characters modify their attack values by +1 when attacking opposing characters that possess the chosen keyword.

 **Meatshields and Snubshots:** Modify Anya Stroud's defense value by +2 when she is adjacent to an opposing character. When making a


ranged combat attack, she may use Probability Control during the attack.

 **Grenade:** +1;  **Smoke**


#006 Mauler


 **Grenade:** +0;  **Frag**



#007 Locust Drone

 **Drone of the Horde:** Locust Drone can use Combat Reflexes and Mastermind; when using Mastermind, the damage can be dealt to any adjacent friendly character possessing the Locust Horde team ability.


#008 Kantus


 **Rewards to the Faithful:** When a friendly character adjacent to Kantus rolls a critical hit, add one to your grenade pool.




 **Shrieking Priest:** Kantus can use Perplex and Support.

 **Grenade:** +1;  **Ink**


#009 General RAAM


 **Grenade Scatter:** When General RAAM is given a move action, he can use the Throw a Grenade ability as a free action after the move action is resolved.

 **Troika Blasts and Clouds of Kryll:** General RAAM can use Penetrating/Psychic Blast. Once per turn, if General RAAM has no action tokens he can use Smoke Cloud as a free action until the beginning of his next turn. At the end of your turn, roll a d6 for each opposing character occupying a square containing a hindering terrain marker placed by General RAAM, and on a result of 5-6 deal the opposing character 1 damage.

 **Grenade:** +3;  **Frag;**  **Ink**


#010 Skorge



 **Chainsaw Staff:** Skorge can use Blades/Claws/Fangs and Flurry. A single character can't take more than 4 damage per turn from Skorge's attacks.

 **Grenade:** +1;  **Ink**


Halo†


#002 Marine

 **Flanking Fire:** When Marine makes a ranged combat attack targeting an opposing character that was hit by another friendly character this turn, modify the opposing character's defense value by -1.

 **Grenade:** +1; 




#003 ODST

 **Orbital Insertion:** When ODST occupies your starting area at the beginning of your turn, he can use Phasing/Teleport this turn. When he does, roll 2d6 and replace his speed value with his printed speed value plus the result.


 **And Stay Down!:** ODST can use Exploit Weakness and Ranged Combat Expert.



 **Grenade:** +1;  **Frag;** 

#004 Brute


 **Grenade:** +3;  **Frag;** 


#006 Elite

 **Strafe:** When Elite rolls doubles and hits with a ranged combat attack, after the attack resolves he may automatically break away, move up to 3 squares and then make a ranged combat attack as a free action.


 **Grenade:** +1; 


#007 Drone

 **Ambush!:** Drone can use Stealth. When Drone occupies hindering terrain at the beginning of your turn, it can use Charge and Running Shot this turn.


 **Swarm Attack:** Modify Drone's attack value by +1 for each adjacent friendly character named Drone.


#008 Jackal

 **Sniper:** Jackal can use Energy/Shield Deflection and Stealth.

 **Particle Accelerator:** At the beginning of your turn, roll a d6 as a free action. On a result of 5 or 6, Jackal's line of fire ignores walls and blocking terrain this turn.


#009 Spartan

 **Double Pistol Whip:** Spartan can use Flurry. After any of Spartan's ranged combat actions resolve, if Spartan is within 3 squares of a character targeted during that action, place him adjacent to that character and he can use Flurry as a free action with a locked damage value of 1.

 **SAP-HP Ammo:** When a character would be dealt damage by Spartan's ranged attack, roll a d6; on a result of 5 or 6, the damage dealt by the attack is penetrating damage.


 **Grenade:** +2;  **Flashbang;**  **Frag**

#010 Spartan


 **Scoped Shot:** Give Spartan a power action when he has no action tokens; he makes a ranged combat attack modifying his attack value by +2.


 **Grenade:** +2;  **Frag;** 

#011 Flood Infection

 **Swarm:** Flood Infection can use Poison. Modify Flood Infection's attack value by +1 for each friendly character adjacent to Flood Infection or the target of his attack.



#012 Spartan


 **Shred Shot:** When Spartan assigns at least 1 damage from a ranged combat attack to each of two targets, choose one target; damage dealt to that target is penetrating damage.

 **Grenade Chaser:** When Spartan hits a character in the target square with a grenade, after the attack resolves he may immediately make a ranged combat attack targeting the same character as a free action.

 **Grenade:** +1;  **Flashbang;** 


#013 Master Chief

 **Bandolier Piercer:** When Master Chief hits a target with a ranged combat attack, if the target possesses the  symbol deal it 1 penetrating damage after the attack resolves and the target's force decreases their grenade pool by 1.

 **Grenade:** +2;  **Frag;** 


#014 Grunt

 **Stand Together:** Modify Grunt's attack value by +1 when he is adjacent to at least one other friendly character named Grunt.

 **Quickfire:** When Grunt misses with a ranged combat attack, roll a d6 after actions resolve. On a result of 6 he may make a ranged combat attack as a free action.

#015 Grunt

 **Stand Together:** Modify Grunt's attack value by +1 when he is adjacent to at least one other friendly character named Grunt.

 **Fuel Rod Explosion:** When Grunt makes a ranged combat attack, if the attack roll is doubles and hits a character, after the attack

resolves deal 1 penetrating damage to the target and all opposing characters adjacent to that character.

#016 Elite

☛ **Concentrated Fire:** When Elite makes an attack, if the attack roll is doubles and hits, after the attack resolves he may immediately make an attack against the same target as a free action.

✦ **Anti-Armor Ammunition:** Once per turn when Elite hits a target with a ranged attack, roll a d6; on a result of 4-6, the attack deals penetrating damage.

☛ **Grenade:** +1; 🧨 Flashbang; 🧨 Thermite

#017 Elite Zealot

✦ **Field Master:** Elite Zealot can use Leadership and Outwit.

☛ **Grenade:** +2; 🧨 Plasma; 🧨 Thermite

#018 Master Chief

✦ **I Make My Own Luck:** Master Chief can use Probability Control, but only to reroll his own attack rolls.

☛ **Grenade:** +2; 🧨 Frag; 🧨 Thermite

#019 Spartan

☛ **Extra Grenades:** When using a grenade, if the attack roll is doubles and any opposing character is hit, increase the number of grenades in your grenade pool by 2.

✦ **Stun Shot:** When Spartan hits a character with a ranged combat attack, after actions resolve give the target an action token if they have zero action tokens.

☛ **Grenade:** +2; 🧨 Plasma; 🧨 Thermite

#020 Master Chief

☛ **Soften 'Em Up:** After using the Throw a Grenade ability and hitting one or more targets, after actions resolve Master Chief may make a ranged combat attack targeting one of the hit characters as a free action.

☛ **Grenade:** +2; 🧨 Flashbang; 🧨 Frag

#021 Infected Marine

☛ **Growth of the Gravemind:** Infected Marine can use Steal Energy. Modify Infected Marine's attack value by +1 for each opposing character within 3 squares with one or more action tokens.

#022 Infected Elite

☛ **Camouflaged Combat Form:** Infected Elite can use Charge and Stealth.

#023 Master Chief

☛ **Plasma Burst:** Master Chief can use Energy Explosion and Penetrating/Psychic Blast; when he uses Energy Explosion and targets a single target, the damage dealt to the target character is penetrating damage.

☛ **Grenade:** +1; 🧨 Frag

#024 Arbiter

☛ **Grenade:** +2; 🧨 Flashbang; 🧨 Frag

#025 Flood Carrier

☛ **Carrier of the Infection:** After Flood Carrier's close combat action resolves, roll a d6; on a result of 1-3 deal 1 damage to each adjacent opposing character. On a result of 4-6, Flood Carrier can use Quake as a free action.

#026 Grunt

☛ **Sticky Grenade:** Grunt can use the Throw a Grenade ability as a ranged combat action instead of a power action.

✦ **Suicidal Charge:** Grunt can use Charge and Quake this turn if you decrease the number of grenades in your grenade pool by 1.

☛ **Grenade:** +2; 🧨 Plasma

#027 Sgt. Johnson

✦ **On Yer Feet!:** Sgt. Johnson can use Leadership and Perplex. When using Leadership, Sgt. Johnson treats friendly characters within four squares that share a keyword with him as adjacent.

☛ **Grenade:** +2; 🧨 Frag; 🧨 Thermite

#028 Cortana

☛ **Electronic Infiltrator:** Give Cortana a power action, then make a close combat attack and compare the attack total to the defense values of all opposing adjacent characters. For each character hit by the attack, deal damage equal to the number of action tokens on the character.

✦ **Tactical Database:** Cortana can use Outwit and Support.

#029 Brute Honor Guard

☛ **Energy Stave:** Brute Honor Guard can use Charge and Flurry. After it uses Flurry and actions resolve, it can use Force Blast as a free action and all characters hit during that action are knocked back the number of squares equal to the d6 result.

☛ **Grenade:** +1; 🧨 Plasma

#030 Elite Honor Guard

☛ **Guardian Defender:** Elite Honor Guard can use Toughness. Once per turn, when an adjacent friendly character is hit by an opposing character's attack, after the action resolves Elite Honor Guard may

deal 2 damage to the opposing character if it is adjacent to Elite Honor Guard.

Grenade: +2; Flashbang; Plasma

#031 Cloaked Elite

Camouflaged Ambush: Cloaked Elite can use Stealth. Give Cloaked Elite a double power action; he can be given a close combat action as a free action with his attack value modified by +1 and as if he occupied any unoccupied square of hindering terrain within 6 squares.

Grenade: +1; Plasma; Thermite

#032 Brute

Autofire: When Brute hits a target with a ranged combat attack and the attack roll is doubles, after the attack resolves he may immediately make a ranged combat attack against the same target as a free action. Damage dealt by the second attack is penetrating damage.

Deployable Cover: Brute can use Barrier, but can only place up to two blocking terrain markers.

#033 Cloaked Elite

Radioactive Rounds: Cloaked Elite can use Energy Explosion; when he does, damage dealt to the target of the attack is penetrating damage.

Grenade: +2; Flashbang; Thermite

#034 Master Chief

Stay On Mission: At the beginning of the game choose a keyword or team ability possessed by an opposing character; modify Master Chief's attack value by +1 when attacking characters that possess the chosen keyword or team ability.

Grenade: +1; Frag; Thermite

#035 Master Chief

Grenade Strafe: When Master Chief uses Energy Explosion and hits the target character, you may decrease the number of grenades in your grenade pool by 1 and deal 3 damage to the target character instead. (Other hit characters are dealt damage normally.)

Grenade: +2; Flashbang

#036 Arbiter

Inspire to Action: Give Arbiter a free action and choose a friendly adjacent character of a lower point value. This turn, that character can use Charge or Running Shot.

Grenade: +1; Flashbang

#037 Tartarus

Gravity Hammer: Give Tartarus a double power action and choose two for this attack: Tartarus modifies his attack value by +2; Tartarus modifies his damage value by +1; Tartarus deals penetrating damage; or characters targeted by Tartarus can't use Shape Change or Super Senses. Then make a close combat attack.

#038 Master Chief

Bring Down the Hammer: Master Chief can use Charge and Leap/Climb. While using Charge, he ignores other characters and terrain for movement purposes except indoor blocking terrain.

#039 Cloaked Master Chief

Active Camo Shielding: Cloaked Master Chief can use Stealth and Toughness. When Cloaked Master Chief is the target of a ranged combat attack, he can use Super Senses.

Grenade: +1; Frag; Thermite

#040 Cloaked Arbiter

Sword of the Prophets: Cloaked Arbiter can use Blades/Claws/Fangs; when he rolls a d6 for Blades/Claws/Fangs and the result is 1-3, damage dealt by the attack is penetrating damage.

Grenade: +2; Flashbang; Plasma

#041 Prophet of Regret

Shield of Faith: Damage dealt to Prophet of Regret by ranged attacks is reduced to 0.

I WILL Complete My Sermon!: Prophet of Regret can use Perplex and Probability Control.

#042 Master Chief and Cortana

Strategic Positioning: Master Chief and Cortana can use Running Shot and Stealth.

Battlefield Requisition: For each opposing character that takes damage from Master Chief and Cortana's attack, choose one: add 1 grenade to your grenade pool; or modify another friendly character's attack value by +1 this turn.

Grenade: +1; Flashbang; Frag

#044 Master Chief and Arbiter

Master Chief and Arbiter can use the Sharpshooter ability.

Blade and Blast: Master Chief and Arbiter can use Blades/Claws/Fangs and Energy Explosion.

Grenade: +2; Plasma; Thermite

#045 Master Chief

☆ **Hover:** Master Chief ignores hindering terrain for movement purposes.

✦ **Infrared Lock:** Give Master Chief a free action. The next time this turn an opposing character within 5 squares and line of fire uses Shape Change or Super Senses, you may have them reroll the roll to use that power.

💣 **Grenade:** +1; 🧨 **Flashbang;** 🔥 **Thermite**

Watchmen Crimebusters Fast Forces†

#002 Silk Spectre

☆ **Stay With Me, Don't Go With Jon:** As long as Silk Spectre is within 4 squares of a friendly character named Dr. Manhattan, she can use Perplex, but targeting only herself. As long as Silk Spectre is within 4 squares of a friendly character named Nite Owl, she can use Flurry.

#003 Nite Owl

🔪 **Archie:** Nite Owl can use the Carry ability, and may use it to carry up to 4 characters that share a keyword with him. Nite Owl's speed value ignores negative modifiers from using the Carry ability. When given a move action, Nite Owl may use the Flight ability.

Superman

#002 Kryptonian Soldier

✦ **Minion: Krypton United:** Whenever a friendly character of a higher point value possessing either the Superman Ally team ability or the Kryptonian keyword is within 8 squares, Kryptonian Soldier can use Willpower.

#003 Kryptonian Infiltrator

✦ **Minion: Krypton United:** Whenever a friendly character of a higher point value possessing either the Superman Ally team ability or the Kryptonian keyword is within 8 squares, Kryptonian Infiltrator can use Willpower.

#004 Intergang Underboss

✦ **Minion: The Religion of Crime:** Whenever a friendly character named Bruno Mannheim is within 8 squares, Intergang Underboss can use Toughness.

#005 Seven Deadly Brothers

✦ **7 Deadly Brothers:** Modify this character's attack value by +1 whenever you control 4 or more characters named "Seven Deadly Brothers." Instead, modify this character's combat values by +1 whenever you control 7 or more characters named "Seven Deadly Brothers."

#007 Star Boy

✦ **Mass Increase:** Opposing characters within 4 squares of Star Boy can't be given actions to use Charge, Running Shot, or Hypersonic Speed and halve their speed values when given a move action.

#008 Brainiac 5

🛡️ **Force Field Belt:** Brainiac 5 can use Invulnerability. Give Brainiac 5 a free action and choose an adjacent character with the Legion of Super-Heroes keyword. That character can use Toughness until your next turn as long as it is adjacent to Brainiac 5.

✦ **Twelfth-Level Intellect:** Brainiac 5 can use Outwit. Once during your turn Brainiac 5 can use Perplex or Probability Control.

#009 Lois Lane, Superwoman

🦋 **Sneaking Around the Fortress:** Lois Lane, Superwoman can use Stealth and possesses Earthbound/Neutralized.

#011 Gangbuster

✦ **Bust the Gangs:** At the beginning of the game, choose a team ability. Modify Gangbuster's attack value by +1 for each KO'd opposing character possessing that team ability.

#012 Livewire

✦ **Prevent the Short:** When there are no squares of water terrain within 8 squares of Livewire, modify her damage value by +1.

#013 Maxwell Lord

✦ **Erased Myself From Your Minds:** Lines of fire drawn to Maxwell Lord by opposing characters are blocked unless he's taken damage from an opponent's attack this game.

#014 Mercy Graves

✦ **Minion: Protect the Boss:** Whenever a friendly character named Lex Luthor is within 8 squares, modify Mercy Graves' attack and speed values by +1 and she can use Defend.

#015 Lex Luthor

✦ **Last Perfect Cocktail Was a Super-Serum:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#017 Superboy

✦ **Reign of the Superman:** If a friendly character named Superman has been KO'd this game, modify Superboy's combat values by +1 for the rest of the game.

#018 Steel

✦ **Reign of the Superman:** If a friendly character named Superman has been KO'd this game, modify Steel's combat values by +1 for the rest of the game.

🔨 **Hammer Down:** When Steel attacks a character with two action tokens, you may choose to modify either his attack value by +2 or his damage value by +1.

#020 Bruno Mannheim

🗨️ **Charismatic Criminal:** Bruno Mannheim can use Mind Control, but only targeting characters of 50 points or less.

✦ **Three Stories Tall:** Bruno Mannheim possesses 🧑.


#021 Human Target


✦ **The Human Target:** Friendly characters adjacent to Human Target may use Shape Change if they can't already. If a friendly adjacent character makes a successful Shape Change roll, Human Target becomes a target of that attack, even if he is otherwise an illegal target.

#022 Sun Boy


🌞 **Radiant Spectrum:** Sun Boy can use Penetrating/Psychic Blast and Pulse Wave.


#023 Earth Man

 **Absorbancy:** Give Earth Man a free action and choose a standard Attack power that an adjacent character can use. Until your next turn, he can use that power.


 **No Place to Hide, Alien!:** Opposing characters with the Cosmic keyword can't be given power actions to use standard Speed powers. Those characters modify their defense values by -2 when attacked by Earth Man.

#024 Invisible Kid


 **Full Invisibility:** Invisible Kid can use Stealth. Any line of fire drawn to Invisible Kid is blocked if he has no action tokens.

 **Shared Invisibility:** Give Invisible Kid a free action and choose an adjacent character with the Legion of Super-Heroes keyword. That character can use Stealth until your next turn as long as it is adjacent to Invisible Kid.


#025 Matter-Eater Lad


 **Matter, Eaten:** Give Matter-Eater Lad a free action and destroy an adjacent wall, adjacent square of blocking terrain, or remove an object in his square or an adjacent square from the game.

#027 Parasite



 **Power Drain:** Parasite can use Outwit, but must also be within 5 squares of the target. If he counters a standard power except Outwit, he can use that standard power and replaces his range value with the targeted character's printed range value until your next turn.

#028 Manchester Black


 **Killing is the Only Option:** When an opposing character is KO'd, you may remove an action token from Manchester Black. If the KO'd character was 100 or more points, heal Manchester Black of 1 damage.

 **Ruthless Telekinetic:** Manchester Black can use Penetrating/Psychic Blast and Telekinesis.


#029 Silver Banshee

 **Wail of the Banshee:** Silver Banshee can use Incapacitate as if she possesses . When she uses it, after actions resolve deal damage to each hit character equal to the number of action tokens on them.


#030 Hope Taya

 **Minion: Kill the Boss's Enemies:** Whenever a friendly character named Lex Luthor is within 8 squares, modify Hope Taya's attack and speed values by +1.


#031 Non

 **Lobotomized Strongman:** Non can use Super Strength. In addition to the normal effects, when using an object during an attack, increase the damage dealt by 1.

#032 Project: Superman


 **Learning to See the Light:** Project: Superman possesses a range value equal to his click number.


#033 Eradicator

 **Reign of the Supermen:** If a friendly character named Superman has been KO'd this game, modify Eradicator's combat values by +1 for the rest of the game.


 **Kryptonian Clone, Computer Mind:** Eradicator can use Super Senses and Toughness.


#034 Cyborg Superman

 **Mental Backup:** Give Cyborg Superman a free action and remove an object (held or not) within 6 squares from the map. Roll a d6 and heal Cyborg Superman equal to half of that d6 roll.


 **Total Machine Control:** Give Cyborg Superman a free action to use Telekinesis, but only to move an object or attack with an object.

#035 Magog


 **Excessive Force:** Once per turn, when Magog KO's an opposing character, after actions resolve Magog may take one action as a free action.


 **A Teacher and Healer, In The End:** Magog can use Support. When he does, the targeted character's defense value becomes Magog's unmodified defense value. Before any attack roll, Magog may replace his defense value with the unmodified defense value of an adjacent friendly character.

#036 Composite Superman


 **Don't Belong:** If he begins on his yellow 80 point line, Composite Superman's team abilities are Uncopyable.

#037 Libra

 **Prophetic Manipulation:** At the end of your turn, as a free action you may choose an opposing character and a friendly character, both within 8 squares of Libra. When that opposing character attacks that friendly character before your next turn, you may have that attack roll be rerolled once per turn.

 **Uniting Leader:** If Libra is the highest point friendly character on the map, modify his attack value by +1.

#038 Princess Projectra

 **Illusionary Wall:** Princess Projectra can use Barrier as if she possessed a range value of 4.

★ **Full Illusions:** Give Princess Projectra a free action and choose an adjacent character with the Legion of Super Heroes keyword. That character can use Super Senses until your next turn as long as it is adjacent to Princess Projectra.

#039 Wildfire

⚡ **Free Energy Form:** Wildfire can use Poison and Pulse Wave.

★ **Wild Energy Absorption:** After one of Wildfire's ranged combat actions resolve, heal him of 1 damage for each opposing character that took damage during that action.

#040 Maxwell Lord

★ **Checkmate Is a Law Unto Itself:** Characters with the Checkmate keyword can use the Police team ability as long as they are adjacent to Maxwell Lord.

👤 **Control Superman:** Maxwell Lord can use Mind Control, but you may assign a hit target two actions as free actions instead of one. One of the two must be a move action.

#041 Starman

🌀 **Map of the Multiverse:** Starman can use Phasing/Teleport. Opposing characters adjacent to Starman modify their attack values by -1 if he used Phasing/Teleport during your previous turn.

#042 Lobo

★ **Blah Healing Factor Blah:** At the beginning of your turn, as a free action you may heal Lobo of 1 damage.

👤 **Lazy DAWG:** Lobo can use Flurry. Before the second attack, roll a d6. His damage value becomes the result minus 1 and is locked.

★ **Hook, Line, and Massacre:** Give Lobo a power action, and choose an opposing character within 5 squares and line of fire, and roll a d6. If the d6 result is higher than the number of squares to that character, you may place that character in a square adjacent to Lobo. On any result, you may then make a close combat attack.

#043 Doomsday

★ **Relentless, Unstoppable:** Doomsday uses Battle Fury and can't be placed by Telekinesis.

👤 **Steady Course to Metropolis:** Doomsday can use Charge. When using Charge, he ignores other characters and terrain for movement purposes except walls and indoor blocking terrain.

★ **Final Confrontation:** If an opponent controls only one character, you may give Doomsday a power action. Place Doomsday next to that character and make a close combat attack as a free action.

#044 Ursa

★ **X-Ray Vision:** Ursa ignores hindering terrain for line of fire purposes when making attacks.

🦋 **Kryptonian Black Ops:** Ursa can use Running Shot and Stealth.

👤 **Light Sensitive:** If Ursa occupies hindering terrain, modify her attack value by +1.

#045 Wonder Woman

★ **Mera's Helmet:** Wonder Woman can't be the target of Incapacitate, Mind Control, or Penetrating/Psychic Blast. Opposing characters possessing the 🦋 or 🌀 speed symbol possess Battle Fury.

👤 **Divide and Conquer:** Opposing characters within 8 squares that are not adjacent to another opposing character modify their defense values by -1 when targeted by a close combat attack. Friendly characters within 8 squares that are adjacent to another friendly character modify their attack values by +1 when making close combat attacks.

#046 The Bat-Man

★ **I'll Show You Young Punks How It's Done:** The Bat-Man modifies his attack value by +1 when he's attacking a character whose current click number is lower than The Bat-Man's current click number.

👤 **The House Always Wins:** Immediately before The Bat-Man makes an attack roll, you may choose a number between 1 and 6. If the attack hits and the chosen number is on one die, modify his damage value by +1. If the attack hits and chosen number is on both dice, instead modify his damage value by +2, and after actions resolve, heal The Bat-Man of 2 damage.

#047 Flash

★ **Sudden Stop:** After an action resolves in which Flash moved due to his own action, you may place a hindering terrain marker in an adjacent square of clear terrain and an opposing character occupying that square may be knocked back from Flash 1 square.


👤 **Time Jump:** Give Flash a power action if he began the game on your force, and remove him from the map after resolving that action. Then, at the beginning of your turn, you may place Flash (with no action tokens) anywhere on the map if you control another character. If there are no other friendly characters on the map while he is removed from the map, he is KO'd. He can't use this power again until he's taken damage from an opponent's attack.


#048 Aquaman

★ **Invade the Surface:** After an action resolves in which Aquaman moves due to his own action, you may give any number of other friendly characters possessing the 🦋 or 🌀 a free action to move up to three squares if they currently occupy water terrain.


★ **Flood the Land in Revenge:** When Aquaman is KO'd, all grounded terrain becomes squares of water terrain for the rest of the


game instead of squares of clear, hindering, or blocking terrain, even though this character is not on the map.


 **Underground Geyser:** Give Aquaman a double power action and choose any square of clear terrain within a range of 8 and line of fire. Place a special terrain marker in the chosen square and it becomes water terrain for the rest of the game. Deal a character occupying that square 3 damage, and then each character occupying an adjacent square is knocked back from the chosen square 3 squares.

 **All Must Be Submerged:** Aquaman can use Toughness and Willpower.


#049 Queen of Fables


 **Imprisoned in Something Ordinary:** When the Queen of Fables is hit by a character's attack using a standard object, deal her 1 unavoidable damage after actions resolve.




 **I'm the Hero of this Tale:** Queen of Fables can use Willpower. When she attacks an opposing character, she may replace her attack and damage values with the printed attack and damage values of her target +1.

 **Rewrite the Story:** Queen of Fables can use Perplex and Probability Control.


#050 Imperiox


 **Planetary Destruction:** After choosing starting areas, you may place 3 "DRILL" special terrain markers on the map outside of starting areas. At the beginning of your turn, as a free action you may deal 1 penetrating damage to each character occupying a square containing one of these markers. At the end of your turn, as a free action you may place each of these markers into a square adjacent to its current square that doesn't contain another "DRILL" special terrain marker. When Imperiox is KO'd, remove these markers from the map.


 **Summon the Hollowers:** Give Imperiox a double power action. You may place any of Imperiox's "DRILL" special terrain markers in different squares adjacent to Imperiox.

 **Entropy Unleashed:** Imperiox can use Energy Explosion as if he has , Incapacitate as if he has , and Pulse Wave.


#051 Swamp Thing


 **Out of the Green:** Before being given a move or close combat action, you may place Swamp Thing in any square of printed hindering terrain within 4 squares.

 **Hallucinatory Toxins:** Swamp Thing can use Poison. When he does, a character that takes damage and has zero action tokens is given an action token.


 **Nature's Assault:** Give Swamp Thing a free action and choose any number of characters occupying a square of printed hindering terrain within 4 squares. Deal 1 damage to the chosen characters.


#052 Darkseid


 **Stony Lord of Apokolips:** Each time penetrating damage would be dealt to Darkseid, he may ignore 1 of that penetrating damage. If he does so, he can't transfer the damage.

 **Boom Tube Invasion:** Darkseid can use Phasing/Teleport. When he does, he can use the Carry ability to carry up to 3 characters regardless of their speed symbols. One character of 125 points or less that shares a keyword with Darkseid and was carried by him this turn may be given a non-free action if it has not already been given one this turn.


#053 Zod


 **Defend New Krypton My Way:** Adjacent friendly characters and other friendly characters that possess the Phantom Zone keyword modify their attack values by +1.


 **Kneel Before Zod!:** Give Zod a power action. The controller of each opposing character within 2 squares with 0 or 1 action tokens can choose to give that character an action token. Each opposing character within 2 squares that was not given an action token is dealt 2 penetrating damage.


 **The Most Dangerous Kryptonian Alive:** If an opposing character possesses the Superman Ally team ability, friendly characters can't use the Superman Enemy team ability; instead if there are two or more friendly characters possessing the Superman Enemy team ability on the map, they can each use Outwit normally.

#054 Black Adam


 **World War III:** Friendly characters named Osiris modify their attack values by +1 if they are not on their starting click. Friendly characters named Isis modify their defense values by +1 if they are not on their starting click.

 **Hell is Here!:** Black Adam can use Charge. He can use it normally, or he can be given a double power action to use Charge with a locked speed value of 10 if he doesn't use the Carry ability or Super Strength.

 **Lightning Regeneration:** Black Adam can use Regeneration. If he uses it and heals, after actions resolve deal 1 penetrating damage to each opposing character within 2 squares.

 **Defender of Khandaq:** Black Adam can use Impervious, but if he would be dealt 4 or more damage, he reduces that damage by 3 instead of 2. His powers and abilities can't be countered except for his Outwit.

#055 Superman

 **A Piece of My Ship:** Superman can use Super Strength. When Superman uses an object in an attack, he deals penetrating damage. When you place your force on the map at the beginning of the game, Superman begins holding a standard heavy object. (This doesn't count against your object limit.)

#056 Superman

☆ **The Apocalypse Dawns With Me:** When a character takes damage from Superman's attack, that character modifies its defense value by -1 and damage dealt to that character is increased by 1 until the end of the turn.

#057 Superman

☆ **Superman Returned!:** Once per game, when Superman would be KO'd, instead heal him to click #6 and modify his combat values by +1 for the rest of the game. When this happens, he counts as KO'd for traits named "Reign of the Supermen".

✦ **Kryptonian Knowledge Crystals:** Superman can use Perplex, but only to target himself.

#058 Kal

☆ **Blacksmith's Apprentice:** Adjacent friendly characters that possess the Armor keyword modify their defense values by +1.

✦ **There's No One Else Who Can End This:** If Kal is the only character on your force remaining on the map, modify his combat values by +1.

🛡️ **Starmetal Armor:** Kal can use Impervious. Once per game, after Kal is dealt damage but before he takes it, you may instead give him an action token and ignore that damage. This power can't be countered.

#100 Superman Robot

✦ **Minion: Follow or Rebel:** Whenever a friendly character with a higher point value and possessing the Superman Ally or Superman Enemy team ability is within 8 squares, Superman Robot can use that team ability.

#101 Commander El

☆ **Defend New Krypton My Way:** Adjacent friendly characters possessing the Kryptonian keyword or the Superman Ally team ability modify their defense values by +1.

#102 Manhunter Grandmaster

☆ **Leader of the Manhunters:** After Manhunter Grandmaster resolves a non-free action, you may give any number of other friendly characters with the Robot keyword a free action to move 1 square. If those characters are also named Manhunter, they may move 3 squares instead.

🗡️ **But I Want to Die...:** At the beginning of your turn, Manhunter Grandmaster uses Regeneration as a free action, but can't otherwise use it through this power.

#103 Bizarro-Girl

✦ **Rock-Breath:** Bizarro-Girl can use Incapacitate. When she does, a hit character's speed powers are countered until your next turn.

✦ **Me Am So Scared:** If Bizarro-Girl didn't take any damage since your last turn, she can use Willpower.

#104 Zibarro

✦ **Escape From the Underverse:** Adjacent friendly characters that can use the Flight ability modify their speed values by +2 when they are given a move action.

#105 Superman Beyond

✦ **Phantom Zone Projector:** Give Superman Beyond a power action and make a close or ranged combat attack that deals no damage. If it hits, you may place the hit character in any starting area used this game and then deal that character 1 penetrating damage.

Forces

Superman Battle for Smallville Fast

#001 Superman

☆ **Champion of the Oppressed:** Superman can use Defend, but only characters 100 points or less can replace their defense values through this use of Defend.

✎ **Arctic Breath:** Superman can use Incapacitate. When he uses it and hits, he may also give an action token to each opposing character adjacent to the hit target.

✦ **For Tomorrow:** Superman can use Super Strength and Willpower.

#002 Supergirl

✎ **No Holding Back:** Supergirl can use Penetrating/Psychic Blast and the Sharpshooter ability.

#004 Lex Luthor

☞ **Everything Superman Is Not:** Lex Luthor can use Mastermind. He can use it to transfer damage to characters of 150 points or less if both can use the same team ability.

#006 Bizarro

☆ **Bizarro World:** Bizarro's attack rolls of 2 or 3 are critical hits. Bizarro's attack rolls of 11 or 12 are critical misses.

Lord of the Rings†

#001 Frodo

Heart of the Fellowship: Give Frodo an epic action and choose up to one adjacent friendly character per 100 points of the game's build total. Until your next turn, the chosen characters can use Willpower.

Ring-bearer: When Frodo is hit by an attack, before damage is dealt you may declare he evaded that attack. If you do, after actions resolve, deal Frodo 1 unavoidable damage.

#002 Sam

Don't You Lose Him, Samwise Gamgee!: Sam can use Defend. When a friendly character would replace its defense value with Sam's, you may first choose to replace Sam's defense value with his value +1, +2, or +3. If you do, after actions resolve, roll a d6 and on a result of 1-3 deal Sam unavoidable damage equal to the increase.

#003 Aragorn

Through the Wild: Give Aragorn an epic action and all friendly characters can use Leap/Climb until your next turn, and at the end of your turn, one friendly character per 100 points of the game's build total may be given a move action as a free action if they have not been moved or placed this turn.

Protector: Any opposing character who damages a friendly character adjacent to Aragorn with a close combat attack is dealt 1 damage after actions resolve.

#004 Legolas

Flank: Give Legolas an epic action when he occupies a square on an edge of the map. Legolas may use Phasing/Teleport to move as if he has a locked speed value of 12, but only through squares on the edge of the map. He can use the Carry ability and may carry one character per 100 points of the game's build total.

Rapid Shot: Modify the attack value of Legolas by +2 when he makes a ranged combat attack. Modify the damage value of Legolas by +1 for each character he targets with a ranged combat attack beyond the first; each hit target must be assigned at least 1 damage.

#005 Gimli

Hold Your Ground!: Give Gimli an epic action. Until your next turn, Gimli and up to 1 other friendly character per 200 points of the game's build total (each of whom must be adjacent to Gimli and/or at least one other chosen character) modify their defense values by +2 and may choose to ignore knockback.

Let Them Come!: When a single opposing character takes 3 or more total damage during Gimli's action, after actions resolve you may place an action token on that character.

#006 Ringwraith

You Cannot Kill Them: Ringwraith can use Invulnerability. Modify the defense values of adjacent characters with the Nazgul keyword by the number of action tokens on Ringwraith.

#007 Gorbag

Orc Captain: Gorbag can use Enhancement and Leadership.

#008 Shagrat

Uruk-Hai Captain: Friendly characters adjacent to Shagrat and making a close combat attack can modify their attack values by +1 if not already modified by +1 or more.

Powerful Blow: When Shagrat hits an opposing character, after actions resolve he may use Force Blast against the same target as a free action, but can't knock back a character more than 3 squares.

#009 Ugluk

Instructions from the Eye: Ugluk can use Perplex, but he can only target other friendly characters.

#011 Merry

Took-Friend: When Merry begins your turn adjacent to a friendly character named Pippin, modify both of their speed values by +1 until the end of the turn if not already modified by this effect.

I Know a Shortcut!: Merry can use Leap/Climb and the Carry ability; when he uses the Carry ability, he may carry up to three characters with a combined point value of 100 points or less.

Barrow Blade: Merry can use Blades/Claws/Fangs; when he does, instead replace his damage value with half of that d6 roll, rounded up.

#012 Pippin

Brandybuck-Friend: When Pippin is adjacent to a friendly character named Merry, modify both of their defense values by +1 if not already modified by this effect.


Fool of a Took!: Pippin can use Stealth. Give him a power action and choose up to two adjacent friendly characters and roll a d6; on a result of 1, place an action token on the chosen characters, and on a result of 4-6, the chosen characters can use Stealth until your next turn.


Barrow Blade: Pippin can use Blades/Claws/Fangs; when he does, instead replace his damage value with half of that d6 roll.

#013 Boromir


Horn of Gondor: Give Boromir an epic action. Up to one other friendly character per 100 points of the game's build total that shares


a keyword with Boromir and is within 10 squares may be placed adjacent to Boromir or another character just placed by this effect. Placed characters may not be given an action until your next turn.

 **Numenorean Blood:** Boromir can use Super Strength, but can only hold light objects.


 **Dark Premonitions:** Boromir can use Probability Control. After an action resolves during which Boromir used Probability Control, roll a d6; on a result of 1-3 deal Boromir 1 unavoidable damage.


#014 Faramir

 **Ranger Captain:** Faramir can use Enhancement, Running Shot, and Stealth.


 **He's Not Dead!:** Faramir can use Toughness. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial and give Faramir an action token that doesn't deal pushing damage.

#015 Gollum


 **MINE!:** Gollum can use Exploit Weakness and Plasticity.


 **Smeagol:** Gollum can use Enhancement, Perplex, and Support. When he uses any of these powers roll 2d6 at the end of your turn, and on a result of 6 or less deal Gollum 1 unavoidable damage.

#016 Black Rider


 **Wraiths on Wings:** Black Rider can use Phasing/Teleport, Stealth, and the Carry ability. When he uses the Carry ability, he can carry up to two characters if they each share a keyword with him or up to four characters if they all have the Nazgul keyword.


#017 Éowyn

 **Fearless Charge:** When Éowyn uses Charge, she ignores the effects of characters on movement and can use the Carry ability to carry a lower point value character.

 **White Lady of Rohan:** Éowyn can use Perplex and Support, but only to target characters with one or more action tokens.


#018 Gandalf the Grey


 **You Shall Not Pass!:** Give Gandalf the Grey an epic action and place up to 1 SPECIAL marker per 50 points of the game's build total in squares of either the row or column that Gandalf occupies. The first marker must be placed adjacent to Gandalf, the second adjacent to the first, etc. Until your next turn, any opposing character that would move out of or through the marked squares must first make an attack roll of their printed attack value against Gandalf the Grey's printed defense value. If the attack roll is unsuccessful, movement stops. (Character may continue with the rest of their action if able.) These markers remain until the beginning of your next turn.


 **Servant of the Secret Fire:** Gandalf the Grey can use Outwit and Perplex. Gandalf the Grey can use Outwit a second time during your

turn, but must be given a power action instead of a free action to use it.


#019 Saruman

 **An Army Worthy of Mordor:** Give Saruman an epic action and choose up to 1 character per 200 points of the game's build total. If that character's attack roll this turn is 9 or higher, the damage dealt by that character is penetrating damage.


 **Embrace Your Own Destruction!:** Saruman can use Poison and Pulse Wave.


 **Palantir:** Saruman can use Outwit and Probability Control.

#020 Servant of Sauron


 **Fallen Into Darkness:** Servant of Sauron can use Blades/Claws/Fangs. When he does, on a result of 1-2 on the d6 roll, until the end of the turn any attack that hits made by friendly characters with the Nazgul keyword (including this one) is a critical hit.


#021 Mouth of Sauron

 **Dark Words:** Mouth of Sauron can use Mind Control. When he does and hits, roll a d6 after actions resolve; on a result of 5-6, deal 1 damage to the target of his Mind Control.


 **Demoralize:** Mouth of Sauron can use Perplex and Probability Control. When he uses Perplex he can modify combat values only by -2 and he does not need line of fire to the target if the target is within 5 squares.


#022 Merry and Pippin

 **We'll All Have One of These "Pints":** Give Merry and Pippin an epic action; once this turn when Merry and Pippin are healed of at least 1 damage you may also heal 1 damage on an all friendly characters adjacent to them.


 **Heal Our Heart and Drown Our Woe:** Merry and Pippin can use Quake; when they do the attack deals no damage and you may place an action token on each hit opposing character.


#023 Frodo and Sam

 **Let Us Be Rid of It Once and For All!:** All damage dealt to Frodo and Sam is reduced by the number of action tokens on them.

 **I Can't Carry It For You, But I Can Carry You!:** Frodo and Sam can use Leap/Climb, Stealth, and the Carry ability.

#024 Mr. Underhill

 **We Stay Together, We Stay Off the Road!:** Mr. Underhill can use Phasing/Teleport, Stealth, and the Carry ability.

 **We Must Not Be Seen!:** Friendly characters adjacent to Mr. Underhill can use Super Senses; when they roll a d6 for this Super

Senses, on a result of 1-2 Mr. Underhill is dealt 1 unavoidable damage.

#101 Nazgul

★ **Icy Touch:** Nazgul can use Exploit Weakness. Give Nazgul a power action; whenever a friendly character with the Nazgul keyword damages an opposing character this turn, place an action token on the opposing character.

#102 One of the Nine

★ **Nine Kings of Men, Doomed to Never Die:** Whenever this character or another friendly character with the Nazgul keyword is KO'd, heal 1 damage on all friendly characters with the Nazgul keyword.

#201 Ringbearer

★ **The Burden of Ringbearers:** All friendly characters with the Ringbearer keyword who are adjacent to Ringbearer at the beginning of your turn can use Willpower until your next turn.

✍ **Nothing But a Trail of Footprints:** When Ringbearer is given a move action, he breaks away automatically and ignores the effects of characters on movement.

#202 Strider

🗡 **Leaving Decoys:** Give Strider an epic action; for each 200 points of the build total, choose up to one friendly character next to an opposing character, place the friendly character in an unoccupied square adjacent to Strider but not adjacent to any opposing character, and place a hindering terrain marker in the square formerly occupied by the friendly character.

★ **Sword Training:** Strider can use Perplex, but he can only modify the combat values of other friendly characters.

#203 Esquire of Rohan

🗡 **Scatter the Foe:** Give Esquire of Rohan an epic action. Choose a stack of opposing horde tokens, remove up to one horde token from it for each 200 points of the build total, and place it in its owner's starting area.

🗡 **Barrow Blade:** Esquire of Rohan can use Blades/Claws/Fangs; when he does, instead replace his damage value with half of the d6 roll.

#204 Guard of the Citadel

🗡 **He's Alive!:** Guard of the Citadel can use Defend. When he or a friendly adjacent character uses Support, replace their attack value with their printed value +1.

#205 Captain Lurtz

★ **On the Trail:** At the beginning of the game, choose an opposing character. After Captain Lurtz resolves a move action, he may immediately use Charge as a free action if he can use it to attack the

chosen character and does so. If Captain Lurtz KO's the chosen character, he may choose a new opposing character.

#206 Olog Hai

✍ **Trample:** For movement purposes, Olog Hai ignores characters possessing ★. Once per turn, when Olog Hai moves through a square occupied by an opposing character, roll a d6; on a result of 4-6, deal the character 1 unavoidable damage.

#207 Witch-King of Angmar

🗡 **Chosen Prey:** Give Witch-King of Angmar an epic action and choose an opposing character. Modify that character's defense value by -2 until your next turn.

✍ **Rider in Black:** Witch-King of Angmar can use Charge and Stealth.

★ **Morgul Blade:** Witch-King of Angmar can use Mind Control as if he had a range of 8. Each time an opposing character takes damage from his attack, place a blade token on this card. When he uses Mind Control, before his attack roll he may remove any number of blade tokens to modify his attack value by +1 for each removed token.

#208 Sauron

★ **The Free Lands Will Fall:** When Sauron attacks a stack of horde tokens and deals damage, roll a d6; on a result of 3-4 you may remove one additional token, and on a result of 5-6 you may remove two additional tokens.

🗡 **Frozen with Fear:** Give Sauron an epic action and choose up to one opposing character for each 200 points of the build total. Until your next turn, the chosen characters can't be given move actions or power actions unless there are no other opposing characters.

✍ **The Shadow Across the Land:** Sauron can use Phasing/Teleport. When he does, after actions resolve he may make a close combat attack modifying his attack value by -2.

🗡 **One Ring to Rule Them All:** Sauron can use Pulse Wave as if he had a range value of 10. When he uses Pulse Wave and hits, you may give the hit character an action token instead of dealing damage.

★ **Ring of Power:** Unless this power is countered, Sauron's other powers and abilities can't be countered. Sauron can use Exploit Weakness, Outwit, and Perplex.

The Incredible Hulk

#001 Hulk

☆ **Strongest One There:** Is Hulk can use Super Strength.

👉 **Puny Humans Stand No Chance:** When a character 75 points or less would deal damage to Hulk with an attack or targets Hulk with Outwit, roll a d6. On a roll of 4-6, Hulk ignores damage dealt by that attack or Hulk ignores that use of Outwit.

#002 Bruce Banner

👉 **Alter Ego: Hulk:** Give Bruce Banner a power action that deals no pushing damage and replace this character with 🦋 #001 Hulk, 🦋 #043 Hulk, or 🦋 #027 Hulk on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

👉 **Bomb Science:** Bruce Banner can use Energy Explosion. Bruce Banner and adjacent friendly characters deal 1 additional damage to the targets of their attacks while using Energy Explosion, if not already modified by this effect.

#003 A.I.M. Agent

👉 **Minion: When You Get Thrown Out of Grad School...:** When a friendly character with the A.I.M. keyword and a higher point value is within 8 squares, A.I.M. Agent can use Energy Explosion.

#004 Hulkbuster Soldier

👉 **High-Energy Vision and High Ordnance:** When attacking a character with a printed damage value of 4 or more, Hulkbuster Soldier modifies his attack value by +1 and damage dealt by this attack may not be reduced below 1.

#005 Humanoid

☆ **Minion: Which One Just Punched Me?:** When a friendly character named Leader or The Leader is within 8 squares, Humanoid can use Shape Change and Willpower.

#007 She-Hulk

☆ **Breaking The Fourth Wall:** When She-Hulk makes an attack, after actions resolve you may destroy one square of blocking terrain or one wall that is adjacent to a targeted character.

#008 John Jameson

☆ **Married(!?) Duo:** When a friendly character named She-Hulk is adjacent to John Jameson, they both modify their attack values by +1 if not already modified by this effect.

👉 **Alter Ego: Man-Wolf:** Give John Jameson a power action that deals no pushing damage and replace this character with 🦋 #009 Man-Wolf on its orange starting line. Existing actions tokens on this

character and action tokens for this action are applied to the replacement. This power can't be countered.

#009 Man-Wolf

👉 **Stargod, Briefly:** Man-Wolf can use Penetrating/Psychic Blast as if he had a range value of 6 and possesses the Power Cosmic team ability.

#010 Punisher

☆ **Weapon Swap: Punisher:** Give Punisher a ranged combat action. After that action resolves, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for that action are applied to the replacement.

#011 Punisher

☆ **Weapon Swap: Punisher:** Give Punisher a ranged combat action. After that action resolves, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for that action are applied to the replacement.

#012 Thundra

☆ **Prove Femizons Are Your Superiors:** At the beginning of the game, choose an opposing character that has the highest point value among all opposing characters. Thundra modifies her attack and damage values by +1 when attacking that character.

#013 Abomination

👉 **Rampaging Assault:** Abomination can use Charge and Flurry.

#014 The Leader

☆ **Humanoid Regrowth Chamber:** When a friendly character whose name includes "Humanoid" is KO'd, you may roll a d6 that can't be rerolled. On a roll of 5 or 6, place a character with the same name and point value on click #2 in your starting area.

☆ **I Can't Stop Your Brute Strength, But My Mind is Far Superior:** The Leader can use Outwit. Once per turn, if he uses it to counter a power or ability that isn't a defense power, he can immediately use it again to counter another power or ability that isn't a defense power.

#015 Skaar

☆ **Parental Duo:** When a friendly character named Hulk or Caiiera is adjacent to Skaar, they all modify their attack values by +1 if not already modified by this effect.

☆ **Power of the Oldstrong:** When Skaar is adjacent to a square of blocking terrain, if he possesses Invulnerability, he can use

Impervious instead, and if he possesses Toughness, he can use Invulnerability instead.

#016 Lyra

✦ **Meditative Femizon Trance:** If Lyra has no action tokens when she makes an attack, she can use Probability Control during that attack.

#017 A.I.M. Renegade

✦ **A.I.M. Must Be Purified:** A.I.M. Renegade modifies his attack and damage values by +1 when attacking a character that possesses a keyword or team ability that A.I.M. Renegade also possesses.

#018 A.I. Marine

✦ **Alter Ego: A.I. Marine Hulk:** Give A.I. Marine a power action that deals no pushing damage and replace this character with #100 A.I. Marine Hulk on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

#019 Black Tarantula

✦ **Many Arms of the Black Tarantula:** Give Black Tarantula a double power action. Give him a close combat action as a free action and he may use Blades/Claws/Fangs. After that action resolves, he may automatically break away and move up to 2 squares and then may make a ranged combat attack.

#020 White Tiger

✦ **Demonic Resurrection:** Once per game, when White Tiger would be KO'd, you may instead heal her to click #3. If you do, at the beginning of each of your turns while she is on the map, deal 1 unavoidable damage to another friendly character.

#021 Daredevil

✦ **I Can Hear Your Heartbeat:** Daredevil ignores Shape Change and Stealth.

✦ **No, Behind You:** Daredevil can use Super Senses. Whenever he successfully uses Super Senses to evade an attack, deal an adjacent opposing character 1 damage.

#022 Matt Murdock

✦ **Alter Ego: Daredevil:** Give Matt Murdock a power action that deals no pushing damage and replace this character with #021 Daredevil, #031 Daredevil, or #103 Daredevil on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

✦ **Sue for Libel:** Matt Murdock can use Outwit. He can use it normally, or he can use it targeting a character of 75 points or less within 6 squares if he uses it to counter Outwit, Perplex, or Stealth. (This does not require line of fire.)

#023 Punisher

✦ **Weapon Swap: Punisher:** Give Punisher a ranged combat action. After that action resolves, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for that action are applied to the replacement.

#024 Jigsaw

✦ **Each Scar is a Reminder:** Jigsaw can't be healed. Each time Jigsaw takes damage, place a number of scar tokens on this card equal to the damage taken. Before Jigsaw makes an attack roll, you may remove any number of scar tokens and choose one: modify his attack value by +1 for each scar token removed or modify his damage value by +1 for every two scar tokens removed.

#025 Rick Jones

✦ **Alter Ego: I've Led an Interesting Life:** Give Rick Jones a power action that deals no pushing damage and replace this character with #040 A-Bomb, #031 Captain Marvel or #027 Genis-Vell on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

#026 Hercules

✦ **Are You Worthy of 'The Gift'?:** Hercules modifies his attack value by -1 when attacking a character with a lower point value, lower printed attack value, and lower printed damage value. When Hercules attacks a character that does not meet all of those conditions, modify his attack value by +1 instead.

✦ **Coward, Come Closer:** Hercules can use Willpower. Modify Hercules' defense value by +1 against ranged attacks.

#027 Amadeus Cho

✦ **Unlikely Duo:** When a friendly character named Hercules is adjacent to Amadeus Cho, they both modify their attack values by +1 if not already modified by this effect.


✦ **Time to Calculate Trajectory:** Amadeus Cho can use Penetrating/Psychic Blast. When he does, modify his attack and range values by +2 and his damage value becomes 1 and is locked.

✦ **7th Smartest in the World:** Amadeus Cho can use Outwit. If no friendly character has a power or ability countered, he can also use Probability Control.



#028 Red Hulk


✦ **No, I'm Clearly the Strongest One There Is:** Red Hulk can use Super Strength.

✦ **Trouble Coming Your Way:** Red Hulk can use Leap/Climb. If he moves 6 squares or less due to his own action, after that action resolves he can make a close combat attack as a free action.


 **Hotter and Hotter:** Red Hulk can use Poison. When he does, he deals 2 damage to adjacent opposing characters and 1 damage to nonadjacent opposing characters within 2 squares and line of fire.


#029 General Thunderbolt Ross

 **Alter Ego: Red Hulk:** Give General Thunderbolt Ross a power action that deals no pushing damage and replace this character with  #028 Red Hulk on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.


 **The Hulkbuster:** Friendly adjacent characters of 75 points or less modify their attack values by +1 when attacking a character that can use Super Strength. If any friendly character attacks a character named Hulk, that friendly character modifies its damage value by +1.


#030 Doc Samson

 **Deprogramming:** Give Doc Samson a power action and choose another friendly character within 4 squares and line of fire. That character can't be affected by Outwit or Perplex until your next turn.


 **Psychological Trickery:** Doc Samson can use Mind Control. When he does so, he modifies his attack value by +1, and after actions resolve he can use Outwit and Perplex targeting a character he hit with this use of Mind Control.


#031 Daredevil

 **Ruthless Justice for Criminals:** Friendly characters with The Hand keyword modify their attack values by +1 when attacking characters of a lower point value than themselves.


 **Matt, You Don't Want to Do This:** Daredevil can use Exploit Weakness, Leadership, and Shape Change.


#032 Shanna

 **Savage Duo:** When a friendly character named Ka-Zar is adjacent to Shanna, they both modify their attack values by +1 if not already modified by this effect.


 **Queen of the Savage Land:** Shanna modifies her attack value by +2 when attacking a character that's occupying printed hindering terrain. Shanna modifies her damage value by +1 while occupying printed hindering terrain.


#033 Tiger Shark

 **The Scent of Blood:** When a character takes damage from Tiger Shark's attack, you may mark that character. At the end of your turn, if Tiger Shark is within 3 squares of a character marked in this way but not adjacent, you may place him adjacent to that character.


 **Blood in the Water:** Tiger Shark can use Charge. If Tiger Shark begins or ends a move action occupying water terrain, he can be given a close combat action as a free action after actions resolve.


#034 Man-Beast

 **Master Impersonator:** Man-Beast can use Shape Change. If an opposing character has been KO'd by Man-Beast this game, this Shape Change succeeds on a roll of 4-6.


 **Emotional Corruption:** When a character takes damage from Man-Beast's attack, after actions resolve Man-Beast can use Mind Control targeting that character as a free action.


#035 Wolverine

 **My First Non-X Team:** Modify Wolverine's attack value by +1 if other friendly characters on the map possess 3 or more different team symbols among them.


 **Lunge:** When Wolverine is given a close combat action, immediately before making the attack he may automatically break away and may move up to 2 squares.

#036 Joe Fixit


 **Incoming!:** Joe Fixit can use Leap/Climb. After he uses it for a move action, he can use Quake as a free action.


 **Stunning Throw:** When Joe Fixit throws an object in a ranged combat attack, after actions resolve give a hit character an action token.

#037 Ghost Rider


 **Penance Stare:** Ghost Rider deals penetrating damage to opposing characters that have damaged a friendly character since your last turn.


#038 Spider-Man

 **Surprise! I'm Under You!:** Spider-Man can use Leap/Climb. When Spider-Man makes a close combat attack targeting a character on a higher elevation, modify Spider-Man's attack and damage values by +1.


 **Distracting Banter:** If an opposing character attacked Spider-Man and missed, modify that character's defense value by -1 until that character's next turn.

#039 Caiera

 **Imperial Bodyguard:** At the beginning of the game, choose a friendly character. When that character is adjacent to Caiera, that character's defense value becomes 18.

 **Blade of my People, Power of Sakaar:** Caiera can use Blades/Claws/Fangs and Super Strength. When she uses Blades/Claws/Fangs while holding an object, add 1 to the d6 roll, then remove that object from the game.

#040 A-Bomb

 **Camouflage:** When A-Bomb is adjacent to a wall or blocking terrain, any line of fire drawn to him for a ranged combat attack is blocked.

#042 Black Bolt

☛ **Silent Scream:** Black Bolt can use Pulse Wave. He can use it normally, or you can give him a double power action to use it as a free action and the damage dealt becomes his printed damage value instead of 1.

★ **She Speaks for Me:** Black Bolt can use Leadership. He can use it normally, or if he's adjacent to a friendly character named Medusa and succeeds at his Leadership roll, he may instead remove an action token from each adjacent character that shares a keyword with him and add that many actions to your action total this turn.

#043 Hulk

☛ **Limitless Rage:** Hulk can use Toughness. Hulk ignores all damage dealt to him unless it is dealt by an attack and the attack roll is doubles, but not a critical miss. Friendly characters can't use Probability Control during an attack that targets Hulk. This power can't be countered or ignored.

★ **Peace of the Outback:** Before Hulk makes a close combat attack, you may choose to modify his attack and damage values by -1. If you do, Hulk's target can't use defense powers for that attack.

#044 Red King

★ **Gigantic Reach:** When this character is given an action that includes a close combat attack, all squares within a range of 3 and line of fire are considered adjacent.

☛ **Swat:** All damage dealt by Red King causes knock back. When the knock back path of a character knocked back in this way is stopped by another character, deal both characters 2 knock back damage.

#045 Cosmic Hulk

★ **Weekend Uni-Vision:** Cosmic Hulk's line of fire is blocked only by blocking terrain and walls. Cosmic Hulk ignores the hindering terrain defense modifier when attacking.

#046 Winter Hulk

★ **Shield Smash:** When Winter Hulk makes a close combat attack, if his attack total is at least 4 greater than his target's defense value, the hit character can't make a close or ranged combat attack during its next turn.

☛ **Puny Shield:** Winter Hulk modifies his defense value by +1 against ranged combat attacks.

★ **Revert: Captain America:** Give Winter Hulk a free action and replace him with a figure on a click number as listed below. Existing actions tokens on this character are applied to the replacement, which can't be given an action this turn. If the replacement is KO'd, this character's point value is scored instead.

SET/#	NAME	CLICK #
☛#001	Captain America	Current - 1

☛#002	Captain America	Current - 2
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#047 Hulklops

★ **Beam Smash:** When Hulklops makes a close combat attack, if his attack total is at least 4 greater than his target's defense value, after actions resolve he can use Penetrating/Psychic Blast targeting the hit character as a free action.

☛ **Eyes on the Back of My Head:** Hulklops can use Pulse Wave. When he does, he ignores elevation when drawing lines of fire.

★ **Revert: Cyclops:** Give Hulklops a free action and replace him with a figure on a click number as listed below. Existing actions tokens on this character are applied to the replacement, which can't be given an action this turn. If the replacement is KO'd, this character's point value is scored instead.

SET/#	NAME	CLICK #
☛#008	Cyclops	Current - 1
☛#002	Cyclops	Current - 3

#048 Icehulk

★ **Ice Smash:** When Icehulk makes a close combat attack, if his attack total is at least 4 greater than his target's defense value, give the hit character up to 2 action tokens after actions resolve.

☛ **Freezing Hit:** Icehulk can use Poison. When Icehulk hits a character that also took damage from Icehulk's Poison this turn, after actions resolve counter that character's speed powers until your next turn.

★ **Revert: Iceman:** Give Icehulk a free action and replace him with a figure on a click number as listed below. Existing actions tokens on this character are applied to the replacement, which can't be given an action this turn. If the replacement is KO'd, this character's point value is scored instead.

SET/#	NAME	CLICK #
☛#038	Iceman	Current - 1
☛#006	Iceman	Current - 3

#049 Hulkmariner

★ **Sea Smash:** When Hulkmariner makes a close combat attack, if his attack total is at least 4 greater than his target's defense value, the hit character gains Earthbound/Neutralized this game as long as Hulkmariner is on the map.

☛ **Flotsam and Jetsam:** Hulkmariner can use Super Strength. Give Hulkmariner a free action if he occupies water terrain and isn't holding an object. Give Hulkmariner a standard light object from outside the game.

★**Revert: Namor:** Give Hulkmariner a free action and replace him with a figure on a click number as listed below. Existing actions tokens on this character are applied to the replacement, which can't be given an action this turn. If the replacement is KO'd, this character's point value is scored instead.

SET/#	NAME	CLICK #
🌀#009	Namor	Current
🌀#203	Namor	Current - 1

#050 Mighty Thorr

★**Thunder Smash:** When Mighty Thorr makes a close combat attack, if his attack total is at least 4 greater than his target's defense value, after actions resolve he can use Quake as a free action.

👉**Chain Lightning:** Mighty Thorr can use Energy Explosion as if he possessed ⚡.

★**Revert: Thor:** Give Mighty Thorr a free action and replace him with a figure on a click number as listed below. Existing actions tokens on this character are applied to the replacement, which can't be given an action this turn. If the replacement is KO'd, this character's point value is scored instead.

SET/#	NAME	CLICK #
👉#038	Thor	Current - 2
🌀#002	Thor	Current - 1
🌀#005	Thor	Current

#051 Wolverine

★**Blood Smash:** When Wolverine makes a close combat attack, if his attack total is at least 4 greater than his target's defense value, after actions resolve heal Wolverine of 2 damage.

👉**Big Claws:** Wolverine can use Blades/Claws/Fangs and Flurry. When Wolverine is given a close combat action, squares within a range of 2 and line of fire may be considered adjacent.

★**Revert: Wolverine:** Give Wolverine a free action and replace him with a figure on a click number as listed below. Existing actions tokens on this character are applied to the replacement, which can't be given an action this turn. If the replacement is KO'd, this character's point value is scored instead.

SET/#	NAME	CLICK #
👉#029	Wolverine	Current
🌀#004	Wolverine	Current - 1
🌀#009	Wolverine	Current - 2

#100 A.I. Marine Hulk

★**Hulk Platoon:** A.I. Marine Hulk modifies his attack value by +1 for each friendly adjacent character named A.I. Marine or A.I. Marine Hulk. A.I. Marine Hulk modifies his damage value by +1 for each set of two friendly adjacent characters named either A.I. Marine or A.I. Marine Hulk. (Each character can only be counted as part of a set once.)

#101 Bruce Banner

★**Charging Up:** When targeted by a close combat attack, Bruce Banner can use Toughness if he has no action tokens, Invulnerability if he has 1 action token, and Impervious if he has 2 action tokens.

🛡️**Bannertech Forcefield:** Bruce Banner can use Barrier and Energy Shield/Deflection.

#103 Daredevil

★**Borrowed Rogues Gallery:** When attacking a character possessing the Brotherhood of Mutants, Hydra, Masters of Evil, Minions of Doom, Sinister Syndicate, or Skrulls team ability, modify Daredevil's attack value by +1.

#201 Hulk

👉**Leave Hulk Alone!:** All damage dealt by Hulk causes knock back.

★**Guns Make Hulk Mad!:** Modify Hulk's attack and damage values by +1 for each time he was targeted by a ranged combat attack since your last turn.

#202 Bruce Banner

👉**Alter Ego: Hulk:** Give Bruce Banner a power action that deals no pushing damage and replace this character with 🧛#201 Hulk on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

👉**Bannertech Gamma-Inhibitors:** Bruce Banner can use Incapacitate. If he uses Incapacitate to target a character with a printed damage value of 4 or more, modify his attack value by +2.

🛡️**You Wouldn't Like Me When I'm Angry:** When Bruce Banner takes 2 or more damage from an opponent's attack, if after actions resolve this power is revealed, you may replace this character with 🧛#201 Hulk on its orange starting line. Existing actions tokens on this character are applied to the replacement.

#203 Hulkbuster Squad Leader

👉**Minion: Hulkbusters:** If Hulkbuster Squad Leader is within 8 squares of a friendly character named General Thunderbolt Ross, Hulkbuster Squad Leader can activate the S.H.I.E.L.D. team ability as a free action instead of a power action.

#204 She-Hulk

☆ **“Here's Jenny!”**: When making a close combat attack, She-Hulk can ignore walls. When she targets a character along an edge of her square with a close combat attack, after actions resolve, destroy the wall between her and her target.


#205 Punisher

☆ **Spray With Bullets**: When Punisher makes a ranged combat attack, increase the damage dealt by 1 to each hit target character if that character is adjacent to one or more other hit target characters.

#207 Skaar

✎ **Swords are More Fun**: Skaar can use Blades/Claws/Fangs. When using Blades/Claws/Fangs, if the d6 roll is less than Skaar's printed damage value, use his printed damage value as the result of the roll instead.

#208 General Thunderbolt Ross

✎ **Alter Ego: Red Hulk**: Give General Thunderbolt Ross a power action that deals no pushing damage and replace this character with  #210 Red Hulk on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

✎ **Call in the Air Strike**: Once per game, give General Thunderbolt Ross a double power action. Choose a square anywhere on the map. Modify General Thunderbolt Ross' attack value by +3 and make a ranged combat attack that does not target, and compare the result to each character occupying the chosen square or a square adjacent to the chosen square. A hit character occupying the chosen square is dealt 3 damage. Other hit characters are dealt 2 damage that causes knock back from the chosen square. Destroy all walls and squares of blocking terrain in or adjacent to the chosen square.

#209 The Leader

✎ **Your Will Is Weak**: The Leader can use Mind Control, and doesn't take damage from Mind Control based on the point values of hit characters.

☆ **I Am Always Five Moves Ahead of You**: The Leader can use Perplex. Opposing characters can't target friendly characters' defense values with Perplex.

#210 Red Hulk

✎ **Intense Heat**: Red Hulk can use Poison. After an opposing character's action resolves, if an opposing character who was not adjacent to Red Hulk became adjacent to Red Hulk during that action, deal that character 1 penetrating damage.

☆ **Not Above Using Guns**: Red Hulk may make ranged combat attacks as if he had a range value of 4.

The Incredible Hulk Smash Fast Forces

#001 Hulk

★ **Stronger the Angrier I Get:** Whenever a second action token is placed on Hulk, if he would take pushing damage, you may instead heal him of 1 damage.

#003 She-Hulk

✍ **Clothesline:** She-Hulk can use Charge. When she does and moves along a straight horizontal or vertical path of at least 2 squares, opposing characters she hits are also given an action token.

🛡 **Impromptu Shield:** She-Hulk can use Invulnerability. If She-Hulk is holding an object, she can also use Energy Shield/Deflection.

#005 General Thunderbolt Ross


★ **Respect the Uniform, Son:** General Thunderbolt Ross can use Leadership. When General Thunderbolt Ross makes a successful Leadership roll, he may remove an action token from an adjacent friendly character with the Soldier keyword and a point value of 75 points or less in addition to the normal effects.

#006 The Leader

★ **You Wish to Match Wits With Me?:** The Leader can use Outwit. When an opposing character within 10 squares and line of fire uses Outwit to counter a friendly character's defense power, roll a d6. On a roll of 4-6, that friendly character ignores that use of Outwit.

Star Trek Tactics ‡

#010 U.S.S. Reliant

 **Genesis Testing:** U.S.S. Reliant can use Charge. Give U.S.S. Reliant a power action; remove from the map up to three blocking or hindering terrain markers within 6 squares. If you remove at least one marker in this way, U.S.S. Reliant can then use Smoke Cloud as a free action.

#017 U.S.S. Montgolfier

☆ **Scavenged Materials:** Once per turn, when the U.S.S. Montgolfier uses Support and misses, you may remove from the map an object within 6 squares of the U.S.S. Montgolfier and reroll the attack roll.

#018 U.S.S. Prometheus

☆ **Multi-Vector Assault:** When this ship is marked with zero or one action tokens at the end of your turn, place a SPECIAL token in the square occupied by the ship; until the end of your next turn, when this ship makes an attack or is attacked, it may be considered to occupy either its current square or the square occupied by the token. Remove the token at the end of your next turn.


#020 U.S.S. Hood

☆ **Admiral McCoy:** U.S.S. Hood can use Support; when it does, if the target has 2 action tokens, add 1 to the d6 roll for Support.

#021 I.K.S. Kronos One

☆ **Klingon Fury:** Once per turn, Kronos One or an adjacent ship with the Klingon Keyword that has two action tokens can be given a non-free action. If you do, after actions resolve deal it 1 unavoidable damage and do not clear action tokens from it at the end of the turn.

#022 U.S.S. Enterprise-E

 **Metreon Gas Venting:** U.S.S. Enterprise-E can use Phasing/Teleport. When it does, after actions resolve you may place a hindering terrain markers in each square it moved through occupied by an opposing ship and roll one d6; on a result of 5-6, deal each ship occupying those squares 1 damage. Remove the markers at the beginning of your next turn.

#024 U.S.S. Sutherland

☆ **My Positronic Brain Has Calculated the Odds:** Opposing ships within 4 squares and line of fire can't use Probability Control.

#026 U.S.S. Reliant

☆ **Ceti Eels:** If U.S.S. Reliant misses with a close combat attack, after actions resolve you may use Mind Control as a free action targeting the same target.

#028 H.M.S. Bounty


☆ **Whalesong:** Give H.M.S. Bounty a double power action. Until the beginning of your next turn, each ship that makes an attack within 6 squares rolls a d6 after the attack resolves. On a result of 1-3, deal the ship 1 unavoidable damage.


#100 Warship Voyager


☆ **No Time for Half-Measures:** When Warship Voyager or an adjacent friendly ship attacks, any attack roll of doubles that hits is a critical hit.

The Infinity Gauntlet


#001 Adam Warlock


 **Focus on Mind and Space:** Adam Warlock can use Hypersonic Speed, Mind Control, Penetrating/Psychic Blast, and Phasing/Teleport.


 **Focus on Soul and Time:** Adam Warlock can use Incapacitate, Poison, Steal Energy, and Telekinesis.

 **Focus on Power and Reality:** Adam Warlock can use Close Combat Expert, Probability Control, Ranged Combat Expert, and Shape Change.


#002 In-Betweener


 **Soul Gem:** In-Betweener may begin the game with the Soul Gem attached to his base by paying its point cost. This object does not count toward your object total and is scored and removed from the game when In-Betweener is KO'd. In addition to its normal effects, modify In-Betweener's defense value by +1 if the Soul Gem is attached.

 **The Source of Magic:** In-Betweener deals 2 unavoidable damage instead of 1 unavoidable damage when using the Mystics team ability.


 **Polar Opposite Attack:** As a free action, choose an opposing character within range and line of fire. Until your next turn, In-Betweener may use all standard powers and combat abilities that character can use as long as that character is on the map. At the end of your turn, if In-Betweener didn't attack that character this turn, deal In-Betweener 2 unavoidable damage.


#003 Champion


 **Power Gem:** Champion may begin the game with the Power Gem attached to his base by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Champion is KO'd. In addition to its normal effects, modify Champion's damage value by +1 if the Power Gem is attached.

 **Fight ME! I Have No Need of Allies:** Opposing characters modify their attack values by -1 when attacking another character friendly to Champion. Modify Champion's attack value by -1 if there's another character on your force remaining on the map.


#004 Gardener


 **Time Gem:** Gardener may begin the game with the Time Gem attached to his base by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Gardener is KO'd. In addition to its normal effects, modify Gardener's range value by +2 if the Time Gem is attached.


 **Watch My Garden Grow:** At the end of your turn, you may place a hindering terrain marker in a square within range that's not occupied by an opposing character.

 **Unfriendly Flora:** Gardener can use Poison. When he does, after actions resolve you may deal 1 damage to up to 3 opposing characters that are within range and are occupying hindering terrain.


#005 Runner


 **Space Gem:** Runner may begin the game with the Space Gem attached to his base by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Runner is KO'd. In addition to its normal effects, modify Runner's speed value by +1 if the Space Gem is attached.


 **I Have to Be the Fastest:** Runner ignores hindering terrain for movement purposes. Modify Runner's attack value by +2 when attacking a character with a speed value of 10 or higher.

 **Quicker Than Thought:** While using Hypersonic Speed, instead of a close combat attack, Runner may be given a close combat action as a free action to use Flurry or Exploit Weakness.


#006 Collector


 **Reality Gem:** Collector may begin the game with the Reality Gem attached to his base by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Collector is KO'd. In addition to its normal effects, Collector can use Probability Control during an opponent's turn if the Reality Gem is attached.

 **A Unique Specimen!:** Modify Collector's attack value by +2 when attacking a Unique character.

 **Add You to the Collection:** Collector can use Incapacitate. When he does so and hits, you may either: give the hit character two action tokens instead of one, or place the hit character in your starting area (in addition to the normal effects).

#007 Grandmaster

 **Mind Gem:** Grandmaster may begin the game with the Mind Gem attached to his base by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Grandmaster is KO'd. In addition to its normal effects, modify Grandmaster's attack value by +1 if the Mind Gem is attached.

 **Match Your Luck to Mine:** When an opponent attacks Grandmaster, after the attack roll but before the damage is dealt, you may give Grandmaster an action token. If you do, roll 2d6 that can't be rerolled and if your roll is higher than the unmodified attack roll, ignore the damage dealt by that attack.

✦ **Let's Play an Honest Game:** Grandmaster can use Outwit. Opposing characters can't use Probability Control during his attacks.

#008 Thanos (Issue #1)

☆ **Omniscient:** Thanos can use the Multiattack ability

☆ **My Trusted Servant:** When you reveal your force, you may reveal up to 3 additional characters, each of 150 points or less. After all of your opponents reveal their forces, you may choose one of those characters to add to your force.

✍ **Half the Universe...Gone:** Once at the beginning of the game, choose up to one half of the total number of opposing characters. Deal each of the chosen characters 1 unavoidable damage.

✍ **Write My Divinity In Mountains:** Thanos can use Barrier, but places up to 6 blocking terrain markers instead of 4.

✍ **Exile to Soul World:** When Thanos takes 2 or more damage from an opposing character's attack and possesses this power after actions resolve, you may remove that character from the map. An opposing character may be given a double power action to return the removed character to the map in a square of its owner's choice at the beginning of the next turn, even if this power is lost. If there are no opposing characters on the map, immediately return all characters removed this way to square(s) of their owner's choice.

#008 Thanos (Issue #2)

✍ **Imprison My Brother:** At the beginning of the first turn using this dial, you may choose an opposing character. Place that character in its own starting area and give it two action tokens.

✍ **Psychic Wave of Annihilation:** Thanos can use Pulse Wave but replaces his damage value with 2 instead of 1 when lines of fire can be drawn to more than once character. Before he uses Pulse Wave, he may destroy a square of blocking terrain or a wall within his range and line of fire.

✍ **Unnatural Disasters:** Thanos a power action and roll a d6. Use the effect described by that roll below.


1-2 = **Earthquake:** Deal each other character that can't use the Flight ability 1 damage.

3-4 = **Tidal Wave:** Choose an edge of the map. Knock back each opposing character 2 squares, in a straight line away from the chosen edge of the map.

5-6 = **Tornado:** Choose any 2 adjacent squares on the map not occupied by a character. Thanos can use Quake as a free action as if he occupied both the chosen squares.

#008 Thanos (Issue #3)

☆ **Dissension in Your Ranks:** Opposing characters lose all keywords. Opposing characters adjacent to Thanos can't use team abilities.

✍ **Terraxia:** At the beginning of the first turn using this dial, you may place  #009 Terraxia on the map adjacent to Thanos.

✍ **Torture my "Granddaughter":** Thanos can use Penetrating/Psychic Blast. When he does, if he targets a single opposing character and hits, counter all speed and attack powers the hit character possesses until your next turn.

#008 Thanos (Issue #4)

☆ **Making the Grab for the Gauntlet:** If the result of a successful close combat attack roll made by an opposing character against Thanos is a critical hit, after actions resolve that character may make another close combat attack that deals penetrating damage targeting Thanos as a free action.

☆ **Shrinking the Hulk:** After Thanos takes damage from an opposing character's attack, either give that character a shrink token or, if there is already a shrink token assigned, move the shrink token to that character. A character with a shrink token modifies its combat values by -1.

✍ **Nova Made Into Blocks:** When Thanos KO's an opposing character, you may place up to 2 blocking terrain markers on the map within his range and line of fire.

✍ **Force Cubes:** Thanos can use Exploit Weakness. Characters more than 6 squares away from Thanos can't target Thanos with a ranged attack.

#008 Thanos (Issue #5)

☆ **Omnipotent:** Thanos can use the Multiattack ability and ignores hindering terrain for line of fire purposes.

✍ **I Betray Myself By Ignoring the Insignificant:** If there is more than one opposing character and they are not all the same point value, Thanos can't target the lowest point opposing character with an attack and that character deals penetrating damage to Thanos.

✍ **Drown in Time:** Once per turn, give Thanos a power action. Each opposing character must choose to be dealt 1 unavoidable damage or it can't attack Thanos during its next turn.

🛡 **Steel Myself To Face the Gods:** Thanos can use Impervious and treats penetrating damage dealt to him as regular damage.

✍ **Reality Bends to My Will:** Thanos can use Outwit and Probability Control. Thanos modifies his combat values by +1 when attacking characters of 250 or more points.

#009 Terraxia

✦ **Minion: Thanos's Creation:** If you control a character whose name includes "Thanos", Terraxia can use Perplex.

Galactic Guardians

#001 Nova Prime

☆ **Share Through the Worldmind:** Friendly characters with the Nova Corps keyword can use Leadership, but only succeed on a roll of 6. Give an adjacent friendly character of 50 points or more with the Nova Corps keyword a power action and remove an action token from Nova Prime.

#002 Nova Corps Recruit

☆ **Share Through the Worldmind:** Friendly characters with the Nova Corps keyword can use Defend, but when used in this way only characters with a lower point value may replace their defense values.

#003 Cardinal Of The UCT

✎ **Minion: Belief Battery:** If a friendly character named Cardinal Raker or Magus is within 8 squares, Cardinal of the UCT can use the Flight ability.

#004 Skrull Rebel

🗨️ **Hiding in Front of You:** If Skrull Rebel succeeded on one or more rolls for the Skrull team ability since your last turn, Skrull Rebel can make one close combat or ranged combat attack as a free action this turn.

#005 Annihilation Seeker

✎ **Minion: Master Finds the Prey:** If a friendly character named Annihilus or Ravenous is within 8 squares, you may give Annihilation Seeker a power action and place Annihilation Seeker adjacent to an opposing character within Annihilus or Ravenous's range and line of fire.

#006 Doombot

☆ **The Real Doom, or just a Bot?:** If there is another friendly character on the map whose name includes "Doom" or "Doombot" as a separate word, Doombot can use Perplex targeting itself. Otherwise, Doombot can use Leadership and Shape Change.

#007 Blood Brother

☆ **Weaken as We Part:** If there is exactly one other friendly Blood Brother on the map, modify this character's attack value by +1. If that character is adjacent, modify all of this character's combat values by +1 instead.

🗨️ **Brother, Save Me:** Blood Brother can use Toughness. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, you may deal an adjacent friendly character named Blood Brother 1 unavoidable damage. If you do, stop turning the dial.

#008 Nebula

☆ **Interstellar Piracy:** After objects are placed at the beginning of the game, you may place up to two total standard light and/or heavy objects placed by your opponents into your starting area.

#009 Namor

☆ **Defenders Undersea:** Characters possessing the Defenders keyword or team ability who begin an action adjacent to Namor can use the Swim ability that action.

✎ **Imperius Rex:** Namor can use Leadership. Opposing characters subtract 1 from their Leadership rolls.

#010 Adam Warlock

☆ **He Is Me, and I Am Him:** After an action resolves during which Adam Warlock took damage from an opposing character, you may replace him with #020 🗨️ Magus on the same click number.

#011 Drax

☆ **While My Quarry Lives, I Never Rest:** At the beginning of the game, choose an opposing character with a higher point value. As long as that character is on the map, Drax possesses Charge and Willpower. (These powers can be countered normally.)

✎ **Ruin Your Plans, Vile One:** Drax can use Probability Control, but only when the character chosen for his trait makes an attack roll.

#013 Hollywood

🗨️ **Almost Immortal:** Hollywood ignores all but 1 damage that would be dealt to him. This power can't be countered.

#014 Astral Dr. Strange

☆ **Dr. Strange's Animating Spirit:** When this character is KO'd, roll a d6. On a roll of 1-3, give all friendly characters named Dr. Strange an action token.

☆ **Intangible and Invisible:** Astral Dr. Strange does not require opponents to break away, does not block line of fire, can't have damage transferred to it by Mastermind or be the target of Perplex, and may be given a move action as a free action once during your turn.

#015 Nova Corps Centurion

☆ **Share Through the Worldmind:** Friendly characters with the Nova Corps keyword can use Ranged Combat Expert, but using it modifies their damage value or attack value only by +1. Give an adjacent friendly character with the Nova Corps keyword a power action and modify this character's damage value by +1 this turn.

★ **Help the Recruits:** Nova Corps Centurion can carry a single-base character with the Nova Corps keyword regardless of its combat symbols.

#016 Cardinal Raker

★ **Minion: Our Immortal Deity:** If a character named Magus is within 8 squares, modify Cardinal Raker's attack value by +1. If Magus is on his first click, modify Cardinal Raker's combat values by +1 instead and he can use Willpower.

#017 Lyja The Lazerfist

★ **Wedded Duo:** When a friendly character named Human Torch or Johnny Storm is adjacent to Lyja the Lazerfist, they both modify their attack values by +1 if not already modified by this effect.

★ **Seductive Infiltrator:** Lyja the Lazerfist can use Shape Change. When Lyja the Lazerfist succeeds on a Skrull team ability roll, she can't be targeted with an attack for the rest of the turn by any character.

#018 Ravenous

★ **The Opposing Force:** At the beginning of the game, choose a standard power or a copyable team ability that an opposing character possesses at the beginning of the game. Ravenous possesses that power or team ability this game. (If a power is chosen, it can be countered normally.)

#019 Dr. Doom

★ **See? I Am Still Your Superior:** When another character possessing the Fantastic Four keyword or team ability is KO'd, heal Dr. Doom of 1 damage.

✎ **Doom Will Solve Your Problems, Feeble Ones:** When attacking a character that another friendly character missed with an attack this turn, Dr. Doom modifies his attack value and damage values by +1.

#020 Magus

★ **He is Nothing, and I Am Everything:** After an action resolves during which Magus is healed of damage, you may replace him with #010 ☉ Adam Warlock on the same click number.

★ **I Am Their Deity:** Magus can use Exploit Weakness and Leadership.

#021 Red Shift

✎ **Sword Portals:** When Red Shift damages an opposing character, you may place that character up to 3 squares away from their current square.

#022 Xavin

★ **One Powerset at a Time:** If Xavin is on click #1 or #6 at the beginning of your turn, you may turn his dial to any one of clicks #2-5. If you do, at the end of your turn, if Xavin is not KO'd, return him to the click he began the turn on.

#023 Blastaar

✎ **The Living Bomb Burst:** All damage dealt by Blastaar causes knock back.

★ **Negative Zone Prison Break!** Once per game, if Blastaar occupies an opposing force's starting area, you may give Blastaar a double power action. If you do, place a character from your force of 75 points or less that has been KO'd adjacent to Blastaar.

#025 Martinex

✎ **Hot and Cold:** Martinex can use Energy Explosion. When he does, after actions resolve, he can use Incapacitate as a free action.

☐ **Brittle Crystal Form:** Martinex can use Toughness. When an opposing character attacks Martinex and the attack roll is 8 or less, Martinex can use Impervious instead.

#026 Mole Man

✎ **Mole Man's Monsters:** Mole Man can use Mind Control only to target characters with the Monster keyword, including friendly ones. When using this Mind Control, Mole Man is not dealt unavoidable damage and modifies his attack value by +3.

#027 Hulk

★ **Hulk Throw Defenders!:** Characters possessing the Defenders keyword or team ability who begin an action adjacent to Hulk may modify their speed value by +3. If they choose to do so, they can't use the Carry ability and after actions resolve, give them an additional action token; if you can't, deal them 1 unavoidable damage instead.

#028 Dr. Strange

★ **Astral Form:** Give Dr. Strange a power action. Place a ☉ #014a or ☉ #014b Astral Dr. Strange from outside of the game in an adjacent square.

★ **Defenders Portal:** Characters possessing the Defenders keyword or team ability who begin an action adjacent to Dr. Strange can use Phasing/Teleport but halve their speed value that action.


✎ **Concentrate on One Projection:** Give Dr. Strange a free action and choose an opposing character adjacent to a friendly Astral Dr. Strange. This turn, Dr. Strange can target that character regardless of range, squares, or line of fire when making a ranged combat attack or using Outwit or Perplex.

#029 Morg

★ **Execution:** Morg modifies his attack value by +2 when attacking an adjacent character with 2 action tokens.

✎ **Axe Swipe:** Morg can use Quake. When he uses Quake and hits, instead of replacing his damage value, roll a d6 and subtract 2, minimum 2. Each hit character is dealt damage equal to the result.

#030 Fallen One


 **Dark Energy, Not Power Cosmic:** Fallen One can use Stealth and Willpower. This power can't be countered.

#031 Captain Marvel

☆ **Fresh From the Negative Zone:** If Captain Marvel was added to your force through use of the Alter Ego ability, modify his attack and defense values by +1.

#032 Adam Warlock

☆ **Soul Gem:** When Adam Warlock KO's an opposing character, heal him of 1 damage. If that character was 100 or more points, heal him of 2 damage instead.

 **Cocoon:** Adam Warlock can use Impervious, but can't be given any actions except a double power action to use Regeneration.


☆ **Cosmically Unknowable:** Adam Warlock can use Outwit, and he may use it to counter team abilities. If he uses it to counter the Power Cosmic team ability, he can use Outwit again after actions resolve to counter a power on the same character.

#033 Gamora

☆ **Deadliest Woman in the Galaxy:** Gamora can use Stealth. Damage dealt by Gamora may not be reduced below 2.


#036 Silver Surfer

☆ **Defenders, Ride with Me:** Silver Surfer may carry up to two single-base characters regardless of their combat symbols or possessing Battle Fury. When Silver Surfer carries only characters with the Defenders keyword or team ability, modify his speed value by +2.

 **A Distress Call Half a Galaxy Away:** Silver Surfer can use Running Shot, but doesn't halve his speed value when using it.

#037 Mr. Fantastic

☆ **Find a Way to Save My Family:** When Mr. Fantastic heals using the Fantastic Four team ability, you may roll a d6 that can't be rerolled. On a roll of 6, the KO'd character is returned to the map in their last occupied square on their last non-KO click. No victory points are awarded for this KO.

 **"Stretch":** Give Mr. Fantastic a double power action. Mr. Fantastic can make a close combat attack targeting any opposing character that's within 10 squares of him and within line of fire of any friendly character.

☆ **Tactical Genius:** Mr. Fantastic can use Leadership as if he were 150 points and can use Outwit. When he uses Outwit, once per turn he can use it again but only to target a different opposing character that's adjacent to a friendly character with the Fantastic Four keyword.

#038 Thing


☆ **Had Enough Clobberin' Yet?:** Each time an opposing character takes damage from Thing's close combat attack, after actions resolve, that character's owner chooses one: 1) Deal that character 1 unavoidable damage; or 2) Thing may immediately make another close combat attack targeting that character as a free action. (If that character takes damage from this attack, Thing may activate this power again.)

#040 Gladiator

☆ **My Confidence is My Strength:** Each time an opposing character takes damage from Gladiator's attack, place a Confidence token on this card. Give Gladiator a free action and remove any number of Confidence tokens from this card; Gladiator can use Perplex targeting himself once for each Confidence token removed this way.

#041 Lord Mar-Vell


☆ **Twisted Universe:** Other friendly characters modify their attack values by +1 and their defense values by -1.

 **Our Undying Lord:** Lord Mar-Vell can use Regeneration. When he uses Regeneration and heals, heal 1 damage on each adjacent friendly character. When turning the dial, if this click is revealed due to an opponent's attack, stop turning the dial.



☆ **Death Itself May Die:** Once per turn, when another friendly character of 200 points or less would be KO'd, you may roll a d6 that can't be rerolled. On a roll of 6, instead that character is not KO'd and their dial is turned to their last non-KO click.


#042 Medusa

☆ **With My King By My Side:** Medusa can use Plasticity. When a friendly character named Black Bolt is adjacent to Medusa, they both modify their attack values by +1 if not already modified by this effect.

 **The Hair Has a Mind of its Own:** At the beginning of your turn, Medusa can use Incapacitate as a free action, but only to make a close combat attack.

#043 Stranger

☆ **The Size I Need To Be:** At the beginning of your turn, you may choose  or . Stranger possesses that combat symbol until your next turn.

 **No One Knows Me...Or What I'm Capable Of:** At the beginning of your turn, you may choose a standard power. Stranger can use that power until your next turn.

#044 Mistress Death

☆ **No Hiding From Death:** Mistress Death ignores friendly characters and hindering terrain for line of fire purposes. Mistress Death can't be carried, healed, placed by Telekinesis, or targeted by Perplex.

☆ **Death Can Never Die:** Once per game, when Mistress Death would be KO'd, instead place her on this card. If Mistress Death is on this card when an opposing character is KO'd, you may roll a d6. On a roll of 6, return her to the map in any square on click #6. When the game ends, she is KO'd if on this card.



☆ **All Become My Servants, Eventually:** Once per game, when an opposing character is KO'd, if that character is a lower point value than an already KO'd character from your force, you may place the opposing character adjacent to Mistress Death on their starting click as part of your force. That character is KO'd if Mistress Death is KO'd.

#045 Thanos

☆ **The Perfection of Nihilism:** Whenever an opposing character is KO'd, heal Thanos of 1 damage. Modify Thanos' combat values by +1 for each opposing character KO'd since the end of your last turn.

☆ **Avatar of Death:** Other characters can't be healed.

#046 Dr. Doom

✎ **Rush of Power:** Dr. Doom can use either Energy Explosion or Incapacitate as if he had  .

☆ **Trick You Into Giving Me Your Power:** Dr. Doom can't use the Power Cosmic team ability, and he can use Outwit. When he uses Outwit to counter a standard power other than Outwit, he can use that power as long as it is countered.

#047 Mr. Fantastic

✎ **A Focused Mind Can Survive This:** Give Mr. Fantastic a double power action. Mr. Fantastic can use Penetrating/Psychic Blast as a free action and modifies his attack value by +2 and his damage value by +1.

☆ **Full Activation:** Give Mr. Fantastic a power action and choose an opposing character within 8 squares and line of fire. Deal 1 unavoidable damage to that character for each 100 points (or fraction thereof) of its point value this game. After this action resolves, KO Mr. Fantastic.

#048 Keeper

☆ **Quantum-Cosmic Jump:** Once per game, give Keeper a power action if he occupies your starting area. Place him in any square of the map that's not in or adjacent to a starting area used this game.

✎ **To Feed the Hunger of Galactus:** Give Keeper a power action. Remove an action token from a friendly character within 5 squares and line of fire.

☆ **Keen Cosmic Awareness:** Keeper can use Outwit, but only to target characters of a lower point value. When he does, if he counters a standard power in this way, while that power is countered no opposing character can use that same power.






#049 Thanos

✎ **Teleport My Greatest Enemies:** Thanos can use Plasticity. Give Thanos a power action and place the two highest point value target opposing characters in squares adjacent to Thanos.

✎ **Toy With You:** Give Thanos a free action and choose a character within range and line of fire. Replace that character's speed value with its printed attack value and attack value with its printed speed value until your next turn.

🛡️ **Drained the Cube?:** Thanos can use Invulnerability. Thanos ignores damage dealt by opposing characters that aren't adjacent to him.

☆ **Stone Golem:** Give Thanos a double power action if no friendly Stone Golem tokens are on the map and place a Stone Golem token on the map in an adjacent square. That token becomes a bystander token as described to the right.

Stone Golem:  10 (Charge);  10;  17 (Invulnerability);  4;  4


#100 Super-Nova



☆ **Share Through the Worldmind:** Friendly characters with the Nova Corps keyword can use Ranged Combat Expert, but using it modifies their damage value or attack value only by +1. Give an adjacent friendly character with the Nova Corps keyword a power action to modify this character's damage value by +1 this turn.

✎ **Steal the Power of Others:** Super-Nova can use Steal Energy, but with ranged combat attacks instead of close combat attacks.

☆ **Steal the Power of the Nova Force:** As a free action, you may deal 1 unavoidable damage each to any number of other friendly characters with the Nova Corps keyword. For each damage dealt this way, choose one: 1) Modify this character's attack and damage values by +1 this turn or 2) At the beginning of your next turn, heal this character of 1 damage.






#101 Iron Man

☆ **Celestial Pilot Override:** Once per game, Iron Man can use Mind Control only to target characters with  or the Robot keyword, including friendly ones. When using this Mind Control, Iron Man is not dealt unavoidable damage and modifies his attack value by +3.

🛡️ **Space Armor:** Iron Man can use Invulnerability. When attacked by a character with  or , modify his defense value by +2.

#102 Hulk

☆ **Fully Split from Banner:** After choosing starting areas, you may place in your starting area a Bruce Banner bystander token as described on the back of this card.

Bruce Banner:  6;  8;  14;  1 (Outwit);  4

#103 Wolverine

☆ **A Moment to Knit Myself Together:** At the beginning of your turn, heal Wolverine of 1 damage if he's not within 3 squares of an opposing character.

★ **Amputation Attack...to Save the Universe:** If a character takes 4 or more damage from Wolverine's attack, modify that character's attack value by -2 for the rest of the game, even if this power is countered or lost.

#104 Spider-Man

★ **With Reed's Lab...:** Spider-Man can use Outwit. When he does, modify his attack value by +1 until the end of the turn.

#201 Nova

☆ **Share Through the Worldmind:** Friendly characters with the Nova Corps keyword can use Force Blast. Give an adjacent friendly character with the Nova Corps keyword a power action and knock back all adjacent opposing characters 1 square from Nova.

✈ **The Human Rocket:** Nova can use Charge and automatically breaks away. When he uses it and moves at least 3 squares and in a direct line, modify his damage value by +1.

#203 Namor

☆ **Prince of Atlantis:** Namor can use the Swim ability. When Namor occupies water terrain, modify his speed and defense values by +1.

✋ **Drag to the Depths:** When Namor occupies water terrain, if he hits a character that can't use the Swim ability with an attack, after actions resolve give that character an action token and place them in any square adjacent to Namor.

#204 Drax

☆ **Created Only For This Purpose:** Modify Drax's attack value by +2 when attacking a character named Thanos.

#205 Dr. Doom

☆ **Hated Rivals:** Dr. Doom modifies his attack value by +1 when attacking characters with the Fantastic Four keyword or team symbol.

🛡 **Force-Shielded Armor:** Dr. Doom can use Energy Shield/Deflection and Invulnerability. If an adjacent opposing character attacks Dr. Doom and misses, that character is knocked back from Dr. Doom a number of squares equal to their printed damage value.

#206 Dr. Strange

🛡 **Shields of the Seraphim:** Dr. Strange and adjacent friendly characters can use Energy Shield/Deflection.

#207 Hulk

✋ **Ground Clobber:** Hulk can use Quake. When he does so, after actions resolve you may place a hindering terrain marker in Hulk's square and/or one adjacent square.

#208 Super Skrull

🛡 **Invisible Shields and Rock Skin:** At the end of your turn, choose one: Energy Shield/Deflection, Stealth, or Toughness. Super Skrull can use the chosen power until your next turn.

★ **Rock Fists and Elastic Arms:** Super Skrull may use Close Combat Expert. When using Close Combat Expert, Super Skrull may target an opposing figure within 3 squares and line of fire.

#210 Nova Corps Denarian

☆ **Share Through the Worldmind:** Friendly characters with the Nova Corps keyword can use Super Senses, if they can't already, but only succeed on a roll of 6. Once per turn, give an adjacent friendly character with the Nova Corps keyword a power action and you may reroll an attack roll made by Nova Corps Denarian later this turn.

#G01 Galactus

☆ **Fundamental Force (600/900 points):** Galactus can use Multiattack and can't be targeted by Exploit Weakness and Mind Control.

☆ **My Herald (600/900 points):** As you reveal your force, you may also reveal another figure of 150 points or less to become your Herald. Then each opponent may choose a character on their force to offer up as Herald. You may then either accept an opponent's Herald, or choose your own revealed one. The chosen Herald is added to your force at the beginning of your first turn. Your chosen Herald possesses the Power Cosmic team ability, the ✈ symbol, and modifies their combat values by +1. In addition, they can use a standard power as listed on the Herald dial. At the end of your turn, you may freely turn the Herald dial to any slot. (It can't be turned any other way.) When Galactus begins the 600 point dial, you may return your Herald to your starting area on click #1.

☆ **You Shall Not Harm My Master (600/900 points):** Whenever Galactus takes damage, place a Revenge token on this card. At the beginning of your turn, remove all Revenge tokens and give your Herald that many actions as free actions this turn.

☆ **The Necessary "Evil" of This Universe (300 points):** Galactus can use the Mystics team ability and can't be targeted by Exploit Weakness and Mind Control.

#G02 Ziran The Tester

☆ **Testing (600/800 points):** At the beginning of the game, roll a d6 and click the Testing dial that many times. Then roll 2d6 three times and turn the Testing dial that many times, and record the click landed on after each roll. These three clicks correspond to the tests Ziran will perform this game. For each failed test, Ziran the Tester may deal 2

unavoidable damage, divided as he chooses, among opposing characters.

Click	Test: Does the opposing force have...
1	a character that can use Smoke Cloud on their opening click?
2	a character that can use Force Blast on their opening click?
3	a character that can use Battle Fury on their opening click?
4	a character that can use Energy Explosion on their opening click?
5	a character that can use Mind Control on their opening click?
6	at least 5 different team abilities?
7	at least 5 characters of 50 points or less?
8	at least 5 characters with Unique rings?
9	a character that can use Enhancement on their opening click?
10	a character that can use Leadership on their opening click?
11	a character that can use Support on their opening click?
12	a character that can use Defend on their opening click?

☆ **Celestial (600/800 points):** Ziran the Tester can use Multiattack and can't be targeted by Exploit Weakness and Mind Control.

✎ **A Last Chance to Prove Yourself Worthy:** When this power is first revealed, after actions resolve roll 2d6 and turn the Testing dial that many times. If your opponents' force can pass that test on their current clicks (instead of opening clicks), all opposing character heal 1 damage.

🔪 **Analyze Specimens (600 points):** Ziran the Tester can use Incapacitate. When he does so, after actions resolve each hit character is dealt damage equal to the number of action tokens on them.

🌌 **Planets Become Weapons (300 points):** Give Ziran the Tester a power action. At the beginning of your next turn, deal 1 unavoidable damage to each opposing character if Ziran the Tester hasn't taken any damage since your last turn.

🛩️ **Landing (600 points):** Once per game, as a free action you may have Ziran the Tester gain the 🛩️ symbol for the rest of the game. When you do, Ziran may use Quake as a free action to target all opposing characters that can't use the Flight ability.

🗓️ **Judgment Day Sacrifice (800 points):** When this power is first revealed, after actions resolve, each opposing character may choose

to be dealt 1 unavoidable damage. Then you roll 2d6, and add 1 to the result for each opposing character dealt damage in this way. If the final result is less than 12, ("Thumbs Down") modify Ziran the Tester's combat values by +2 and he can use Outwit, Perplex, and Probability Control.

#G03 Master Mold

☆ **Advanced Sentinel:** Master Mold can use Multiattack and can't be targeted by an opponent's Mind Control, Penetrating/Psychic Blast, or Perplex.

☆ **Sentinel Manufacturer (600/700 points):** Give Master Mold a power action. If your force on the map except for Master Mold is less than 300 total points, you may place a character on the map adjacent to Master Mold. The placed character's name must include "Sentinel", it must possess the Robot keyword, and the placed character's point value must be less than or equal to the current number on the Factory Dial.

☆ **Sentinel Factory (600/700 points):** Give Master Mold a power action, turn the Factory Dial 1 click and use the Sentinel Manufacturer ability as a free action.

☆ **Sentinel Assembly-Line (600/700 points):** Give Master Mold a double power action, turn the Factory Dial 2 clicks and use the Sentinel Manufacturer ability as a free action.

☆ **Retribution Virus (200 points):** Mark each character that causes Master Mold to take 2 or more damage from a single attack. At the beginning of your turn, Master Mold deals 1 penetrating damage to the marked characters and each other opposing character adjacent to them, then remove the mark. Each character can't be dealt more than 1 damage per turn by this power.

🏭 **Factory Relocation:** When Master Mold takes 3 or more damage from a single attack, if this power is active after actions resolve, you may place him up to 12 squares away.

⚡ **Micro-Electric Rays:** Master Mold can use Energy Shield/Deflection, Quake, and Steal Energy.

🧠 **Psycho Probe:** When Master Mold takes damage from an opponent's attack, if this power is active after actions resolve, give the attacking character an action token.

#G04 Giganto, The Mole Monster

☆ **Surprise Tunneling:** Giganto, The Mole Monster can use Phasing/Teleport if not occupying elevated or water terrain. When he does, his speed value becomes 10 and place debris tokens in the squares he begins and ends his movement in. After his action to use Phasing/Teleport resolves, he can use Quake as a free action.

☆ **Sink the Building:** Once per game, give Giganto, The Mole Monster a power action if he occupies a square that's adjacent to a printed brown terrain line. That contiguous area of printed blocking terrain becomes hindering terrain instead, and deal each other character occupying a square adjacent to that printed brown line 2 damage.

#G05 Uatu The Watcher

☆ **A Conflict Worth Watching (400 points):** When another friendly character takes 3 or more damage from an opponent's attack, you may place Uatu The Watcher adjacent to the attacking character and give that character an action token.

☆ **I Am Only a Watcher (50 points):** When placing characters at the beginning of the game, place Uatu The Watcher anywhere on the map that's at least 2 squares away from any starting area. He may not be healed or make an attack this game. Each time he uses Perplex, Outwit, or Probability Control, place a Broken Vow token on this card. At the beginning of your turn, remove all Broken Vow tokens from this card and roll a d6 that can't be rerolled for each token removed. For each result of 1-4, deal Uatu The Watcher 1 unavoidable damage.

✎ **Vast Psionic Powers:** Uatu The Watcher can use Barrier, Mind Control, and Penetrating/Psychic Blast.

☞ **Power Negating Force-Field:** Uatu The Watcher can use Energy Shield/Deflection and Toughness. When an opposing character misses Uatu The Watcher with an attack, counter all powers that character possesses until that character's next turn.

👁 **You Have Involved Me to Your Peril:** Opposing characters within 6 squares of Uatu The Watcher modify their defense values by -2.

#G06 Dormammu

☆ **Lord of the Dark Dimension:** Dormammu can use Probability Control. Friendly characters ignore the Mystics Team ability.

✎ **Welcome to My Realm:** When an opposing character within range is given a power action, after actions resolve you may roll a d6. On a result of 5-6, deal them 1 unavoidable damage. Dormammu's other powers can't be countered.

👁 **Empower a Minion:** Once per game as a free action, choose another friendly character of 150 points or less. That character modifies their combat values by +1.

Galactic Guardians Annihilators

#001 Nova

✦ **Worldmind Surge:** Nova can use Perplex, but only to target himself or characters that share a keyword with him. When he uses it, he may modify an attack value by +2 instead of +1.

#003 Gladiator


✦ **My Confidence is Your Downfall:** If a friendly character has not been KO'd this game, Gladiator possesses the Power Cosmic team ability and modifies his combat values by +1.

#004 Quasar

✦ **First Line of Defense:** Quasar can use Phasing/Teleport and may carry a single-base character regardless of its speed symbols.

#005 Beta Ray Bill

✦ **Chain Lightning:** When Beta Ray Bill targets a character with a ranged combat attack, he may target an additional character within 3 squares and line of fire from the first character. If he does, instead of normal damage deal the first character 3 damage and the second character 2 damage if hit. The second character does not have to be within Beta Ray Bill's range or line of fire.


✦ **Cosmic Storm and Eclipse:** Opposing characters within 6 squares possessing the  symbol modify their speed and attack values by -1. Friendly characters within 6 squares that can use Stealth have lines of fire drawn to them blocked when it's not your turn.

#006 Ronan The Accuser


✦ **Universal Weapon:** Ronan the Accuser can use Incapacitate, Penetrating/Psychic Blast, and Pulse Wave.

The Avengers Movie


#001 Captain America

 **First into the Fray:** If Captain America is the first character to make an attack on your turn, modify his attack value by +1.


#002a HYDRA Soldier

 **Minion: The Skull's Army:** When a friendly character named Johann Schmidt or Red Skull is within 8 squares, HYDRA Soldier modifies his attack value by +1.


#002b HYDRA Soldier

 **Minion: Hail Hydra!** When a friendly character with the HYDRA keyword that's 40 points or more is within 8 squares, HYDRA Soldier modifies his range value by +1.


#003a Agent Of S.H.I.E.L.D.

 **Battlefield Promotion:** If Agent of S.H.I.E.L.D. KO's or critical hits an opposing character, after actions resolve you may turn this dial to click #7.


#003b Agent Of S.H.I.E.L.D.

 **Minion: Ordered to Cover It Up:** If a friendly character with the S.H.I.E.L.D. keyword and a higher point value is KO'd within 8 squares, after actions resolve you may place Agent of S.H.I.E.L.D. in the square the KO'd character occupied or an adjacent square.


#004 Thor

 **Mighty Mjolnir:** When Thor makes a ranged combat attack, an opposing character he hits is knocked back equal to the damage taken (up to a maximum 3 squares) if not otherwise knocked back.


#005 Frost Giant

 **Minion: Laufey's Icy Realm:** When a friendly character named Laufey is within 8 squares, Frost Giant can use Poison.


#006 Iron Man

 **Arc Reactor Chest Beam:** Give Iron Man a free action and make a ranged combat attack, modifying his attack value by -1. After this action resolves, roll a d6. On a result of 1-4, deal Iron Man 1 unavoidable damage.


#007 Black Widow

 **Takedown:** When a character misses Black Widow with a close combat attack, after actions resolve give that character an action token.


#009 Hawkeye

 **Found the Weak Spot:** When making a ranged combat attack, if Hawkeye's attack roll is 10 or higher, he deals penetrating damage.



#011 Maria Hill




 **Field Coordinator:** Maria Hill can use Willpower. Each friendly adjacent character with the S.H.I.E.L.D. keyword that's 50 points or less modifies its attack value by +1.

#012 Sif


 **Surprise Leap Attack:** Sif can use Leap/Climb. After she resolves a move action, if she's then adjacent to an opposing character that attacked a friendly character other than Sif since your last turn, you may give Sif a close combat action as a free action.

#013 Bruce Banner


 **Caught on the Run:** When an opposing character would make an attack targeting Bruce Banner, you may roll a d6. On a result of 6, you may replace Bruce Banner with  #014 Hulk on its orange starting line before the attack is made. Existing action tokens are applied to the replacement, and the attack now targets Hulk.

 **Alter Ego: Hulk:** Give Bruce Banner a power action that deals no pushing damage and replace this character with  #014 Hulk or  #202 Hulk on its orange starting line. Existing action tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.


#014 Hulk

 **Two Fists of Destruction:** Hulk can use Flurry.


#015 Loki


 **Convince You to Do Something Rash:** Loki can use Mind Control. He isn't dealt unavoidable damage when using this Mind Control to target characters of 250 points or less. When he uses it, if an opposing character takes damage from an attack during that action, you may heal Loki of 1 damage after actions resolve.

#016 Red Skull

 **Build Me a Doomsday Weapon:** Once per turn, you may give a power action to a friendly character with the Scientist keyword that is 25 points or more to put a Research counter on this card. When there are 7 or more Research counters on this card, Red Skull modifies his combat values by +2 and can use the Flight ability.

#017 Bucky Barnes

 **Brooklyn Duo:** When Bucky Barnes is adjacent to a friendly character named Captain America, modify both of their attack values by +1 if not already modified by this effect.

 **Don't Forget Me, Steve:** When Bucky Barnes is KO'd, you may choose a friendly character named Captain America. For the rest of the game, modify that character's attack value by +1.

#018 Captain America

✦ **The Great Escape:** When Captain America successfully breaks away, each friendly character may automatically break away this turn.

🛡️ **Behind the Shield:** Captain America can use Combat Reflexes and Toughness. If he has no action tokens, he can use Energy Shield/Deflection.

★ **The Big Three:** When making an attack roll, Captain America may roll 3 dice instead of 2 and then choose 1 die to ignore.

#019 Iron Man

✦ **Building a Better Iron Man:** Iron Man can use Super Strength. When he uses an object in an attack and hits, put an Armor token on this card. Iron Man modifies his defense value by +1 for each Armor token on this card.

★ **The Big Three:** When making an attack roll, Iron Man may roll 3 dice instead of 2 and then choose 1 die to ignore.

#020 Thor

✦ **The Big Three:** When making an attack roll, Thor may roll 3 dice instead of 2 and then choose 1 die to ignore.

🔥 **Rage of a Wayward Son:** When Thor begins the turn adjacent to an opposing character that's 75 points or more, at the beginning of your turn Thor makes a close combat attack as a free action if able and uses Battle Fury this turn.

#021 Howard Stark

✦ **Genius Inventor:** Howard Stark can use Enhancement.

#022 Destroyer

★ **Relentless Engine of Destruction:** Destroyer can't use the Carry ability. At the beginning of your turn, Destroyer may be placed into an adjacent square.

#023 Volstagg

★ **Warriors Three Together:** Volstagg modifies his damage value by +1 if there are two or more other friendly characters with the Warriors Three keyword within 3 squares.

#024 Hogun

★ **Warriors Three Together:** Hogun modifies his damage value by +1 if there are two or more other friendly characters with the Warriors Three keyword within 3 squares.

#025 Fandral

★ **Warriors Three Together:** Fandral modifies his damage value by +1 if there are two or more other friendly characters with the Warriors Three keyword within 3 squares.

#026 Dum Dum Dugan

★ **We'll Remember You, Cap:** If a friendly character named Captain America has been KO'd this game, modify Dum Dum Dugan's attack value by +1 for the rest of the game.

★ **Shotgun!:** When Dum Dum Dugan makes a ranged combat attack against a single target, his damage value is replaced with 5 minus the number of squares to the target character and is locked.

#027 Gabe Jones

★ **We'll Remember You, Cap:** If a friendly character named Captain America has been KO'd this game, modify Gabe Jones' attack value by +1 for the rest of the game.

★ **Grenade!:** Give Gabe Jones a power action and choose a target square within 5 squares and line of fire (ignoring characters for line of fire purposes). Make a ranged combat attack targeting all characters occupying or adjacent to the target square. Deal 2 damage to each hit character.

#028 Captain America

✦ **I'll Save You, No Matter What:** If a friendly character of a lower point value took damage since your last turn, Captain America can move using Leap/Climb as a free action.

★ **Howlers, Let's Go!:** Captain America can use Leadership. When he succeeds on his Leadership roll, he may remove up to 2 action tokens instead of 1 if both tokens are removed from adjacent friendly character(s) with the Howling Commandos keyword.

#029 Loki

✦ **Trust Me, I'll Help You Sneak In:** Once per game, give Loki a double power action and choose an opposing character within 6 squares. Place that character in a square that's adjacent to Loki but also adjacent to no other characters and then Loki makes a close combat attack targeting that character.

#030 Laufey

★ **Casket of Ancient Winters:** When Laufey is KO'd, give each opposing character an action token.


✦ **I Uphold the Truce:** When Laufey attacks an opposing character that attacked a friendly character since your last turn, modify Laufey's attack value by +1.

👑 **King of the Frost Giants:** Laufey can use Perplex. He can use it normally, or he can modify a combat value except damage by +2 if he targets a character with both the Asgardian and Monster keywords.


#031 Frost Giant Champion

👑 **"Run Home, Little Princess":** Give Frost Giant Champion a free action if he has no action tokens and choose a character within 6 squares and line of fire. That character possesses Battle Fury until your next turn.

#032 Skrull General

 **Invasion Force:** Skrull General can use Phasing/Teleport and the Carry ability. He can carry two characters if they both have the Skrulls keyword.

#034 Skrull Warrior

 **Electric Touch:** Skrull Warrior can use Flurry. His second attack using Flurry deals penetrating damage if the first attack hit.


#035 Nick Fury

☆ **I'm Here to Talk About the Avengers Initiative:** Friendly characters possessing the S.H.I.E.L.D. team ability who begin an action adjacent to Nick Fury can also use the Avengers Initiative team ability for that action.



#036 Black Widow

☆ **Unsubtle Infiltration:** Black Widow can use Leap/Climb.

#037 S.H.I.E.L.D. Enforcer


 **Minion: Target Acquired:** If a friendly character with the S.H.I.E.L.D. keyword that's 50 points or more is within 8 squares, S.H.I.E.L.D. Enforcer can use the Sharpshooter ability.

#038 Johann Schmidt


 **Alter Ego: Red Skull:** Give Johann Schmidt a power action that deals no pushing damage and replace this character with  #016 Red Skull on its orange starting line. Existing action tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

☆ **My Own Private Army:** Adjacent friendly characters possessing the HYDRA team ability can also use the S.H.I.E.L.D. team ability.

#039 HYDRA Footsoldier

 **Minion: Cube Powered Rifles:** If a friendly character named Johann Schmidt or Red Skull is within 8 squares, HYDRA Footsoldier can use Penetrating/Psychic Blast.


#040 HYDRA Technician

 **Minion: Cube Powered Tech:** If a friendly character named Johann Schmidt or Red Skull is within 8 squares, HYDRA Technician can use Perplex.

#041 Red Skull


☆ **Direct Control of the Cube:** Red Skull can use Perplex and Probability Control.

#042 Odin


 **Odin Sleep:** At the beginning of your turn, heal Odin of damage equal to 2 minus the number of his action tokens.

#201 Thor

☆ **The Mighty Avenger:** Adjacent friendly characters with the Avengers keyword modify their attack values by +1 if not already modified by this effect.


 **Call Forth the Storm:** Thor can use Energy Explosion. When he does, Thor deals 1 additional damage to the targets of his attack.

#202 Hulk

 **Fury Embodied:** Hulk can use Charge. He can use it normally, or he can be given a double power action to use Charge but does not halve his speed value if he doesn't use the Carry ability or pick up or hold an object.


#203 Nick Fury

☆ **I am S.H.I.E.L.D. and You All Work For Me:** Adjacent friendly characters possessing the Avengers Initiative team ability can also use the S.H.I.E.L.D. team ability.

 **You Better Save Me, I'm the Boss:** Nick Fury can use either Toughness or Invulnerability if an adjacent friendly character that he shares a keyword with can use that power.

#204 Captain America


☆ **The First Avenger:** Adjacent friendly characters with the Avengers keyword modify their defense values by +1 if not already modified by this effect.


 **Super Soldier:** Captain America can use Super Strength, but can't pick up or hold heavy objects.

#205 Iron Man


☆ **The Armored Avenger:** Adjacent friendly characters with the Avengers keyword modify their range values by +1 if not already modified by this effect.

#206 Agent Coulson

 **I Need all of this Confiscated, Now:** Give Agent Coulson a power action. You may place adjacent to him up to two other friendly characters with the S.H.I.E.L.D. keyword that are each 50 points or less and within 8 squares. Those characters can't be given an action later this turn.

 **I'm Not Intimidated by Any "Super" Heroes:** Characters 100 points or more can't target Agent Coulson with an attack unless Agent Coulson is the only character on your force.

#207a Skrull Infiltrator



 **Body Double:** At the beginning of the game, you may choose an opposing character with a range value of 4 or more. If you do, only that character can target Skrull Infiltrator with ranged combat attacks.

#208 Hawkeye

☆ **Put Away the Bow:** At the beginning of your turn, you may give Hawkeye a free action. If you do, Hawkeye possesses Combat Reflexes instead of Energy Shield/Deflection and Close Combat Expert instead of Ranged Combat Expert until your next turn.

☠ **Call the Shot, Fury:** Hawkeye ignores friendly characters with action tokens for line of fire purposes.

#209 Tony Stark

✍ **Alter Ego: I AM Iron Man:** Give Tony Stark a power action that deals no pushing damage and replace this character with  #006 or  #205 Iron Man on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

✍ **It's Mine - You Can't Have it:** Tony Stark modifies the defense value of adjacent friendly characters with the Armor or Robot keyword by +1. Tony Stark modifies the attack value of opposing characters with the Armor or Robot keyword by -1.

#210 Heimdall

☆ **The All-Seeing:** Opposing characters modify their attack value by -3 when attacking Heimdall if they don't occupy the square in which they began their turn.

✍ **The All-Knowing:** Heimdall can use Super Senses.

#211 Loki

☆ **He Strikes From Within:** Loki can use Toughness and all copyable team abilities that opposing characters can use.

✍ **Soul Shred:** Loki can use Mind Control. When he uses it and hits, after actions resolve give the hit character a Corruption token. Characters with Corruption tokens modify their defense value by -1 for each Corruption token.

The Avengers Movie Starter

#001 The Mighty Avenger

✦ **Tireless Protector:** The Mighty Avenger can use Willpower.

#002 The First Avenger

☆ **The Shield:** At the beginning of your turn, if The First Avenger does not have a Shield token on this card, place a Shield token on it. While The First Avenger has a Shield token on this card, he possesses Energy Shield/Deflection and can make ranged combat attacks as if he had a range value of 6 and $\frac{4}{4}$. When The First Avenger makes a ranged combat attack, remove the Shield token from this card.

👊 **Peak Human Potential:** The First Avenger can use Combat Reflexes and Toughness.

#003 The Armored Avenger

👊 **EMP Burst:** The Armored Avenger can use Pulse Wave. When he does, after actions resolve each opposing character with the Armor or Robot keyword that took damage from this attack is given an action token.

✦ **Variable Powers Systems:** The Armored Avenger can use Perplex, but only to target himself.

#004 The Covert Avenger

☆ **Grapnel Lines:** The Covert Avenger can use Leap/Climb.

👊 **Widow's Bite:** When an opposing character takes damage from The Covert Avenger's ranged combat attack, after actions resolve counter that character's defense powers until your next turn.

#005 The Sharpshooting Avenger


☆ **Multiple Arrows:** When making a ranged combat attack, The Sharpshooting Avenger may choose to modify his attack value by -1 and attack as if he had $\frac{4}{4}$.

#006 The Incredible Avenger


✦ **Leap Into the Fray:** The Incredible Avenger can use Leap/Climb and Quake. He ignores hindering terrain and outdoor blocking terrain for movement purposes while using Charge.

Giant-Size X-Men Fast Forces


#001 Professor X

 **Telepathic Confusion:** Professor X and friendly characters within 4 squares that share a keyword with Professor X can use Shape Change. If a friendly character succeeds on a roll for this Shape Change, give that character an action token if they have zero action tokens.


#002 Cyclops

 **Trained Together Since the Beginning:** Cyclops can use Probability Control if no other friendly character has used Probability Control this turn. He can only use it during the attacks of other friendly characters with the X-Men keyword.


#003 Beast


 **Trained Together Since the Beginning:** Beast can use Probability Control if no other friendly character has used Probability Control this turn. He can only use it during the attacks of other friendly characters with the X-Men keyword.

#005 Rogue

 **Absorb Psyche:** Rogue can use Outwit. She can only use it to target an adjacent character, but does not require a line of fire. If she uses Outwit in this way to counter a standard power other than Outwit, she can use that power until she uses this Outwit again.

#006 Iceman

 **Chill Vortex:** Iceman can use Outwit, but only to counter Hypersonic Speed, Running Shot, or the Flight ability.

 **Trained Together Since the Beginning:** Iceman can use Probability Control if no other friendly character has used Probability Control this turn. He can only use it during the attacks of other friendly characters with the X-Men keyword.

War of Light Fast Forces

#001 Atrocitus

☆ **Neverending Rage:** Atrocitus and characters within 5 squares possess Battle Fury.

✈ **Coming At You:** Atrocitus can use Charge and Flurry.

#002 Larfleeze

✈ **You Can't LEAVE with SOMETHING that's MINE!:**

Larfleeze can use Plasticity. Give Larfleeze a power action and choose an opposing character not within 8 squares. Place Larfleeze adjacent to that character and make a close combat attack.

👤 **Alone with Larfleeze:** Larfleeze can use Poison. If he's adjacent to exactly one character, the damage dealt by this Poison is penetrating.#003 Sinestro

#003 Sinestro

✈ **Out of My Way!:** Sinestro can use Charge and Running Shot. When he uses Charge, after actions resolve he can use Quake as a free action.

⚡ **He Will Call You Gutless:** Sinestro can use Penetrating/Psychic Blast. When he uses it to target only the highest point opposing character, if he hits, give that character an action token after actions resolve.

#004 Saint Walker

★ **Helping Hand:** Friendly adjacent figures may use the Sharpshooter ability and modify their range value by +1.

#005 Indigo-1

☆ **Most Important Fight:** Give Indigo-1 a power action and choose a friendly character possessing a keyword with "Lantern" in the name, or Indigo Tribe, or Sinestro Corps. Place the chosen character in an unoccupied square adjacent to Indigo-1. The chosen character can't be given an action this turn after being placed.


🛡 **Mercy Shield:** Indigo-1 and adjacent friendly characters can use Energy Shield/Deflection.

#006 Star Sapphire

☆ **Amorous Truce (75 points):** At the beginning of the game, choose another friendly character and an opposing character, each 150 points or less. The chosen characters can't target each other with an attack or deal damage to each other until Star Sapphire is KO'd.


Dark Knight Rises

#001 The Dark Knight


 **Sonar Surveillance:** The Dark Knight can use the Sharpshooter ability. He can also use Outwit but the target character must be within 6 squares and does not need to be within line of fire.

 **Armored But Agile:** The Dark Knight can use Super Senses and Toughness.


#002a Shadow Assassin




 **Minion: Attack from the Shadows:** When Shadow Assassins has no tokens, occupies hindering terrain, and is within 8 squares of a character named Ra's Al Ghul or Henri Ducard, he may be given a close combat action as a free action.

#002b Shadow Assassin


 **Tools of Theatricality and Deception:** Shadow Assassin can use Enhancement and Smoke Cloud. When Shadow Assassin occupies hindering terrain, modify his damage value by +1.


#003 Bruce Wayne

 **Your Plan is to Blackmail this Person?:** When any effect of an opposing character would counter a power or ability possessed by Bruce Wayne or an adjacent friendly character, after that action resolves roll a d6; on a result of 3-4, place an action token on the opposing character, on a result of 5-6, deal the opposing character 1 penetrating damage.


 **Alter Ego: The Dark Knight:** Give Bruce Wayne a power action that deals no pushing damage and replace this character with  #001 The Dark Knight or  #029 The Batman on its orange starting line. Existing actions tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered.

#004a Arkham Asylum Inmate


 **Safety In Numbers:** Arkham Asylum Inmate modifies his defense value by +1 when adjacent to another character named Arkham Asylum Inmate if not already modified by this effect.


 **Crazed:** When Arkham Asylum Inmate is attacked and the result of the attack roll is a miss, you can roll a d6; on a result of 1-4 he automatically breaks away and can move up to 3 squares, and on a result of 5-6 he can immediately make a close combat attack as a free action.

#004b Arkham Asylum Inmate


 **Former Cellmate:** Arkham Asylum Inmate can use the Batman Enemy team ability.


#005a GCPD Officer

 **Detain For Questioning:** Opposing characters subtract 1 from their d6 roll when breaking away from GCPD Officer.


 **Minion: Following Orders:** When a higher point friendly character with the Police keyword uses Leadership, GCPD Officer is considered adjacent to that character.


#005b GCPD Officer

 **Backup:** When GCPD Officer is adjacent to another character with the Police keyword, he can use Perplex, but he can only target characters with the Police keyword.


 **Help Your Brother Officers:** When GCPD Officer makes an attack roll and the result is doubles (other than a critical miss), you may remove an action token from an adjacent friendly character with a point value of 100 or less after actions resolve.

#006 Catwoman


 **What's Wayne's Is Mine:** Before the beginning of the game, choose a team ability possessed by an opposing character. When an opposing character adjacent to Catwoman using the chosen team ability makes an attack and rolls doubles, remove all action tokens from Catwoman.

 **Black Cat:** Catwoman can use Leap/Climb and Stealth.


#007 The Joker's Henchman #1

 **Zipline:** The Joker's Henchman #1 can use Leap/Climb and Running Shot. Once per turn, an adjacent friendly character who possesses a keyword or team ability possessed by The Joker's Henchman #1 can use Leap/Climb until the end of the turn.


#008a Mercenary

 **Minion: Molded By Bane:** When making an attack and a friendly character named Bane is within 8 squares, modify Mercenary's attack value or damage value by +1.

#008b Mercenary

 **Try a Little of This...:** Mercenary can use Support; if the target possesses a keyword or team ability that Mercenary possesses, you may add the number of action tokens on the target to the amount of damage healed.

#009 Two-Face

 **Your Good Luck, His Bad Luck:** Once per turn, when Two-Face makes an attack and his attack total is 1 less than his target's defense value, he may immediately make an attack against a different opposing character adjacent to the previous target.

#010a Falcone Bodyguard

 **Minion: Step Into the Line of Fire:** When Falcone's Bodyguard is adjacent to a character named Salvatore Maroni or Carmine Falcone,

that character may use Shape Change, but on a result of 3-4 the two may immediately be placed in each others' squares and Falcone's Bodyguard must be attacked instead.

#011a GCPD Riot Officer

★ **Minion: Coordinated Assault:** When GCPD Riot Officer is within 8 squares of a higher point character that possesses the Police team ability, he does not need to be adjacent to that character to use the Police team ability.

#012 Miranda Tate

★ **A Secret Agenda:** Miranda Tate is a wild card, but can only use the team abilities of adjacent characters. She may be given a free action to copy the team ability of an opposing character instead of a friendly character.

👉 **Hidden Talents:** Miranda Tate can use Close Combat Expert and Outwit.

#013 Alfred Pennyworth

★ **Alfred, I Need You:** When Alfred Pennyworth is given a move action and it resolves, if a friendly character possesses a team ability or keyword possessed by Alfred Pennyworth within 2 squares and line of fire, you may place Alfred Pennyworth adjacent to that character.

★ **Why Do We Fall?:** Alfred Pennyworth can use Perplex and Support.

#014 Bane

👉 **Knockout Punch:** Bane can use Charge and Force Blast; when he uses Charge, after actions resolve, he can use Force Blast as a free action against the target of the attack. When he uses Force Blast, on a result of 4-6, also give an action token to the target.

#015 Master Bruce Wayne

★ **Training Among Criminals:** Master Bruce Wayne can use Perplex and Shape Change. When he uses Perplex, he can only target himself.

#016 Salvatore Maroni

👉 **I Got People Everywhere:** Salvatore Maroni can use Mind Control as if he had a range of 8. When he does, he ignores the effects of characters and terrain on line of fire and if his target has the Gotham Underworld keyword, modifies Salvatore Maroni's attack value by +2.

#017 Harvey Dent

★ **I Believe in Harvey Dent:** Friendly characters adjacent to Harvey Dent at the beginning of the turn can use Willpower until the end of the turn.

👉 **The Scum Should Be Afraid of ME:** For each opposing character adjacent to Harvey Dent at the beginning of your turn, you may

modify his attack or defense value (choose per character) by +1 until the beginning of your next turn.

#018 Rachel Dawes

★ **The A.D.A. Is A Friend:** Rachel Dawes can use Perplex, but can only target friendly characters. She can use Perplex twice each turn if she targets a character possessing the Batman Ally or Police team ability both times, but can't target the same character twice.

#019 The Joker's Henchman #2

👉 **Take Another Shot!:** Once per turn, when The Joker's Henchman #2 is within 8 squares of a character named Joker or The Joker as Sgt., he can use Probability Control, but can only use it to target friendly characters that possess a keyword or team ability possessed by The Joker's Henchman #2 and only to reroll attack rolls.

#020 The Joker As Sgt.

★ **They Took Our Guns, Our Uniforms...:** Friendly characters possessing the Underworld team ability adjacent to The Joker as Sgt. can use Shape Change and the Police team ability.

#021 Lt. Gordon

👉 **Get These Men Into Position!:** Give Lt. Gordon a power action; you can immediately give him and up to two adjacent friendly characters who possess a team ability or keyword possessed by Lt. Gordon a move action as a free action, replacing all characters' speed values with Lt. Gordon's unmodified speed value.

#022 Ra's Al Ghul

★ **Interpose:** Ra's al Ghul can use Leap/Climb. Whenever an adjacent friendly character uses Shape Change and the result is 1-4, Ra's Al Ghul and the friendly character may immediately be placed in each others' squares and then Ra's al Ghul becomes a target of that attack, even if he is otherwise an illegal target..

#023 Henri Ducard

👉 **Is Ra's al Ghul Immortal?:** When Henri Ducard takes damage, stop turning his dial when this power is revealed. Henri Ducard can use Regeneration, but if he does not heal when he uses this power, deal him 1 unavoidable damage.

★ **Surely You Don't Begrudge Me Dual Identities?:** Henri Ducard can use Outwit and Shape Change.

#024 Carmine Falcone

★ **Money Isn't Power--Fear Is:** Carmine Falcone can use Incapacitate. When he does, roll a d6; on a result of 5-6, Carmine Falcone is not given an action token for this action.

★ **The Boss:** Carmine Falcone can use Leadership; when he does, on a result of 3-4, you can remove an action token from a lower point friendly character that shares a keyword with him that is within 6 squares.

#025 Scarecrow

☆ **Fear and Control:** Scarecrow can use Poison; When a character takes damage from his Poison, Scarecrow can immediately use Mind Control as a free action targeting that character and take no damage based on its point value.

#026 Lucius Fox

✦ **Head of Wayne Industries:** Lucius Fox can use Leadership and Perplex. When he uses Leadership, he may remove tokens from characters with a higher point value if they possess the Batman Ally team ability.

#027 Commissioner Gordon

☆ **Hand-Picked Men:** Commissioner Gordon can use Mastermind; He can choose to deal the damage to a friendly character that has a higher point value if they possess a keyword or team ability that Commissioner Gordon possesses.

✦ **Getting Things Done:** Commissioner Gordon can use Leadership and Outwit; when he uses Leadership, in addition to the regular effects, on a result of 4, add one action to your action total and on a result of 6 he can remove up to two total action tokens from up to two adjacent friendly characters if they share a keyword or team ability with him.

#028 The Joker

☆ **Tell Your Men They Work For Me:** The Joker can use Mastermind. The Joker can only transfer damage to the same friendly character until that character is KO'd.

✦ **What Doesn't Kill Me Makes Me Stranger:** Give The Joker a double power action. Roll a d6 and subtract 1 from the result for each friendly character on the map and add 1 to the result for each opposing character on the map. Heal The Joker of damage equal to the result.

#029 The Batman

☆ **Glider Cape:** The Batman can use Charge and the Flight ability.

✦ **Summon the Bats:** The Batman can use Smoke Cloud and Incapacitate as if he had $\frac{4}{4}$.

#100 Batman

☆ **We're In This Together:** When you build your force, if there is another character on your force named Sgt. Gordon, Lt. Gordon or Commissioner Gordon, then Batman possesses the Police keyword and team ability and that character possesses the Batman Ally team ability. If Batman is adjacent to that character, they each get +1 to their attack (if not already modified by this effect).

☆ **Strike From the Shadows:** When Batman occupies hindering terrain or an elevation that is higher than his target, modify his targets' defense values by -1 and the attack deals penetrating damage.

#101 Batman

✦ **Batman Doesn't Kill:** When Batman hits a target with an attack and the result of the roll is doubles, after the attack resolves he may immediately use Incapacitate as a free action to attack the same target.

#102 Catwoman

☆ **Nobody Corners the Cat:** Catwoman can use Leap/Climb. When Catwoman is adjacent to an opposing character at the beginning of your turn, before you give any other actions you may give Catwoman a move action as a free action.

✦ **One Second She's Invisible, the Next...:** Catwoman can use Charge and Stealth

#103 Bane

☆ **I Have Vowed to Destroy You:** At the beginning of the game, choose a team ability or keyword possessed by an opposing character. Modify the attack value of Bane and adjacent friendly characters and the damage value of Bane by +1 when they attack opposing characters who can use the chosen team ability or has the chosen keyword.

✦ **Your Strength Will Be Tested:** Bane can use Super Strength; when Bane is holding an object and uses Flurry, it is not removed from the game until after actions resolve.

#104 The Joker

✦ **They Say They Brought the Clown's Body:** The Joker can use Outwit and Shape Change.

#106 Sgt. Gordon

☆ **I Gotta Get Me One of These!:** Sgt. Gordon can use any of the following powers and abilities if he begins his turn adjacent to a friendly character who can use them: Carry, Charge, Flight, Leap/Climb, Running Shot, and Swim.


✦ **Guns Blazing:** Give Sgt. Gordon a range combat action. After the ranged combat attack resolves, he may make a second ranged combat attack as a free action if he still possesses this power.

#201 Batman

☆ **On His Own:** Batman's combat values can't be modified by other friendly characters.


✦ **On the Run:** Batman can use Charge and Leap/Climb. When he uses Charge, he can use Plasticity and he can use Charge normally, or, he can be given a close combat action as a free action and then move.

#202 Bruce Wayne


✦ **Alter Ego: Batman:** Give Bruce Wayne a power action that deals no pushing damage and replace this character with  #201 Batman on its orange starting line. Existing actions tokens on this


character and action tokens for this action are applied to the replacement. This power can't be countered.


#203 Catwoman

 **Cat Burglar:** Catwoman can use Flurry. Give Catwoman a free action when she is adjacent to a heavy or light object and exchange that object for any other object on the map or held by another character; after doing so, roll a d6; on a result of 1-3, remove the exchanged object from the game.


#204 Bane

 **I'll Bring This City Down:** Give Bane a double power action when he occupies printed hindering terrain and place a SPECIAL marker in the square he occupies; that area is clear terrain until the end of the game.


 **Rocket Launcher:** Bane can use Ranged Combat Expert as if he had a range value of 8.

 **It Will Take More Than That:** Bane possesses Mastermind and Toughness. This power can't be countered.


#205 Rachel Dawes

 **Antidote Carrier:** Rachel Dawes and friendly characters adjacent to her ignore the use of Poison by opposing characters and can't be targeted by Incapacitate.


#206 John Blake


 **Working Both Sides:** John Blake can use Outwit, but can only counter team abilities as if they were powers.

#207 The Joker's Henchman #3


 **I Got Your Back:** The Joker's Henchman #3 and adjacent friendly characters that possess a team ability or keyword possessed by The Joker's Henchman #3 modify their defense values by +1 until the end of the turn for each action token they are marked with.

#208 The Joker's Henchman #4


 **I Got Enough C4 On Me To Blow This Place Wide Open:** When an opposing character takes damage from The The Joker's Henchman #4's attack, deal the same amount of damage to an object or square of terrain in the same square or adjacent to the target.

 **The Clown's Got Good Grenades:** The Joker's Henchman #4 can use Energy Explosion. When he does and hits, roll a d6; on a result of 6, the damage dealt is penetrating.

#209 The Joker


 **No, I Kill the Bus Driver:** The Joker can use Energy Explosion. At the beginning of your turn, if The Joker is adjacent to an opposing character with 2 action tokens, he may make a close combat attack targeting that character as a free action. This attack deals penetrating damage.

#210 Arkham Asylum Escapee


 **This Place is Mine! Get Out! Get Out!:** When Arkham Asylum Escapee attacks an opposing character occupying the same printed area of hindering terrain as he does, modify his attack value by +2.

Chaos War


#002 Iron Man Drone

 **Minion: Remote Command:** When a friendly character named Iron Man, Tony Stark, or Ultron is within 8 squares, Iron Man Drone can be given a move action as a free action, but modifies its speed value by -2.


#003 Ultron Drone

 **Minion: Ultron's Shell:** When a friendly character named Hank Pym or Ultron is within 8 squares, Ultron Drone can be given a move action as a free action, but modifies its speed value by -2.


#004 Egghead

 **Foe of the Tall and the Small:** Egghead deals penetrating damage to characters that don't possess the damage symbol.


#006 Space Phantom

 **Dimensional Copy:** Space Phantom can use Incapacitate. If he uses it and hits a character that's 100 points or less, choose a standard power that character possesses. Space Phantom can use that power until he uses this special power again.


#007 Masque Duplicate

 **Bio-Duplicate:** Whenever a friendly character named Madame Masque or Masque would be KO'd by an opponent's attack, you may instead turn that character's dial to its last non-KO click and KO this figure. If you do, place that character in this square.


#008 Lava Man





 **Minion: Molten Rebirth:** When a friendly character named Jinku is within 8 squares, Lava Man can use Regeneration and ignores hindering terrain for movement purposes.

#009 Shadow Council Soldier





 **Minion: We Keep the Council's Secrets:** When a friendly character named Max Fury is within 8 squares, Shadow Council Soldier modifies his damage value by +1.

#010 Donald Blake


 **Doctor, Not a Fighter:** Donald Blake's combat values can't be modified.

 **Alter Ego: Thor, God of Lightning:** Give Donald Blake a power action that deals no pushing damage and replace this character with  #038 Thor,  #202 Thor, or  #002 Thor on its orange starting line. If you do, after actions resolve, even if this power is lost, deal 1 damage to each adjacent opposing character. This power can't be countered.


#011 Tony Stark

 **Alter Ego: Iron Man, Shining Knight:** Give Tony Stark a power action that deals no pushing damage and replace this character with  #024 Iron Man,  #201 Iron Man, or  #001 Iron Man on its orange starting line. After actions resolve, even if this power is lost, you may move Iron Man up to 3 squares. This power can't be countered.


#012 Dinah Soar


 **Her? Well, She Flies. And We Think It's a "Her":** Dinah Soar may carry up to two characters if they both have the Avengers keyword, or three characters if they all have the Great Lakes Avengers keyword. Dinah Soar modifies her speed value by -1 for each character carried instead of the normal effects when using the Carry ability.

#013 Vision


 **Through the Wall:** Vision can use Charge and Stealth. He may use Charge normally, or be given a double power action to use Charge and ignore characters and terrain for movement purposes.



#014 Hank Pym


 **Morph: Hank Pym:** Give Hank Pym a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.

 **Tinkerer Supreme:** Give Hank Pym a free action if he occupies a square with a light or heavy object, and choose a standard attack power. He can use the chosen power this turn.


#015 Ant-Man


 **Morph: Hank Pym:** Give Ant-Man a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.

 **Pym Particles, Shrink:** Once per game, give Ant-Man a free action to choose a friendly character of 75 points or less with the Avengers keyword. That character possesses  as long as this Ant-Man is on the map.

 **Ant-Swarm:** Ant-Man can use Poison. When he does, opposing characters that occupy hindering terrain are dealt 2 damage instead.

#016 Wasp

 **Morph: Hank Pym:** Give Wasp a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.

 **Bio Electric Blasts:** Wasp can use Incapacitate. If he uses it and hits, deal the target 1 penetrating damage after actions resolve.

★**Cybernetic Wasp Goggles:** Wasp and friendly characters within 3 squares and line of fire that share a keyword with Wasp can use Exploit Weakness if their printed damage value is 2 or less.

#017 Madame Masque

★**Mysterious Motives:** If she has no action tokens, Madame Masque can use Outwit. If she has one action token, Madame Masque can use Perplex. If she has two action tokens, Madame Masque can use Enhancement.

#018 Jinku

★**Lavaflow:** Jinku can use Phasing/Teleport. After Jinku resolves a move action, you may place one Lava hindering terrain marker in any clear square he moved through.

★**Heat of the Earth's Core:** At the beginning of your turn, deal 1 damage to each character occupying a square with a Lava hindering terrain marker.


#019 Max Fury

★**Everything That Nick Knows:** Opposing characters can't use the S.H.I.E.L.D. team ability.

#022 Sharon Carter

★**Secret Avengers Coordinator:** Sharon Carter and adjacent friendly characters with the Avengers keyword can use Stealth.

#023 Ms. Marvel

✎**Radiant Burst:** Ms. Marvel can use Energy Explosion as if she had a range of 7 and .

#024 Iron Man

★**Tactical Targeting:** When choosing targets for a ranged combat attack, Iron Man may choose both a character and an object, wall, or square of blocking terrain instead of a second character.

✎**Repulsor Rays:** After Iron Man hits a character with a ranged combat attack and actions resolve, you may knock back that character an amount equal to the difference between Iron Man's range value and the number of squares to that character.

#025 Nitro

✎**Explode and Reform:** Give Nitro a double power action and make a close combat attack targeting each opposing character within 2 squares. Each character hit is dealt penetrating damage equal to 3 minus the number of squares it is from Nitro.

✎**Explosive Punch:** Nitro can use Force Blast. He can use it normally, or as a free action to target any character that he has hit with a close combat attack this turn.







#026 Ant-Man

✎**OK, I'm a Voyeur, So What?:** When an adjacent character moves due to its own action, once per turn you may place Ant-Man in a square adjacent to that character after the action resolves.

✎**Irredeemable Liar:** Ant-Man can use Outwit, but only to counter an opposing character's Outwit or Perplex, or a special power that specifically allows the use of Outwit or Perplex.


#027 Genis-Vell

★**A Touch of Insanity:** Genis-Vell can use Perplex. When he does, instead of the normal effects, choose +2 or -2, and roll a d6 that can't be rerolled. Based on the result, modify the following value on the target character by the chosen amount:

-  =Speed
-  =Attack
-  =Defense
-  =Damage
-  =Range
-  =All combat values

#028 Wonder Man

★**Avengers Two:** When Wonder Man is adjacent to a friendly character named Beast, modify both their attack values by +1 if not already modified by this effect.

✎**Jet Belt:** Wonder Man can use Charge and possesses the  symbol.

#029 Wolverine

★**Traumatic Healing:** At the beginning of your turn, if Wolverine took damage since your last turn, you may heal him of 1 damage. If he's on click #8, you may heal him of 2 damage instead.

✎**The Best There Is:** When making a close combat attack, you may have Wolverine's attack value become the attack value of his target +1.

#030 Wasp


✎**Bio Electric Blasts:** Wasp can use Incapacitate. If she uses it and hits, deal the target 1 penetrating damage after actions resolve.

#031 Black Knight

✎**Indestructible Ebony Blade:** Black Knight can use Blades/Claws/Fangs and Steal Energy. This power can't be countered.

#032 Quicksilver

★**Sibling Duo:** When a friendly character named Scarlet Witch is adjacent to Quicksilver, modify both their attack values by +1 if not already modified by this effect.

 **Arrogant Assault:** Quicksilver can use Flurry. He may use it normally, or as a free action instead of a close combat attack while using Hypersonic Speed. If he uses it in this way, modify his defense value by -1 until your next turn for each hit.

#033 Victoria Hand

☆ **New Avengers Coordinator:** Victoria Hand and adjacent friendly characters with the Avengers keyword modify their attack values by +1 if they are on their first click.


★ **Traitor, or Not?:** Give Victoria Hand a power action if she began the game on your force. She becomes friendly to an opponent's force. At the beginning of each of that opponent's turns, that player deals 1 unavoidable damage to another character friendly to Victoria Hand.

#034 Ares


☆ **Presence of the God of War:** Adjacent friendly characters modify their attack values by +1. Adjacent opposing characters modify their attack values by -1.


★ **Master of All Weapons:** Ares can use Close Combat Expert and Ranged Combat Expert. Whenever he uses one of these powers, opposing characters can't use that same power until your next turn. This power can't be countered by characters of 100 points or less.

#035 Sentry

☆ **The Consuming Void Inside:** After an action resolves during which Sentry took damage from an opposing character, you may replace him with  #045 Void on the same click number.

#036 Tigra



 **You're Just Another Pretty Little Bird to Me:** Tigra can use Charge and Flurry.

 **Kitten has Claws:** Tigra can use Blades/Claws/Fangs, but the minimum result of her d6 roll is 2 and her maximum result is 5.


#037 Spider-Woman


★ **Pheromones:** Give Spider-Woman a free action. She may modify the attack value of an adjacent friendly character by +1 and she may modify the defense value of an adjacent opposing character by -1 until your next turn.

#038 Thor

★ **Summon Asgardian Blizzard:** Characters with the  or  symbol can't target characters 7 or more squares away. Modify all other characters' speed values by -2 if they begin an action within 6 squares of Thor.

#039 Hawkeye

 **My Criminal Past:** Hawkeye can use Running Shot and Stealth.

 **Knockout Gas Arrow:** Hawkeye can use Energy Explosion. When he does, after actions resolve give one action token to each character hit by the attack.

#040 Nick Fury

 **Older Than I Look:** Nick Fury can use Leadership and Willpower.

★ **The Man With the Plan:** When a friendly character misses with one or more attacks, you may roll a d6 after actions resolve. On a result of 6, you may remove an action token from that character. Nick Fury can only remove one action token per turn this way.

#041 Baron Zemo


☆ **The Thunderbolts Gambit:** When you build your force, characters that possess the Masters of Evil keyword or team ability also possess the Thunderbolts keyword. If your force also includes the Thunderbolts Additional Team Ability you must assign it to them.


★ **Megalomaniacal Genius:** Baron Zemo can use Leadership, Mastermind, and Outwit. He is considered 150 points when using Leadership or Mastermind if he's adjacent to a character with the Thunderbolts keyword.

#042 Loki

☆ **My Unwitting Pawns:** Loki can use Shape Change. When Loki rolls a 6 for Shape Change, friendly characters can't be targeted by ranged attacks this turn.


#043 Binary


 **Blinding Stellar Radiation:** Binary can use Penetrating/Psychic Blast. If she does and hits, the hit character can't make a ranged combat attack during its next turn.

 **White Hole Energy:** Binary can use Energy Shield/Deflection and Regeneration.

#044 Crystal

☆ **Tornado:** Give Crystal a power action and choose an unoccupied square of clear terrain within range and line of fire. Crystal can use Quake as a free action as if she occupied that square.

 **Twin Elements:** Firestorm: When Crystal uses the Tornado trait, also deal 1 penetrating damage to each hit character after actions resolve.

 **Twin Elements:** Waterspout: When Crystal uses the Tornado trait, also give an action token to each hit character with zero action tokens after actions resolve.

★ **Twin Elements:** Sandstorm: When Crystal uses the Tornado trait, after actions resolve, hit characters use Toughness instead of Invulnerability or Impervious for the rest of the turn.

#045 Void

☆ **He is the False One!:** After an action resolves during which Void healed, you may replace him with #035 Sentry on the same click number.

☆ **The Void Always Finds You:** The Void can use Plasticity. Give Void a free action and place him adjacent to any character that caused Void (or a replaced Sentry) to take damage since your last turn, and then deal 1 damage to all adjacent opposing characters.

#046 The Unspoken

☆ **Life Underground:** When The Unspoken occupies a square on the lowest elevation of the map, he can use Leadership and Stealth.

☆ **Slave Engine Degeneration:** Opposing characters within 3 squares possess Battle Fury and can't be given power actions.

#047 Mr. Sinister

☆ **Create New Marauders:** When you build your force, friendly characters possess the Marauders keyword this game if they possess the Brotherhood of Mutants or X-Men keyword or team ability.

☆ **Skinshifting:** Mr. Sinister can use Shape Change.

☐ **Complete Cellular Regeneration:** Mr. Sinister can use Regeneration, Toughness, and Willpower. If he has no action tokens, Mr. Sinister may use Regeneration as a free action but subtracts 3 instead of 2.

☆ **I Can Rebuild You, Mutant:** Mr. Sinister can use Perplex. When another friendly character possessing the Marauders keyword would be KO'd, you may roll a d6. On a result of 6, instead place them within 6 squares of Mr. Sinister and turn them to their last non-KO click, then roll another d6. Heal that character of half the result.

#048 Taskmaster

☆ **Still Got Those Photographic Reflexes:** Give Taskmaster a free action. Choose any standard power an opposing character within 8 squares and line of fire and with one or more action tokens can use. Taskmaster can use that power until the end of this turn.

☆ **You Hold No Surprises:** Taskmaster's combat values can't be modified by opposing characters' powers or abilities.

☆ **Super-Villain Training:** Taskmaster can use Enhancement and Leadership. When he succeeds on a roll for Leadership, adjacent friendly characters modify their attack and range values by +1.

#049 Morgan Le Fay

☆ **My Alternate Avengers:** Morgan Le Fay can use Perplex, but only to target a character with the Avengers keyword. When she does, she may use it normally, or she can modify any value except damage by +2 or -2. An Avengers themed team may include Morgan Le Fay and is still a themed team.

☆ **Cold Steel is My Bane:** When an opposing character hits Morgan Le Fay and rolls for Blades/Claws/Fangs, add 1 to that die roll.

☐ **Astral Form Fade:** Morgan Le Fay can use Toughness. At the beginning of your turn, choose either Combat Reflexes or Energy Shield/Deflection. Morgan Le Fay can use the chosen power until your next turn.

#050 Kang

☆ **Come Back After I'm Rested and Try Again:** Kang can use Probability Control during his own attack rolls.

✈ **Timeline Reset:** Once per game, give Kang a power action. Remove action tokens from all friendly characters that are Kang's point value or less. Characters that already took a non-free action this turn can't take another.

#051 Chaos King

☆ **Enslavement:** When Chaos King KO's an opposing character, after actions resolve he may use Mind Control as a free action targeting any number of other characters on the defeated character's force that total less points than the defeated character. These characters do not need to be within range or line of fire.

#052 Lockjaw and Hairball

☆ **The Name Is... Hairball!:** When Lockjaw and Hairball attacks, they may choose to knock back a hit character 2 squares after actions resolve.

☐ **Don't Hit the Cat! Or the Dog, Really:** Lockjaw and Hairball can use Toughness and Super Senses. When they succeed on a roll for Super Senses, after actions resolve you may knock back the attacking character 2 squares. This power can't be countered.

☆ **Leader of the Pet Avengers... Plus Cat:** Lockjaw and Hairball can use Leadership. If they succeed, they may use it to remove tokens from characters with the Animal or Pet Avengers keyword regardless of point value.

Qualifying Name	OR	Qualifying Real Name
Lockjaw		Lockjaw
Hairball		Niels

#053 Ant-Man and Wasp

☆ **Buzzing Right In Your Ear:** When an adjacent opposing character attacks Ant-Man and Wasp and misses, deal the attacking character 1 unavoidable damage after actions resolve. When a non-adjacent opposing character attacks Ant-Man and Wasp and misses, deal each opposing character adjacent to Ant-Man and Wasp 1 unavoidable damage after actions resolve.

Qualifying Name	OR	Qualifying Real Name
Ant-Man		Hank Pym
Wasp		Janet Van Dyne

#054 Hawkeye and Mockingbird

☆ **The Sharpest:** Hawkeye and Mockingbird can use the Sharpshooter ability. Opposing characters within 8 squares can't use the Sharpshooter ability.

🦋 **Trick Arrows and Battle Staves:** Hawkeye and Mockingbird can use Energy Explosion, Incapacitate, and Smoke Cloud. They can use these powers normally, or they may be given a power or ranged combat action as a free action instead of a ranged combat attack when using the Duo Attack ability to use one of these powers.

👁️ **Watch Each Other's Back:** Hawkeye and Mockingbird can use Combat Reflexes and Super Senses.

Qualifying Name	OR	Qualifying Real Name
Hawkeye		Clint Barton
Mockingbird		Bobbi Morse

#055 Vision and Scarlet Witch

🦋 **Keeping the Family Safe:** Vision and Scarlet Witch can use Phasing/Teleport and Running Shot. When using Running Shot, they may ignore one character, one wall, or one square of blocking terrain for movement purposes. They may use Phasing/Teleport as a free action if an opposing character caused them to take damage since your last turn.

🦋 **Empowered Hex Bolts:** Vision and Scarlet Witch can use Energy Explosion. When they do, the attack value of each hit character of 200 points or less becomes 9 if it was higher than 9, then is locked until your next turn.

Qualifying Name	OR	Qualifying Real Name
Vision		Victor Shade
Scarlet Witch		Wanda Maximoff

#056 Scarlet Witch and Wonder Man

🦋 **Chaos Magic:** Give Scarlet Witch and Wonder Man a free action and choose an opposing character within 8 squares and line of fire and roll a d6 that can't be rerolled. The chosen character can't use the following type of powers or abilities until your next turn based on the result.

- =Speed powers
- =Attack powers
- =Defense powers
- =Damage powers
- =Team abilities
- =Your choice of any of the above

☆ **Ionic Punch and Hex Bolts:** Scarlet Witch and Wonder Man deal penetrating damage to characters 150 points or more.

Qualifying Name	OR	Qualifying Real Name
Scarlet Witch		Wanda Maximoff
Wonder Man		Simon Williams

#057 Sentry and Void

☆ **Emergent Evil:** Sentry and Void can use the Multiattack ability. Give Sentry and Void a power action if it has no tokens and replace it with either 🦋#035 Sentry or 🦋#045 Void on the same click number. When the replacement character would be KO'd, you may instead return this character to the map on click #10.

🦋 **Asgard Must Fall!:** Once per game, give Sentry and Void a double power action. For the rest of the game even if this power is lost, elevated terrain is considered grounded hindering terrain. Deal Sentry and Void and each character occupying elevated terrain 1 unavoidable damage.

#058 Dr. Doom and Kang

🦋 **After Ultimate Power:** Give Dr. Doom and Kang a power action. Place them adjacent to the highest point opposing character on the map, then use the Duo Attack ability as a free action targeting that character for each attack.

☆ **Inevitable Betrayal:** When this click is revealed for the first time in a game, stop turning the dial and choose Dr. Doom or Kang. For the rest of the game, even if this power is lost, this character now possesses 🦋 and if you chose Dr. Doom, this character can use Outwit, or if you chose Kang, this character can use Probability Control.

Qualifying Name	OR	Qualifying Real Name
Dr. Doom		Victor Von Doom
Kang		Nathaniel Richards

#059 Thor and Hercules

☆ **My Rival:** When making a duo attack, if the first attack misses, modify Thor and Hercules' combat values by +1 for the second attack.

🦋 **My Brother:** Thor and Hercules can use Invulnerability. Modify their defense value by +1 for each time they have been attacked this turn. This power can't be countered.

Qualifying Name	OR	Qualifying Real Name
Thor		Thor Odinson
Hercules		Heracles

#060 Avengers Prime

☆ **Trio Attack:** Give Avengers Prime a double power action. They can then be given 3 close or ranged combat actions as free actions, each targeting a single character. These free actions may be used to activate the same effect.

🦋 **Iron Man in the Vanguard:** Avengers Prime can use Perplex, Ranged Combat Expert, and Running Shot.

🦋 **Cap in the Lead:** Avengers Prime can use Energy Shield/Deflection, Incapacitate, and Leadership.

★ **Thor at the Forefront:** Avengers Prime can use Charge, Close Combat Expert, and Energy Explosion.

Qualifying Name	OR	Qualifying Real Name
Thor		Thor Odinson
Iron Man		Tony Stark
Captain America		Steve Rogers

#100 Vision

✎ **Control of the World's Computers:** Vision can use Phasing/Teleport. Once per turn, if the number 6 comes up on a die for an attack roll when an opposing character attacks Vision, you may force an opponent to reroll that die. When an opposing character with the Armor or Robot keyword attacks Vision, modify Vision's defense value by +2.

🛡️ **Ultra-Vision:** Vision can use Impervious. This power can't be countered.

#101 Mr. Fantastic

☆ **Future Foundation:** Friendly characters possessing the Fantastic Four team ability can't use that team ability. Instead, they can use the following team ability: FUTURE FOUNDATION TA: When a character using this team ability takes 2 or more damage from an opponent's attack, give the attacking character an action token after actions resolve. If you can't, deal them 1 unavoidable damage.

★ **World's Smartest Man... Even When There's More of Me:** Mr. Fantastic can use Outwit and deals penetrating damage to characters that can use Outwit. This power can't be countered.

#102 Invisible Woman

☆ **The Peacemaker:** When she's adjacent to exactly one friendly character and one opposing character, you may give Invisible Woman a free action to heal both characters 1 click.

#173 Ant-Man

☆ **Morph: Hank Pym:** Give Ant-Man a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.

#200 Giant-Man

☆ **Morph: Hank Pym (75 points):** Give Giant-Man a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.

☆ **"Medium" Size (75 Points):** Giant-Man possesses 🛡️ and 🦾 instead of 🛡️ and 🦾.

☆ **Pym Particles, Grow:** Once per game, give Giant-Man a free action to choose a friendly character of 75 points or less with the Avengers keyword. That character possesses 🦾 as long as Giant-Man is on the map.

🦾 **Swat:** When given a close combat action, Giant-Man may target all opposing characters within two squares and then divide the damage between them. This power can't be countered by characters 100 points or less.

🛡️ **Avengers, Behind Me!:** Giant-Man can use Defend and Toughness.

🏢 **Building Shove:** Give Giant-Man a power action if he is adjacent to elevated terrain. All characters occupying that level of elevated terrain within that same continuous border are dealt 1 penetrating damage and knocked back 1 square.

#201 Iron Man

🦾 **You're Under Arrest!:** Iron Man can use Incapacitate as if he had 🦾.

★ **Director Stark:** Iron Man can use Enhancement and Willpower.

#202 Thor

🦾 **Art Thou Too Craven to Fight?:** Give Thor a free action if he has no action tokens and choose an opposing character within Thor's range and line of fire that is not adjacent to any other characters. During its next turn, that character must attack Thor or be given a move action.

🗣️ **I am No Mortal!:** Thor can use Toughness and Willpower.

#203 Captain America

☆ **The Suit:** Captain America can use Toughness.

🦱 **Shield Slash:** When Captain America makes a ranged attack and the result of the attack roll is doubles, he deals penetrating damage. When Captain America makes a ranged attack and the attack roll is 10 or higher, give an action token to all hit characters after actions resolve.

#204 Space Phantom

🦾 **Dimension Swap:** Space Phantom can use Outwit, but only to target characters within his range and line of fire without the Deity keyword. When he does, he can use that countered standard power as long as it's countered.

#205 Vision


✎ **Adjustable Matter Scan:** Vision can use Phasing/Teleport. Characters he targets with an attack can't use Shape Change or Super Senses for that attack.

🛡️ **Synthezoid Construct:** Vision can use Super Senses and Toughness.




#206 Masque


★ **Heroic Sacrifice:** When an adjacent friendly character would be dealt damage but before it takes the damage, you may KO Masque. If you do, that character ignores that damage.

#207 Ms. Marvel


 **Energy Redirection:** If Ms. Marvel was targeted by a ranged combat attack since your last turn, she can use Exploit Weakness and Penetrating/Psychic Blast as if she had a range value of 6.


#208 Ultron

 **Summon the Drones:** Give Ultron a free action if she has no action tokens. Put a  #002 Iron Man Drone or  #003 Ultron Drone in your starting area on its 30 point line if less than 4 total friendly characters with those names are on the map.


 **110111 ERROR REBOOT:** Ultron can use Regeneration and Super Senses. This power can't be countered.

#209 Spider-Woman

 **More Than Human:** Spider-Woman can use Leap/Climb.


 **Double Agent:** At the beginning of the game, choose either HYDRA or S.H.I.E.L.D. Spider-Woman can use that team ability this game.


#210 Wonder Man

 **Barrel Over:** When Wonder Man hits an opposing character with an attack, after actions resolve he may move 2 squares (breaking away automatically) and target a different opposing character with a close combat attack as a free action.


Chaos War Fast Forces

#001 Iron Man


 **Stand Together!:** When turning the dial, if there is an adjacent friendly figure with the Avengers keyword and the same or higher point value and this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


 **Thermal Vision:** Iron Man ignores hindering terrain for line of fire purposes.

#002 Thor


 **Stand Together!:** When turning the dial, if there is an adjacent friendly figure with the Avengers keyword and the same or higher point value and this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#003 Captain America


 **Stand Together!:** When turning the dial, if there is an adjacent friendly figure with the Avengers keyword and the same or higher point value and this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

 **Avengers Assemble:** Captain America can use Leadership. When he uses Leadership and rolls a 6, he may also remove an action token from another adjacent character with the Avengers keyword that's 125 points or less.


#004 Wasp

 **Winsome Wasp:** Wasp breaks away automatically.

#005 Mockingbird

 **October 12th:** When a friendly character named Hawkeye is adjacent to Mockingbird, they both modify their attack values by +1 if not already modified by this effect.

#006 Scarlet Witch

 **Chaos Magic:** Scarlet Witch can use Perplex and Probability Control.

Star Trek Away Team†

#001a Captain James T. Kirk

☆ **Unwinnable Kobayashi Maru:** If you control no other characters, during your turn he may use Outwit a number of times equal to the number of opposing characters on the map.

#001b Captain James T. Kirk

☆ **Unexpected Leader:** Captain James T. Kirk can use Leadership. When he does, on a result of 3-4, he may give an action token to an opposing character within 3 squares and line of fire.

#002b Dr. Leonard McCoy

👉 **Tricorder:** Give Dr. Leonard McCoy a free action if he has no action tokens and choose a square within 6 squares and line of fire. Characters occupying that square can't use Shape Change or Stealth.

☆ **Melvaran Mud Flea Vaccine:** Give Dr. Leonard McCoy a free action and choose an adjacent character of 100 points or less. That character can use Shape Change until your next turn as long as he is adjacent to Dr. Leonard McCoy but only succeeds on a roll of 6.

#003a Spock

👉 **Vulcan Nerve Pinch:** Spock can use Exploit Weakness and Incapacitate.

☆ **The Refuge of Logic:** Spock can use Outwit and Probability Control. When he uses Probability Control during his own attack rolls, he may choose to reroll only one die.

#003b Spock

👉 **Emotions Unchecked:** Spock can use Charge and Flurry.

👉 **Vulcan Physiology:** Spock can use Toughness and Willpower.

#004a Lt. Nyota Uhura

☆ **Intercept Communications:** At the beginning of the game, choose a team ability that an opposing character can use that isn't a Wild Card team ability or a team ability a Wild Card can't use. Friendly characters can use that team ability this game in addition to their other team abilities as long as Lt. Nyota Uhura is on the map.

👉 **Phaser Settings:** Lt. Nyota Uhura can use Incapacitate and Penetrating/Psychic Blast. When she uses Incapacitate, modify her attack value by +1. When she uses Penetrating/Psychic Blast, modify her damage value by +1.

#004b Lt. Nyota Uhura

☆ **It is A Relationship:** When Lt. Nyota Uhura and a character named Spock are adjacent to each other, modify both of their defense values by +1 if not already modified by this effect.

☆ **Jam Encrypted Communications:** Opposing characters within 8 squares can't use Additional Team Abilities.

#005a Montgomery Scott

☆ **Transwarp Beaming:** Once per game, give Montgomery Scott a power action and choose an adjacent friendly character that possesses Phasing/Teleport and the Federation keyword. This turn, that character can use Hypersonic Speed instead of Phasing/Teleport and modifies their attack and speed values by +2.

👉 **Transporters Are My Thing:** Montgomery Scott can use Phasing/Teleport and the Carry ability.

#005b Montgomery Scott

☆ **Engineering Genius:** Montgomery Scott can use Perplex. When he uses it to target a character with the Armor, Robot, or Vehicle keyword, he may modify any value by +2 or -2 except damage.

#006a Lt. Hikaru Sulu

☆ **Fencing Champion:** When Lt. Hikaru Sulu attacks a character with a range value of 0, modify his attack value by +2.

#006b Lt. Hikaru Sulu

👉 **Hide in Saturn's Magnetic Field:** Hikaru Sulu can use Smoke Cloud as a free action and with a range of 8. When he does, he may only place markers in squares occupied by characters and they do not need to be placed adjacent to each other.

#007a Ensign Pavel Chekov


☆ **Transporter Lock:** Friendly characters modify their speed value by +3 when using Phasing/Teleport.

#007b Ensign Pavel Chekov

☆ **Tricorder:** Give Ensign Pavel Chekov a free action if he has no action tokens and choose a square within 6 squares and line of fire. Characters occupying that square can't use Shape Change or Stealth.

2012 Exclusive Figures

#D-002 Martian Manhunter


 **Martian Physiology:** Martian Manhunter can use Phasing/Teleport and Stealth.

#D-003 Dr. Fate

☆ **Agent of Order:** Opposing characters within 6 squares can't be given actions to use special powers (including standard powers used only through those special powers).

#D-004 Superman and Superman




☆ **Look, Up In the Sky:** Once per turn, when a friendly character within 8 squares and line of fire is the target of an attack, before the attack roll is made Superman and Superman may be placed adjacent to the target and within line of fire of the attack. The attack now targets Superman and Superman, even if they are otherwise an illegal target.

 **Through the Sun:** Give Superman and Superman a power action and move them up to 8 squares in a direct line, automatically breaking away. After actions resolve, you may place an opposing character along that path into an adjacent square and may use the Duo Attack ability as a free action targeting only that character.

✦ **Death of a Superman:** Superman and Superman possesses Earthbound/Neutralized and can't use the JSA team ability.

#M-002 Apocalypse


☆ **Horsemen of Apocalypse:** Characters using the Horsemen of Apocalypse Additional Team Ability modify their attack values regardless of how many characters can use it.

 **Mass Increase:** Give Apocalypse a power Action that deals no pushing damage and replace this character with  #G03 on click #14 or  #G07 on click #9. Existing action tokens on this character and action tokens for this action are applied to the replacement. This power can't be countered. (The replacement Apocalypse can't be healed past the listed starting click and this character's point value is scored if that character is KO'd.)

✦ **Manipulate Hundreds of Generations:** Apocalypse can use Outwit and Perplex.


#M-003 Punisher

☆ **My Leadership Style is...Different:** When another friendly character that's 200 points or less and within 5 squares and line of fire KO's an opposing character with an attack, after actions resolve, remove an action token from the attacking character.

 **Infrared Goggles:** Punisher ignores hindering terrain for line of fire purposes.

#M-004 Venom

☆ **New Breed:** Venom can use Shape Change and Stealth.

 **Airdropped Into The Action:** Give Venom a move action if he occupies your starting area. He can use the Flight ability this action and replaces his speed value with 14.

✦ **I Work Best Solo:** If Venom is the only character on your force, modify his combat values by +1.

Comic-Con Promos†

#001 Stan Lee

☆ **The Creator:** Stan Lee possesses all keywords and team abilities that other figures on your current force possess.

★ **Cameo Appearance Only:** Give Stan Lee a power action and replace this character with any HeroClix figure with a point value of 30 - 60 points on the same click number as Stan Lee. Existing action tokens from Stan Lee, as well as action tokens and pushing damage for this action are applied to the replacement. If replaced, no victory points are awarded for Stan Lee and the replacement is considered to be its normal point value for all game effects.


#002 Joss Whedon

☆ **Mutant Enemy:** Joss Whedon modifies his combat values by +1 when attacking a character with the Mutant keyword.

✎ **Horrible Doctor:** Joss Whedon can use Support, but he may only target an opposing character. Neither character can be adjacent to any other characters. Instead of healing the target, the target is dealt penetrating damage.

#003 Morgan Spurlock

☆ **NECA/Wizkids Presents: The Greatest Figure Ever Sold:** Morgan Spurlock modifies his attack value by +2 when attacking a figure worth \$3 or more. (Argue among yourselves over the value of a specific figure.)


★ **Super Size ME!:** Morgan Spurlock can use Invulnerability and possesses .


#004 Harry Knowles

☆ **Film Critic Supreme:** At the beginning of the game, choose an opposing character. Harry's controller and the controller of the chosen character must roll 2d6: If your roll is higher than your opponent's roll, the character has received a poor review and its defense value is modified by -1 this game.


Justice League New 52


#001 Superman

 **Gale-Force Breath:** Superman can use Force Blast. When he does, he may target an adjacent character and up to two characters that are adjacent to that character. After actions resolve, give the targeted character(s) an action token if they have zero action tokens.


 **Helping People Is What I Do:** Superman can use Impervious. When a friendly character within 4 squares and line of fire takes damage from an opponent's attack, after actions resolve you may place Superman and that character in each other's squares. This power can't be countered by characters less than 100 points.

#002 Batman


 **Drop in from the Roof:** Batman can use Leap/Climb.

 **Tempered and Trained:** Batman can use Toughness and Combat Reflexes.

#003 Wonder Woman


 **Lasso of Truth:** Give Wonder Woman a power action. Wonder Woman may make a ranged combat attack that deals no damage as if she had a range value of 4. Give a hit character an action token and counter all speed and damage powers a hit character possesses until your next turn.

#004 Green Lantern


 **Ineffective Against Yellow:** Green Lantern modifies his attack and damage values by -1 when attacking a character displaying a yellow power on their dial.

 **Green Constructs:** Green Lantern can use Barrier, Incapacitate, and Telekinesis.


#005 Aquaman


 **Defending Mera:** If Aquaman occupies water terrain at the beginning of an action, he modifies his speed value by +2. If a friendly character named Mera has been KO'd this game, modify Aquaman's combat values by +1.

#006 Cyborg

 **Electronic Eye:** Cyborg ignores other characters' Stealth.


#007 Green Arrow


 **Best Shot in the Biz:** Green Arrow modifies his attack value by +2 when targeting a single character within 5 squares with a ranged combat attack.

 **Flurry...of Arrows:** Give Green Arrow a ranged combat action targeting a single character. After the ranged combat attack resolves,




he may make a second ranged combat attack as a free action targeting one other character.


#008 Mera

 **Sorceress of the Deep:** Mera may target opposing characters within 6 squares that occupy or are adjacent to water terrain with close combat attacks.




 **Aquakinesis:** Mera can use Telekinesis. If Mera uses Telekinesis to place an opposing character that currently occupies water terrain, modify her attack value by +3.

#009 Firestorm


 **Merge:** If this character is adjacent to  #010 Firestorm and neither have an action token, you may give this character a free action to replace both characters with  #021 Fury. Fury begins on the same click as this character and can't use the Split ability this turn.

 **Disable your Weaponry:** Firestorm can use Probability Control once per turn when he is attacked. When he does, if the rerolled attack is a critical hit, he may use Probability Control one more time.


#010 Firestorm

 **Merge:** If this character is adjacent to  #009 Firestorm and neither have an action token, you may give this character a free action to replace both characters with  #021 Fury. Fury begins on the same click as this character and can't use the Split ability this turn.

#011 Hawkman

 **Dive Bomb:** Hawkman can use Charge. When Hawkman uses Charge, modify his attack and damage values by +1 if he makes an attack targeting a character at a lower elevation than the square in which Hawkman began his movement.


#012a Shade The Changing Man

 **Join Me In My Madness:** Shade the Changing Man can use Perplex and Shape Change.


#012b Shade The Changing Man

 **M-Vest:** Shade the Changing Man can use Energy Shield/Deflection and Toughness.


#013 Deadman

 **Ghost:** Deadman can use Phasing/Teleport. He can't be carried and he can't be placed by Telekinesis. Damage dealt to Deadman by close combat attacks is reduced to 1.


#014 Zatanna


 **Raelc Dnim:** Give Zatanna a power action, or a free action if she has no action tokens, and choose another friendly character within 4 squares and line of fire. That character can't be affected by Outwit or Perplex until your next turn.


#015 Mindwarp

 **Time Slide:** Mindwarp can use Super Senses. Once per turn when Mindwarp has no action tokens, if he can draw line of fire to both the target of an attack and the attacker, the target may use Super Senses if it's a friendly character. If the target evades the attack by this use of Super Senses, place Mindwarp in a square adjacent to the target.


#016 Enchantress


 **Defeating the Justice League (250 points):** Enchantress modifies her attack and damage values by +1 when attacking a character with the Justice League keyword.

 **Storm of Witches' Teeth:** Enchantress can use Poison and Quake. When she uses either one, all squares with a range of 2 squares and line of fire are considered adjacent and damage dealt can't be reduced below 1.


 **A Force Not to Be Trifled With:** Enchantress can use Invulnerability and Willpower.

#017 The Flash

 **The Speedforce:** The Flash can use Hypersonic Speed. He may use it normally, or instead his damage value becomes 1 and is locked. If you do, he may make up to 3 close combat attacks instead of 1 against different opposing characters during his move; The Flash may continue moving between attacks.


 **Yoo Hoo...Over Here:** The Flash can use Super Senses. When The Flash evades an attack using Super Senses, you may immediately move him 1 square.


#018 Madame Xanadu

 **Fortune Telling:** Give Madame Xanadu a power action and choose an adjacent character. When that character misses with an attack this turn, after actions resolve you may remove one action token from that character.


#019 John Constantine

 **Riding the Synchronicity Highway:** John Constantine is a wild card.

 **Mystical Wards:** Other characters can't use Probability Control.




 **Sheer Cunning:** John Constantine can use Outwit and Perplex.


#020 Deathstroke


 **Precisely-Timed Strike:** Deathstroke can use Blades/Claws/Fangs. After any action resolves, if during that action

an opposing character moved into a square adjacent to Deathstroke, roll a d6 and deal that character damage equal to the result.

#021 Fury


 **Split:** Give this character a power action if it has no action tokens and replace it with Firestorm  #009 and Firestorm  #010. Each replacement character is assigned an action token and can't be given an action this turn. They each begin a number of clicks from their starting line equal to the click number.

 **Release Energy:** Fury can use Pulse Wave and Poison.

 **Absorb Energy:** Fury can use Invulnerability. If Fury possesses this power after an action resolves in which he took damage from a ranged combat attack, heal Fury of 1 damage.



Justice League New 52 Fast Forces

#002 Superman

 **Knockout Punch:** Superman can use Charge. When he does, he breaks away automatically and all hit characters are knocked back 1 square after actions resolve.


#003 Batman

☆ **Avoid Detection:** When it is not your turn, lines of fire drawn to Batman are blocked unless a friendly character has taken damage this turn.

 **Batarangs:** Batman can use Incapacitate as if he had . When he does, he ignores friendly characters and hindering terrain for line of fire purposes.


#004 Wonder Woman

☆ **Amazon Warrior:** After Wonder Woman has been carried, she may be given a non-free action if she has not already been given one this turn.

 **Daughter of Themyscira:** Wonder Woman can use Combat Reflexes and Toughness.


#005 The Flash

☆ **I've Never been Touched:** The Flash can use Super Senses but evades on a result of 4-6 instead.


 **They Won't Know What Hit 'Em:** The Flash can use Charge and Flurry.

DC 10th Anniversary


#001 Batman

☆ **Battlefield Promotion: Rise:** When Batman hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #023 Batman on the same click number.

#002 Wonder Woman

☆ **Battlefield Promotion: Rise:** When Wonder Woman hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, replace this character with  #022 Wonder Woman on the same click number.

#003 John Jones


☆ **Battlefield Promotion: Martian Manhunter:** When John Jones hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #019 Martian Manhunter a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. On a result of 10 or higher, replace this character on the same click number.

#004 Green Lantern


☆ **Construct:** Green Lantern begins the game without the Construct. Green Lantern can use Barrier. When he does, attach the Construct to him after actions resolve and he may make a close combat attack targeting a character adjacent to a square with one of these Barrier markers in it as a free action. When the Construct is attached, Green Lantern can use Energy Shield/Deflection and Close Combat Expert. When Green Lantern takes damage or uses Close Combat Expert, remove the Construct.

☆ **In Brightest Day:** During your turn, hindering terrain within 6 squares of Green Lantern is considered clear terrain for line of fire purposes.




#005 Brainiac

☆ **Battlefield Promotion: Brainiac:** When Brainiac hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #012 Brainiac a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. On a result of 10 or higher, replace this character on the same click number.

#006 Batgirl


☆ **Battlefield Promotion: Oracle:** When Batgirl hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, replace this character with  #017 Oracle on the same click number.

#007 Nightwing

+ **Acrobat:** Nightwing can use   

☆ **A Leader on any Team:** Nightwing is a wild card. During your first turn, choose a friendly character's keyword; Nightwing possesses that keyword for the rest of the game. Nightwing can use Leadership, but only removes action tokens from characters using a team ability that Nightwing can use.

#008 Catwoman

☆ **Battlefield Promotion: Catwoman:** When Catwoman hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, replace this character with  #015 Catwoman on the same click number.



#009 Blue Beetle

☆ **The Scarab:** The first time in a game when Blue Beetle would take 3 or more damage from an attack, instead he does not take damage and is given an action token.

🦋 **The Scarab Awakened:** At the beginning of your turn, roll a d6. On a result of 5-6, until your next turn, Blue Beetle modifies his attack value by +2, can use Blades/Claws/Fangs and possesses Battle Fury.

☆ **Dimensional Perception:** Blue Beetle can use Probability Control, but only for attack rolls where he is the attacker or a target of the attack.

#010 The Flash


+ **Vibrate Through:** The Flash can use  .

🦋 **So Fast You Didn't See the Hits:** The Flash can use Charge and Flurry. When The Flash uses Charge, he can use Exploit Weakness.

☆ **Mach 3 Punch:** Damage dealt by Flash can't be reduced below 1.


#011 Green Lantern


☆ **Battlefield Promotion: Pass the Torch:** When Green Lantern hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that

can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #004 Green Lantern on the same click number.

#012 Brainiac


☆ **Impossible To Plan Against (350 points):** Opposing forces subtract one action from their action total if not reduced by any other effect.

 **My Ship and I Are One:** Give Brainiac a double power action and place him in any square within his speed value. After actions resolve, you may give Brainiac a close combat or ranged combat action as a free action.


 **I'll Show You Impervious:** Brainiac can use Impervious. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. This power can't be countered or ignored.

★ **Master Manipulator:** Brainiac can use Perplex. When he does, he can only target friendly characters and they can be anywhere on the map.

#013 Lex Luthor


☆ **Battlefield Promotion: Lex Luthor:** When Lex Luthor hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #020 Lex Luthor a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. On a result of 10 or higher, replace this character on the same click number.

#014 Robin


☆ **Battlefield Promotion: Nightwing:** When Robin hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #007 Nightwing on the same click number.

#015 Catwoman

☆ **Bad Luck When I Cross Your Path:** Other characters within 6 squares of Catwoman assigned a relic or a resource can't use the effects of the relic or resource.

 **Burglar:** Catwoman can use Leap/Climb and Stealth.

#016 Blue Beetle


☆ **Battlefield Promotion: Pass the Torch:** When Blue Beetle hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #009 Blue Beetle on the same click number.

#017 Oracle

☆ **My Eyes Are Everywhere:** If Oracle is not adjacent to an opposing character and is either in her starting area or on elevated terrain, she can draw lines of fire and count range and squares from the square of any single friendly character that has the Batman Family, Birds of Prey or Justice League keyword




★ **The Mystery of the Oracle:** Give Oracle a power action and choose Outwit, Perplex, or Probability Control. She can use the chosen power until the beginning of her next turn.

#018 The Flash

☆ **Battlefield Promotion: Pass the Torch:** When The Flash hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #010 Flash on the same click number.

#019 Martian Manhunter


☆ **Embracing My Heritage:** When Martian Manhunter has zero action tokens, he can use Shape Change.


 **Martian Physiology:** Martian Manhunter can use Stealth and Charge. When Martian Manhunter uses Charge he can use  

★ **I See the Attack in Your Mind:** Martian Manhunter can use Super Senses.


#020 Lex Luthor

☆ **Part of My Personal Inventory (160 points):** Once per game, give Lex Luthor a power action to place a special object whose name includes "Kryptonite" from outside the game in an adjacent square.

 **Boom Tube Sneak Attack:** Lex Luthor can use Phasing/Teleport. When he does, after actions resolve, if he moved half his speed value or less, he may be given a ranged combat action as a free action.

 **My Hatred Will Never Die, Alien!:** Lex Luthor deals penetrating damage to characters that possess the Superman Ally team ability or the Kryptonian keyword.

#021 Superman

☆ **Battlefield Promotion: Rise:** When Superman hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #024 Superman on the same click number.

#022 Wonder Woman

☆ **Empowered By Battle:** Whenever an opposing character within 4 squares rolls a 1 or 2 for a Super Senses roll, you may heal Wonder Woman 1 damage.

🦋 **Black Lasso:** Wonder Woman can use Incapacitate as if she had a range value of 6. When she does, instead of giving a hit target an action token, you may place that character adjacent to Wonder Woman and may make a close combat attack as a free action targeting the placed character.

#023 Batman

☆ **Empowered by Deception:** When an opposing character within 4 squares rolls a 1 or 2 for a Shape Change roll, you may heal Batman of 1 damage.

🦇 **RISE:** Batman can use Stealth and Leap/Climb.

🦇 **Rain of Black Rings:** Batman can use Pulse Wave as if he had a range value of 8. When he does, friendly characters that share a keyword with Batman reduce damage dealt to them to 0.


#024 Superman

☆ **Empowered By Despair:** Whenever an opposing character rolls a 1 or 2 for a Leadership roll, you may heal Superman 1 damage.



🦹 **You Fight Me as if I Live:** Superman can use Regeneration and Toughness. This power can't be countered.

Marvel 10th Anniversary

#001 Captain America

☆ **Battlefield Promotion: Secret Invasion: Revealed:** When Captain America hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #023 Captain America on the same click number.


#002 Hulk

☆ **Battlefield Promotion: Worldbreaker:** When Hulk hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with  #013 Worldbreaker a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. If the d6 roll was a  and Hulk has 6 or more Promotion Tokens, replace this character on the same click number.

#003 Thing


☆ **Lemme Grab Somethin':** Thing can use Super Strength. Give Thing a move action when he has no action tokens and is not holding an object; after actions resolve, give him a standard light object from outside the game.

#004 Green Goblin


☆ **Battlefield Promotion: Green Goblin:** When Green Goblin hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #018 Green Goblin on the same click number.


#005 Thor

☆ **God of Thunder (200 points):** Thor can use Willpower


☆ **Master of the Storm:** Opposing characters that are within 5 squares of Thor when he hits an opposing character with a ranged combat attack have  until your next turn.

#006 Marvel Girl


☆ **Battlefield Promotion: Dark Phoenix:** When Marvel Girl hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. When Marvel Girl would be KO'd, You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, you may replace this character with  #021 Dark Phoenix on its yellow starting line. On a result of 10 or higher, the replaced character begins

on its blue starting line. If you rolled a  and the result is 12 or higher, the replaced character begins on its green starting line.

#007 Storm


☆ **Battlefield Promotion: Storm:** When Storm hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, you may replace this character with  #020 Storm on the same click number.

#008 White Queen

☆ **Battlefield Promotion: Emma Frost:** When White Queen hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, you may replace this character with  #014 Emma Frost on the same click number.


#009 Iron Man

☆ **Adaptive Armor:** When Iron Man would take damage from another character assigned a relic or resource, Iron Man ignores that damage and rolls a d6. On a result of 1-3, deal Iron Man 1 unavoidable damage. This ability can't be ignored.


 **Stark, Resilient:** Iron Man can use Outwit and the Sharpshooter ability.

☆ **The Futurist:** Iron Man can use Perplex and Pulse Wave.

#010 Weapon X


☆ **Battlefield Promotion: Secret Invasion: Revealed:** When Weapon X hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #022 Wolverine on the same click number.

#011 The Thing



☆ **Battlefield Promotion: Thing:** When The Thing hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #003 Thing on the same click number.

#012 Iron Man


☆ **Battlefield Promotion: Iron Man:** When Iron Man hits one or more opposing characters, after actions resolve, place a Promotion


Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #009 Iron Man on the same click number.

#013 Worldbreaker


+ **Nothing Will Stop Me:**  


☆ **He's Never Been This Angry...:** Worldbreaker can use Super Strength. If he hits with an attack using an object, deal 1 penetrating damage to the target after actions resolve.


 **...Everything He Sees Makes Him Angrier:** Worldbreaker can use Charge and Plasticity. When Worldbreaker is hit by a ranged combat attack, after actions resolve, you may place him in a square adjacent to the attacker.

 **You Think You're Smart Like Banner!:** When Worldbreaker is targeted by an opponent's Outwit or Perplex, roll a d6 that can't be rerolled. On a result of 4-6, he ignores that use of Outwit or Perplex.

#014 Emma Frost


 **I'm Immune to Your Clumsy Psychic Powers, Darling:** Emma Frost possesses Battle Fury and can use Willpower. When she is the target of Penetrating/Psychic Blast, modify her defense value by +2.

 **You Cannot Hide From Me:** Emma Frost can use Penetrating/Psychic Blast and the Sharpshooter ability.


 **Secondary Mutation:** When this power appears, stop turning the dial, and you may choose to click Emma Frost to click #8. Emma Frost can use Super Senses.

★ **Team Advisor:** Emma Frost can use Leadership and Outwit

#015 Magneto


☆ **Battlefield Promotion: Magneto:** When Magneto hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #019 Magneto on the same click number.

#016 Thor

☆ **Battlefield Promotion: Thor:** When Thor hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #005 Thor on the same click number.


#017 Spider-Man

☆ **Battlefield Promotion: Secret Invasion: Revealed:** When Spider-Man hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that

can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with  #024 Spider-Man on the same click number.

#018 Green Goblin

☆ **I Will Kill the Arachnid:** When a character named Spider-Man is on the map, Green Goblin modifies his attack value by +1 and his defense value by -1.

 **Goblin's Tricks:** Green Goblin can use Energy Explosion and Super Strength. When Green Goblin uses Energy Explosion, damage dealt is penetrating damage.


#019 Magneto

☆ **Magnetic Debris:** Magneto begins the game without the Magnetic Debris. If the Magnetic Debris is attached, Magneto modifies his defense and damage values by +1 and when Magneto is hit by a close combat attack, the attacker is dealt 1 unavoidable damage after the attack is resolved. Magnetic Debris remains attached to Magneto until he takes damage from an opponent's attack.

★ **Master of Magnetism:** Magneto can use Pulse Wave and Quake. When he uses either and hits, attach the Magnetic Debris to him after actions resolve.


#020 Storm


☆ **Royal Duo:** If a friendly character named Black Panther is adjacent to Storm, modify both of their defense values by +1 if not already modified by this effect.

 **Windrider:** Storm can use Super Senses. When Storm has no action tokens, she can use Energy Shield/Deflection and may use Force Blast as a free action.

#021 Dark Phoenix




☆ **The Darkness Within:** Dark Phoenix can use Super Senses but only evades the attack on a result of 6. When Dark Phoenix KO's an opposing figure you may heal her of 1 damage.


 **Jean's Not Here Anymore:** Dark Phoenix can use Pulse Wave and Telekinesis.

 **My Sacrifice Saves You All:** When this click is revealed stop turning the dial. Dark Phoenix can't use Super Senses. When Dark Phoenix takes damage, heal all other friendly characters that share a keyword with Dark Phoenix of 2 damage.

#022 Wolverine


☆ **Skrull Loyalty:** Other friendly characters with the Skrulls keyword can use the X-Men team ability.

 **Skrull Infiltrator:** Wolverine can use Charge and Stealth. When he uses Charge, Wolverine can use  .

 **Skrull Mutant Hybrid:** Wolverine can use Regeneration and Super Senses.

#023 Captain America


☆ **Skrull Loyalty:** Other friendly characters with the Skrulls keyword can use the Avengers team ability.


 **Bringing the Fight to Them:** Captain America can use Charge and Plasticity.

✦ **Leading the Invasion:** Captain America can use Leadership and Shape Change. When he uses Leadership and the result is 6, in addition to the normal effects you may remove an action token from an adjacent friendly character with the Skrulls keyword.

#024 Spider-Man

☆ **Skrull Loyalty:** Other friendly characters with the Skrulls keyword can use the Spider-Man team ability.

 **Skrull Imposter:** Spider-Man can use Charge and Leap/Climb

 **Zipline:** Spider-Man can use Incapacitate. When he does, after actions resolve, you may place one hit character adjacent to Spider-Man or place Spider-Man adjacent to a hit character. If you do, Spider-Man may make a close combat attack against that character as a free action.

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#D-001 Superman

☆ **Strength From The Yellow Sun:** Superman can use Super Strength. When he uses an object in an attack and hits, damage dealt is reduced by 1 and, after actions resolve, the target is dealt 1 unavoidable damage.

#D-002 Batman

+ **Familiar Terrain:** 🌀 ■

☆ **Hiding In The Shadows:** When Batman is adjacent to a wall, blocking terrain, or a square of higher elevated terrain, the square he occupies is considered hindering terrain for line of fire purposes.

🌀 **Earth's Greatest Fighter:** Batman can use Charge and Flurry.

#D-003 Wonder Woman

☆ **Amazonian Princess:** Wonder Woman can use Leadership. When she does and rolls a 🎲, in addition to the normal effects you may remove an action token from herself or an adjacent character with the Amazon or Trinity keyword.

🛡️ **Indestructible Bracelets:** Wonder Woman can use Energy Shield/Deflection, Super Senses and Toughness.

#D-006 Bane

+ **There Is No Escape:** 🌀 ●

🌀 **Unstoppable Force:** Bane can use Charge, Flurry and Plasticity.

#M-001 Captain America

+ **Leap Into Battle:** 🌀 ■ ●

☆ **Protected By The Vibranium Shield:** Captain America can use Energy Shield/Deflection. At the beginning of your turn, choose one adjacent friendly character with a lower point value. That character can use Energy Shield/Deflection until the beginning of your next turn.

#M-002 Thor

☆ **The Mighty Avenger:** Thor can use Super Strength.

🦋 **Mjolnir's Song:** Give Thor a power action and move him up to half his speed value. During the move, he may be given a ranged combat action as a free action.

#M-003 Iron Man

🛡️ **Armor Self-Defense:** Iron Man can use Energy Shield/Deflection, Regeneration and Toughness.

#M-004 Wolverine

☆ **Hard To Take Down:** Wolverine can use Toughness.

🛡️ **Keep Comin' At Ya:** Wolverine can use Regeneration. When turning the dial, if this power is revealed due to damage taken from an opponent's attack, stop turning the dial.

#M-005 Cyclops

☆ **Concussive Blasts:** Cyclops can use Force Blast as a free action. Damage dealt by Cyclops' ranged combat attacks cause knockback.

#M-006 Iceman

🧊 **Frozen in Place:** When a character takes damage from Iceman's attack and has no action tokens, place an action token on that character.

#M-007 Spider-Man

+ **I Stick to Walls:** 🌀 ■

☆ **I'm Sorry, Dude. I'm So Sorry!:** Spider-Man can use Super Senses. When he does, on a result of 🎲, remove an action token from Spider-Man.

🛡️ **You Found My Weakness - Small Knives!:** Spider-Man can use Toughness. Opposing characters can't use Blades/Claws/Fangs when attacking Spider-Man.

#M-008 Spider-Man

+ **Web-Slinging:** 🌀 ■ ■

🌀 **Webline Slingshot:** Spider-Man can use Charge. He can use it normally or, when he is given a power action to use Charge, modify his speed value by +3; if you do, only move him in a straight horizontal, vertical, or diagonal path.

🧊 **OsCorp Bio Cables:** Spider-Man can use Incapacitate as if he had ⚡.

#M-009 Lizard


☆ **Reptilian Metamorphosis:** Lizard can use Blades/Claws/Fangs.

🦎 **Up From The Sewers:** Lizard can use Charge. Give Lizard a power action and place him in or adjacent to any square of water terrain within 8 squares and he may make a close combat attack as a free action.


🦎 **Humanity is WEAK!:** Lizard can use Smoke Cloud. When he does, Lizard can use Mind Control as a free action and has a clear line of fire to any single opposing character occupying a hindering terrain marker he just placed.

Assassin's Creed: Brotherhood†


#001 Ezio Auditore de Firenze


 **Blend:** Ezio Auditore de Firenze can use Mastermind. When he uses Mastermind to transfer damage, 1 of the damage dealt may instead be dealt as unavoidable damage to an adjacent opposing character that has not attacked him this turn.

#002 Mario Auditore


 **Codex of Altair:** Once per turn Mario Auditore may use either Outwit or Perplex. When he uses Perplex, if he has two action tokens, he may modify an opposing character's combat value other than damage by -2.

#003 La Volpe


 **Foxfang:** La Volpe can use Poison. When he does, roll a d6; on a result of 4-6, the damage dealt is penetrating damage.


 **Pickpocket:** La Volpe can use Incapacitate. When he does and hits with an attack roll that is doubles, you may place an action token on another opposing character adjacent to the target.

#004 Bartolomeo d'Alviano


 **I Take Good Care of My Men:** Bartolomeo d'Alviano can use Leadership. When he does and succeeds, he may remove an additional action token from a friendly character of 125 points or less within 4 squares and line of fire.


#005 Cesare Borgia

 **Templar Grand Master:** Cesare Borgia can use Mastermind; each time he does roll a d6, and if the result is 5-6, you may also remove an action token from this character.

 **Schemes Within Schemes:** Cesare Borgia can use Mind Control; he can use it as a free action, but only when he targets a character who can use any of the following powers: Leadership, Outwit, Perplex, Poison, or Shape Change.

#006 Octavian de Valois



 **Hostage and Ransom:** Octavian de Valois can use Incapacitate. When he does, modify his attack value by +3, but when he hits, the hit character's controller chooses any character on his force with 0 or 1 action tokens to receive the token.



 **Strike at the Rabble, Not Nobility:** Octavian de Valois can use Mastermind. When he is the target of an attack and adjacent to another friendly character, Octavian de Valois may be placed in a different square adjacent to that friendly character if that friendly character could have been chosen as the target of the attack after this placement; that other friendly character becomes the target of the attack.

Assassin's Creed: Revelations†

#001 Ezio


☆ **Vanish:** Ezio can use the Throw a Grenade ability as a free action using a Smoke grenade; when he does the grenade deals no damage.

✍ **Leap of Faith:** Ezio can use Charge and Leap/Climb. When he uses Charge, he can use  ; when he begins his turn on elevated terrain and makes a close combat attack targeting a character on a lower elevation, the damage dealt by the attack is penetrating damage.

 **Grenade:** +1;  Smoke

#002 Prince Ahmet

☆ **Blood Will End Bloodshed:** Prince Ahmet can use Enhancement. Give Prince Ahmet a free action, choose an adjacent friendly character and roll a d6. On a result of 6, the chosen character's ranged combat attacks deal penetrating damage this turn.


 **I Will Shatter Your Plans--and You Will Take the Blame:** Prince Ahmet can use Mastermind and Outwit. When he uses Outwit, roll a d6; on a result of 4-6 you may deal 1 damage to a different opposing character adjacent to the target.

#003 Yusuf Tazim

☆ **Bomb Master:** Yusuf Tazim can use any grenade type that can be used by a friendly character. Each time he or an adjacent friendly character makes an attack roll that hits and the result is doubles, add one grenade token to the grenade pool.

 **Grenade:** +2;  Frag;  Flashbang

#004 The Guardian

 **Defender:** The Guardian can use Defend. Each time an opposing character takes damage from his attack, modify his defense value by +1 until your next turn.

#005 The Bombardier

✳ **Mace Slam:** The Bombardier may knock back any character he hits and does not roll doubles. Give The Bombardier a move action and after actions resolve, he may be given a close combat action as a free action but may only attack a character he knocked back the previous turn.


 **Grenade:** +2;  Frag;  Thermite

#006 The Vanguard

✳ **Hatchet Strike:** Once per turn, if The Vanguard makes an attack roll and hits with doubles, she may choose not to knock back the target and after actions resolve may make another attack against the same target as a free action.

Batman




#001 Batman

+ **Swingline:** 

☆ **Team Leader (200 points):** At the beginning of the game, choose a keyword Batman possesses. All friendly characters with that keyword and a lower point value can use the Batman Ally team ability while Batman is on the map.

👉 **I Will Not Fail Gotham:** When Batman is marked with one action token, modify his attack value by +1.

#002 Bruce Wayne

👉 **Alter Ego: Batman:** Give Bruce Wayne a power action that deals no pushing damage and replace this character with  #001,  #001, or  #053A on its orange starting line. This power can't be countered.

☆ **CEO, Batman Incorporated:** Bruce Wayne can use Leadership, Perplex, and Shape Change. When he uses Perplex, he can only target friendly characters.

#003a Arkham Asylum Guard

☆ **On the Up and Up:** Arkham Asylum Guard can use the Police team ability.

👉 **Lockdown:** Arkham Asylum Guard can use the Capture ability, but can only have one captive at any time.

#003b Arkham Asylum Guard

☆ **On the Take:** Arkham Asylum Guard can use the Underworld team ability. Opposing characters that share a keyword with Arkham Asylum Guard subtract 2 from their d6 roll when breaking away from him.

#004a The Joker Thug

☆ **Rolling with the Punchline:** When Mastermind is used to deal damage to The Joker Thug, reduce the damage dealt by 1.

#004b The Joker Thug

☆ **Got Yer Back, Boss:** Adjacent friendly characters with a higher point value can use Toughness.

#005 Beast Boy

☆ **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After the action resolves, replace him with any character with this trait but a different collector number on the same click number.

👉 **Grab My Fin!:** When Beast Boy occupies water terrain and uses the Move and Attack ability, his attack value is not modified by -2 for the attack.

🗨️ **The Flippers Aren't Just Cute, They're Quick!:** Beast Boy can use Super Senses. When he occupies water terrain, he can also use Energy Shield/Deflection.

#006a Hired Henchman

☆ **Minion:** At the beginning of the game, Hired Henchman can be declared a minion of any friendly character with which he shares a keyword, who is considered the Boss until the end of the game; If Hired Henchman is within 8 squares of the Boss, Hired Henchman is a wild card but can only use the Boss's team abilities.

👉 **Lookin Good:** When the Boss is 6 or fewer squares away, modify Hired Henchman's attack and defense values by +1.

☆ **Look What The Boss Gave Me:** When Hired Henchman is adjacent to the Boss, he can use Penetrating/Psychic Blast.

#006b Hired Henchman

☆ **Minion:** At the beginning of the game, Hired Henchman can be declared a minion of any friendly character with which he shares a keyword, who is considered the Boss until the end of the game; If Hired Henchman is within 8 squares of the Boss, Hired Henchman is a wild card but can only use the Boss's team abilities.

👉 **Lookin Good:** When the Boss is 6 or fewer squares away, modify Hired Henchman's attack and defense values by +1.

☆ **Look What The Boss Gave Me:** When Hired Henchman is adjacent to the Boss, he can use Penetrating/Psychic Blast.

#007a Catwoman


☆ **We Leave the Masks On:** Catwoman can use Stealth. When Catwoman is adjacent to a friendly character possessing the Batman Ally team ability, she can use Plasticity and Shape Change.


☆ **Misdirection:** Catwoman can use Outwit. Give Catwoman a free action and remove an action token from an adjacent opposing character; if she does, she may place an action token on any other opposing character within 6 squares and line of fire.

#007b Selina Kyle

☆ **Procurer of Fine Artifacts:** Selina Kyle can use Stealth. Give Selina Kyle a free action when she is adjacent to a character with a relic on their character card and you may roll a d6 that can't be re-rolled. If the result of that roll is one of the numbers required to pick up that relic, place the relic on Selina Kyle's character card. Selina Kyle is not limited to rolling once per game for each relic.


#008 Nightwing

 **You Can't Take the Circus Out of the Boy:** Nightwing can use Charge, Flurry, and Leap/Climb.

 **Suit Taser:** Nightwing can use Incapacitate and Quake.

#009 Red Robin


☆ **I Know Bruce's Tricks:** When Red Robin is within 8 squares of a character that possesses the Batman Ally team ability, he can use Stealth.

 **My Wings Will Protect Me:** Red Robin can use Energy Shield/Deflection. When Red Robin is the target of a ranged combat attack, he can use Toughness.


#010 Blackbat

+ **Freedom of Movement:**    

☆ **Shrouded in Shadow:** Immediately after the resolution of an attack where an opposing character takes damage from an attack by Blackbat, she can use Smoke Cloud as a free action.


 **One Against the Triads:** Blackbat can use Quake; when she does and rolls doubles, hit character(s) are given an action token.

#012 Grifter

 **Quickfire:** Give Grifter a ranged combat action. After actions resolve, if this power is showing, he may make a second ranged combat attack as a free action.

#013 The Joker

☆ **You Are All Fodder:** The Joker can use Mastermind, but can only use it to deal damage to characters that have a point value of 50 or less.

 **H.A.H.A.D.E.A.T.H.H.A.H.A.:** The Joker can use Steal Energy. Whenever The Joker is healed using Steal Energy, if the attack roll was doubles, heal The Joker of 2 damage instead.

☆ **This is Where Your Soul Dies:** The Joker can use Exploit Weakness and Probability Control.

#014 Harley Quinn


+ **Can't Sit Still:**    

#015 Nightrunner

+ **Rooftops of Paris:**    

☆ **Dive Into Battle:** When Nightrunner occupies elevated terrain at the beginning of your turn, modify his speed and attack values by +1 until the end of the turn.

#016 Batgirl

 **Electro-Magna-Gooerangs:** Batgirl can use Energy Explosion as if she had $\frac{1}{4}$; when she does, hit characters are given an action token.

☆ **In Contact With Proxy:** Batgirl can use Outwit. When she does, she can only target a character within 5 squares.

#018 Aaron Cash


☆ **Lead By Example:** Give Aaron Cash a free action and modify the attack value of an adjacent friendly character by +1 until the end of the turn when it makes a close combat attack.

#019 Beast Boy

☆ **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After the action resolves, replace him with any character with this trait but a different collector number on the same click number.


☆ **The Logan Express:** When Beast Boy uses the Carry ability, he can carry up to three characters if they all share a keyword with him.

#020 KGBeast

 **Prosthetic Weapon:** KGBeast can use Blades/Claws/Fangs. When he does, if the result of the d6 roll is 1 or 2, the damage is penetrating damage; if the result is 5 or 6, his damage value becomes 4 and is locked.

☆ **Long Distance Sniper:** If KGBeast occupies hindering terrain, he has a range of 8 and modifies his attack value by +2 when making a ranged combat attack.

#021 Thunder


 **Shatter Stomp:** Thunder can use Quake. When she does, after actions resolve, she may destroy up to three adjacent squares of blocking terrain.

#022 Two-Face


☆ **Good or Evil? Flip a coin!:** During the beginning of your turn, roll a d6. On a result of 1-3, Two-Face possesses Battle Fury and the Batman Enemy team ability and can use Charge and Exploit Weakness until your next turn. On a result of 4-6, Two-Face possesses the Batman Ally team ability and can use Defend, Running Shot and Support until your next turn.

#023a Sasha Bordeaux


☆ **Bodyguard:** At the beginning of the game, choose another friendly character to be the Client. At the end of your turn, if Sasha Bordeaux is within 4 squares and line of fire of the Client, she may be placed adjacent to the Client.

 **Executive Protection:** Sasha Bordeaux can use Defend, but only if the attacker is within line of fire. Sasha Bordeaux modifies her defense value by +1 against close combat attacks.

#023b Black Queen


+ **Field Training:** 


☆ **OMACtivated:** At the beginning of the game, Black Queen may select a team ability an opposing character can use; that team ability is uncopyable. Black Queen can't be the target of Incapacitate or Mind Control and modifies her defense by +2 when she is the target of Penetrating/Psychic Blast.

 **Optimized Targeting Optics and Infrared Vision:** Black Queen can use Running Shot. Black Queen ignores opposing character's Stealth.

#024 Maul


☆ **Brute Strength:** Maul can use Super Strength; when he moves through a square occupied by or adjacent to a non-held object, he may choose to destroy the object.

 **Getting...Too...Big:** Maul can use Impervious and Regeneration.


☆ **Half-Titanthrope:** Maul has the  damage symbol and can use Close Combat Expert.

#025 Batgirl

☆ **Flying High Again:** Batgirl can use Leap/Climb.




 **I Still Have a Few Tricks in My Belt:** Batgirl can use Incapacitate and Smoke Cloud. When she uses Incapacitate and places a second action token on a hit character, the resulting pushing damage can't be ignored.


#026 Roy Raymond, Jr.

 **I Have a Theory:** Modify the defense value of opposing characters adjacent to Roy Raymond, Jr. by -1.


☆ **Helluva Detective:** Roy Raymond, Jr. can use Outwit. He can use it normally or he can counter a team ability as if it were a power. When he does, all opposing characters that possess the chosen team ability have that team ability countered.

#027 Dick Grayson

 **Alter Ego: Nightwing/Renegade:** Give Dick Grayson a power action that deals no pushing damage and replace this character with  #008 Nightwing, or  #101 Renegade on its orange starting line. This power can't be countered.


 **Deadly Force is Not an Option:** Dick Grayson can use Incapacitate, but only when given a close combat action; immediately after resolving a use of Incapacitate, he may use it again as a free action.

#029 Godiva


 **Entangling Hair:** Godiva can use Incapacitate. When she does, she can use the Giant Reach ability and may target all opposing characters she can attack with a close combat attack.

#030 El Gaucho

+ **Adios, Amigo!** 

☆ **Throwing Knives:** Give El Gaucho a ranged combat action to make a ranged combat attack as if he had a range value of 4 and  and each hit character is dealt 1 penetrating damage.

#031 Alfred Pennyworth

 **Field Medic, Stage Training:** Alfred Pennyworth can use Shape Change and Support; when he uses Support, he can treat friendly characters within 4 squares and line of fire as if they were adjacent and increases the damage healed by +1 for each action token on the target.


#032 Big Barda

☆ **Boom Tube:** Once per game, give Big Barda a double power action to use Phasing/Teleport as if she had a speed value of 12. After actions resolve, you may give Big Barda a close combat or ranged combat action as a free action.

☆ **I Will Stand My Ground:** Modify Big Barda's defense value by +1 for each action token assigned to her.


☆ **Mega-Rod & Mother Box:** Big Barda can use Penetrating/Psychic Blast and Quake.


#033 Bad Samaritan


 **Plans Within Plans:** Bad Samaritan can use Mastermind and Super Senses.

☆ **Tactician:** Bad Samaritan can use Outwit; when he uses it to counter a power or ability on a target, the same power or ability is also countered on any opposing characters adjacent to the target.


#034 Poison Ivy

+ **I Move Through the Green:** 

 **I Like Powerful Men:** Poison Ivy can use Mind Control and Stealth. When she uses Mind Control, modify her attack value by +1 and she does not take unavoidable damage from Mind Control.


 **Poisonous Vines:** Poison Ivy can use Poison and Smoke Cloud; immediately after she uses Smoke Cloud, choose one of the hindering terrain markers placed by the power and deal 1 damage to each character occupying or adjacent to it.

#035 Rocket Red

 **Battlesuit:** Rocket Red can use Energy Explosion and Super Strength.


#036 Batwoman

+ **Military Maneuvers:**  

 **Twice-Named:** Batwoman can use Flurry. When she does, modify her attack value by -1 if the second attack is made against a different target than the first.

#037a Hush

☆ **A Better Enemy:** When Hush uses the Batman Enemy team ability to replace his attack value, modify his attack value by +1 if not already modified by this effect. Hush ignores the Batman Ally team ability.

 **Face of Wayne:** Hush can use Mastermind and Shape Change.

☆ **The Surgeon Cuts:** Hush can use Exploit Weakness and Support.


#037b Bruce Wayne

☆ **Infiltrating the Batman Family:** If no friendly characters on the map possess the Batman Ally team ability, Bruce Wayne may use it.

☆ **I Will Strike Wayne Through Those Most Dear to Him:** Bruce Wayne ignores Stealth.


☆ **Brilliant Surgeon.....After Turning the Knife On Myself:** Bruce Wayne can use Outwit, Shape Change and Support. When he uses Support, do not subtract 2 from the d6 roll.

#038 August General In Iron


 **As the Party Requires:** August General in Iron can use Quake. When he does, choose a hit opposing character; damage dealt to the chosen character is penetrating damage.

#039 Hugo Strange


☆ **I Know You As Myself:** Other characters within 4 squares can't use Outwit or Perplex.

 **Monster Men Serum:** Give Hugo Strange a free action to choose an adjacent friendly character. The chosen character can use Charge, Quake, and Super Strength until the end of your turn. At the end of your turn, deal the chosen character 1 unavoidable damage.


#040 Halo

 **Red Aura:** Halo can use Energy Explosion; when she does, if the attack roll is doubles, hit characters are given an action token.


#041 Lucius Fox

 **Start at the Bottom:** Opposing characters can't target Lucius Fox with an attack if it is the first non-free action of the turn.

#042 Batwing

 **Aerial Maneuvers:** Batwing can use Energy Shield/Deflection and Toughness.

#043 Warblade



 **Bio-Morphic Shield:** Warblade can use Toughness. If he has no action tokens, Warblade can use Barrier as a free action until your next turn, but places up to 2 terrain markers.

#044 Mr. Unknown


☆ **I Do the Physical Stuff:** Mr. Unknown can use Leap/Climb; modify his attack value by +1 when he's adjacent to more than one opposing character.

☆ **Mr. Unknown is Dead--Long Live Batman!:** Give Mr. Unknown a free action and choose a friendly adjacent character. That character can use Steal Energy this turn and when it uses Steal Energy and heals, give Mr. Unknown an action token.

#045 Black Lightning


 **Chain Lightning:** Black Lightning can use Energy Explosion, Incapacitate, and Penetrating/Psychic Blast. When he uses Incapacitate, he can use the Sharpshooter ability and has 


#046 Geo-Force

+ **Move With the Earth:** 

☆ **Earthshock:** Geo-Force begins the game with the Earthen Fist attached. Give Geo-Force a power action and place the Earthen Fist in an unoccupied square of clear terrain that is within 10 squares, line of fire, and is adjacent to an opposing character; make a close combat attack targeting the adjacent opposing character. If you hit, the opposing character can't target characters friendly to Geo-Force until the Earthen Fist has been destroyed or reattached. The Earthen Fist is considered a square of blocking terrain. When Geo-Force has no action tokens, you may attach the Earthen Fist to Geo-Force.


#047 Doctor Phosphorus

 **Burning Touch:** Doctor Phosphorus can use Poison but may be given the free action to activate it at any time during your turn.

 **Never Ending Chemical Reaction:** Doctor Phosphorus can use Regeneration and Willpower.

#048 Mr. Freeze

☆ **Freezer Burn:** When Mr. Freeze makes a ranged combat attack, modify his attack value by +1 for each target character.

 **A Cold That Will Freeze Your Heart:** Mr. Freeze can use Barrier and Incapacitate. When he uses Barrier, modify his range by +3 and after actions resolve, he may use Incapacitate as a free action targeting all opposing characters adjacent to the blocking terrain markers with a close combat attack.

☆ **Strategic Targeting:** Mr. Freeze can use Ranged Combat Expert. When he does, he may target multiple characters.

#049 Socialist Red Guardsman

☆ **Runaway Reactor:** When Socialist Red Guardsman uses Energy Explosion, you may choose that damage dealt to the targets of the attack is penetrating damage, and when he uses Pulse Wave you may choose to have the area of effect be his range value; when you do either, deal him 1 unavoidable damage after the attack resolves.

#050 Remac

☛ **Forced Reconfiguration:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. ReMac can't be given close combat or ranged combat actions. During the beginning of your turn, when any opposing characters are within 3 squares and line of fire, ReMac must be given a free action to use Pulse Wave. If he does, after actions resolve, he is dealt 1 unavoidable damage.

#051 Rex Mason

☛ **Chlorine Gas:** Rex Mason can use Phasing/Teleport. When he does and moves 3 squares or fewer, he can use Pulse Wave as a free action with a locked damage value of 1, no matter how many characters are targeted. Lines of fire are drawn from each square Rex Mason occupied or moved into.

#052 Booster Gold

☛ **Skeets:** Booster Gold has ☛

☆ **The Advantage of Time Travel:** Booster Gold can use Probability Control. When he uses it for his own attack roll, he may use it again during that attack as long as the rerolled value is higher than the previous ignored value.

#053a Batman

+ **I Will Be Where I'm Needed:** ☛, ☐, ☐, ●

☆ **Flock of Bats:** Give Batman a free action to attach an adjacent friendly Flock of Bats to his base or remove an attached Flock of Bats and place it in an adjacent square; when a Flock of Bats is attached, Batman can use its special power, but do not return the flock to your starting area after using it. If Batman is KO'd with a Flock of Bats attached, place any attached Flock of Bats in an adjacent square before removing him from the game.

#053b The Caped Crusader

+ **My Surroundings Can Be Advantageous:** ☛, ☐, ☐, ●

☆ **Allies In Darkness:** The Caped Crusader may begin the game with a Flock of Bats attached to his base at no additional cost. While there is at least one Flock of Bats attached, The Caped Crusader can use Super Senses. You may give the attached Flock of Bats a move action to detach and move on the map. When The Caped Crusader has less than 3 Flock of Bats attached, a friendly Flock of Bats may end its move in the same square as him; if it does, attach that Flock of Bats to The Caped Crusader. If The Caped Crusader is KO'd with a

Flock of Bats attached, place any attached Flock of Bats in an adjacent square before removing him from the game.

☆ **I Shall Become A Bat:** Give The Caped Crusader a free action to switch places with any friendly unattached Flock of Bats on the map, even if the Flock of Bats didn't start the game attached to The Caped Crusader.

☛ **The Bats Obey Me:** Give The Caped Crusader a power action. Give up to 3 unattached Flocks of Bats move actions as free actions.

#054 Voodoo

☛ **Mind Lock:** Voodoo can use Mind Control. When she does, modify her attack value by +2 and the target character is not required to be within range or line of fire if she previously hit it with Mind Control.

☆ **The Sight:** Voodoo and adjacent friendly characters ignore opposing characters' use of Shape Change and Super Senses.

#055 The Insider

☆ **Teleport Mode:** When The Insider has no tokens, he can use Phasing/Teleport as a free action. If he does, he can't be given a non-free action this turn.

#056 Batman

☆ **Dangerous But Determined:** After an action resolves in which Batman KO's an opposing character, heal him of 1 damage.

#057 Omega Batman

☆ **Knight's Move:** After an attack targeting Omega Batman resolves, if he has no action tokens on him you may place Omega Batman in any square adjacent to the attacker.

☆ **Gotcha:** When Omega Batman is the only friendly character on the map, he can use Probability Control.

☛ **Cardinal Configuration:** When Omega Batman causes a target character to take damage, you may deal damage equal to the number of action tokens on the target to an opposing character adjacent to the target.

☆ **Ultimate Condition:** Omega Batman can use Outwit and Perplex. Give Omega Batman a double power action; all powers and combat abilities of opposing characters adjacent to Omega Batman are countered until your next turn.


#058 Batman

☆ **Using My Own Methods:** When a friendly character is KO'd by an opposing character's attack, remove an action token from Batman.

☛ **Anything I Think Of:** Batman can use Barrier, Energy Explosion, Incapacitate, and Telekinesis.

#059 Batman

+ **Greater Mobility:** ☛, ☐, ☐

 **It Imparts Speed:** Batman can use Charge and Flurry.

#099A Flock of Bats (Black)

☆ **Small, But Annoying:** Flock of Bats can't use the Carry ability.

☆ **Shadow of the Bats:** Give Flock of Bats a power action; until the beginning of your next turn, squares adjacent to this Flock of Bats are hindering terrain for line of fire purposes. When this power is used, at the beginning of your next turn, place this Flock of Bats in your starting area.

#099B Flock of Bats (Brown)

☆ **Small, But Annoying:** Flock of Bats can't use the Carry ability.

☆ **I Shall Become...:** Give Flock of Bats a power action; until the beginning of your next turn, characters adjacent to this Flock of Bats who can use Stealth modify their attack value by +1. When this power is used, at the beginning of your next turn, place this Flock of Bats in your starting area.

#099C Flock of Bats (Grey)


☆ **Small, But Annoying:** Flock of Bats can't use the Carry ability.


☆ **Cowardly and Superstitious:** Give Flock of Bats a power action; until the beginning of your next turn, before any opposing character adjacent to it may be given a power action, roll a d6 and on a result of 1-3 place an action token on that character. If the character may still be given a non-free action, it must continue to be given it. When this power is used, at the beginning of your next turn, place this Flock of Bats in your starting area.


#100 Nightwing and Batgirl

+ **Agile and Acrobatic:**     

☆ **Double Trouble:** When Nightwing and Batgirl use the Duo Attack ability, modify their attack value by +1; also modify their damage value by +1 if they're marked with an action token.

 **Complementary Combat Skills:** When Nightwing and Batgirl use the Duo Attack ability, they may use Flurry as a free action instead of each attack.

 **Stick to the Shadows, Batgirl!:** When Nightwing and Batgirl end their non-free action at a different elevation from where they started the turn, after the action resolves they can immediately use Smoke Cloud as a free action.


 **Watching Your Backside:** Nightwing and Batgirl can use Combat Reflexes and Super Senses.

Qualifying Name	OR	Qualifying Real Name
Nightwing		Dick Grayson
Batgirl		Barbara Gordon




#101 Renegade

☆ **Deathstroke's Dark Knight:** Renegade can use Leadership. Give Renegade a free action to modify an adjacent friendly character's damage value by +1 until the end of the turn.

#102 Matches Malone

+ **Infiltrator:**   


☆ **Undercover Hero:** Matches Malone can use Perplex and Shape Change. When he uses Perplex, he can only modify opposing characters' combat values.

 **Alter Ego: Batman:** Give Matches Malone a power action that deals no pushing damage and replace this character with  #001, or  #053A on its orange starting line. This power can't be countered.

#103 The Batman of Zur-En-Arrh


☆ **Spirit of Tlano:** The Batman of Zur-En-Arrh can use Super Strength and Toughness

☆ **Emergency Backup Personality:** The Batman of Zur-En-Arrh can use Probability Control; when he does, if the final attack result is a hit and is doubles, heal him of 1 damage.

 **The Bat-Radia Sees Through All Deception:** The Batman of Zur-En-Arrh ignores other characters' Stealth. Characters targeted by The Batman of Zur-En-Arrh can't use Mastermind, Shape Change, and Super Senses for that action.

#104 Azrael

+ **Death From Above:**  


 **Alchemical Blades:** Azrael can use Quake; when he hits more than one character and the attack roll is doubles, one hit character may be given action token and another hit character may be dealt penetrating damage; the two must be different characters.

#201 Batman



+ **Rescuer:**   

☆ **Carry You To Safety:** When Batman uses the Carry ability to carry a character, he can't make an attack during that action.

#202a Bruce Wayne

 **Millions to Buy Anything or Anyone:** Bruce Wayne can use Telekinesis but can't use it to make attacks with objects.

#202c Bruce Wayne

 **Hush In Disguise:** Bruce Wayne can use Blades/Claws/Fangs, Poison, and has .

#203 Hired Goon

☆ **I Work For You:** When forces are revealed, one friendly character is selected as the Boss. Only one Boss may be selected per force and the Boss may not possess this trait.

☆ **These Goons Are A Dime a Dozen:** When Hired Goon reaches a countdown click, stop turning the dial and remove Hired Goon from the map. When Hired Goon is not on the map, turn dial once to the right at the start of your turn. When a non-countdown click is revealed return Hired Goon to the map in your starting area. When the Boss is KO'd, all countdown clicks become KO clicks. Victory points are awarded for this character when he is KO'd or each time the red line is crossed.

#204 Catwoman

☆ **Star Crossed Lovers:** When Catwoman is adjacent to a character named Batman, both characters can use Support (but only to target each other).

🔪 **Can't Help Myself:** During the beginning of your turn, if Catwoman is adjacent to a relic or any character with a relic on its character card, remove that relic from the game.

#205 Nightwing

+ **Familiar Terrain:** 🦋, 🟩, ●

☆ **Trained Acrobat:** Nightwing can use Combat Reflexes

#206 Red Robin

🔪 **Black Ops:** Red Robin can use Running Shot and Stealth.

#207 The Joker

☆ **Harley's My Girl:** If a friendly Harley Quinn took damage from an attack since your last turn, you may give The Joker a free action. If you do, place The Joker adjacent to a character that caused Harley Quinn to take damage and target that character with a close combat attack. Harley Quinn is dealt 1 unavoidable damage. If Harley was KO'd during your opponent's last turn, The Joker's attack value becomes 12 until the end of your turn.

☆ **So Unpredictable:** The Joker can use Probability Control but only during your turn.

#208 Harley Quinn

☆ **My Puddin':** Harley Quinn can use Poison if a character named Joker or The Joker is on your force.

#209 Batgirl

☆ **Mysterious Ally (25 points):** Batgirl possesses the Justice League keyword.

🔪 **Reborn as Oracle:** Batgirl possesses Earthbound/Neutralized and the Justice League Team Ability.

🔪 **Explosive Batarangs:** Batgirl can use Energy Explosion as if she had 🦋.

#210a Two-Face

☆ **Dual-Personality: Harvey Dent:** Two-Face can use the Batman Ally and Police team abilities. At the beginning of your turn, roll a d6. On a result of 4-6, replace this character with 🦋 #210b Two-Face on the current click number plus 6.

#210b Two-Face

☆ **Dual-Personality: Two-Face:** Two-Face can use the Batman Enemy and Underworld team abilities. At the beginning of your turn, roll a d6. On a result of 1-3, replace this character with 🦋 #210a Two-Face on the current click number minus 6.

#V001 Batmobile

🔪 **Look Out! It's Batman!:** Batmobile can use Charge and the Ram ability. When it uses the Ram ability, modify the attack value of up to three hit characters by -1 until the beginning of your next turn.

🔪 **Bat-Tracer:** Batmobile modifies its attack value by +1 for each time the targeted character has taken damage from an attack this turn.

🔪 **Targeted EMP:** Batmobile can use Outwit, but can only target characters with the Armor, Robot or Vehicle keyword.

PILOT ABILITIES

Familiar Controls

Prerequisites: 🦋 or Batman Family keyword.

When Batmobile replaces its combat values with the combat values of its pilot, modify any replaced combat value by +1

Batcomputer Link

Prerequisites: Alfred Pennyworth, Batman, Red Robin, Robin, or Nightwing

Batmobile can use any standard damage power possessed by its pilot.

#V002 Batwing

🔪 **Rooftop Scanners:** Modify Batwing's attack value by +1 when targeting characters that can use the Flight ability and characters occupying elevated terrain.

PILOT ABILITIES

Airdrop

Prerequisites: 🦋 or 🌐

When Batwing uses the Carry ability, it can place carried characters in any square it moves through during the move.

Overwatch

Prerequisites: Alfred Pennyworth, Batman, Lady Blackhawk, Metamorpho, Nightwing or Red Robin

When an opposing character 6 or fewer squares from the Batwing deals damage to it or any other friendly character, mark the opposing character with an Overwatch token if it isn't already marked; until the end of your next turn, any friendly character attacking a character marked with an Overwatch token modifies their attack value by +1.

#V003 Invisible Jet



☆ **Autopilot: Difficult to Spot:** Invisible Jet modifies its defense value by -1 against ranged combat attacks for each opposing character adjacent to it.

☆ **Piloted: Invisible:** Any character that is 5 or more squares from Invisible Jet can't draw a line of fire to it.

☹ **Taking Cover Beneath The Wings:** Friendly characters adjacent to Invisible Jet can use Super Senses but only succeed on a roll of 6; when they use this Super Senses and roll a 1 or 2, after the attack resolves deal Invisible Jet 1 unavoidable damage.

PILOT ABILITIES

Purple Ray Rejuvenation

Prerequisites: Amazon keyword, , or 

When Invisible Jet carries a character, after actions resolve, one carried character who has no action tokens may immediately be given a non-free action this turn. If you do, give that character a second action token after the action resolves.

Extended Dome

Prerequisites: Artemis, Donna Troy, Queen Hippolyta, Troia, Wonder Girl or Wonder Woman


After the resolution of a move action taken by Invisible Jet, it can immediately use Barrier as a free action placing 6 blocking terrain markers instead of 4. When it does, 2 of the blocking terrain markers must be adjacent to Invisible Jet but not to each other.

#V004 GCPD Cruiser

☆ **Tactical Response:** GCPD Cruiser can use Perplex, but can only target adjacent characters.

PILOT ABILITIES

Clear the Streets

Prerequisites: Gotham City keyword or 

Once per turn, when GCPD Cruiser passes through a square occupied by an opposing character, immediately place that character in a square within 3 squares and line of fire of its current square and deal it 1 damage, then complete GCPD Cruiser's movement.


Cuffed to the Bumper

Prerequisites: Any character with "GCPD" or "Gordon" in its name.

GCPD Cruiser can use Plasticity; characters that can automatically break away or ignore characters for movement purposes do not automatically break away or ignore GCPD Cruiser for movement purposes.

#V005 Military Tank

+ **Wallbreaker:** 

 **Bringing in the Big Guns:** Military Tank can use the Ram ability.

PILOT ABILITIES

Ranging In

Prerequisites: Soldier keyword

Adjacent friendly characters may modify their range value by +1, +2, or +3; when a character modifies its range value in this way and actions resolve, roll a d6 and if the result is equal to or less than the amount modified, deal Military Tank 1 unavoidable damage.

Let's Take This Tin Can for a Ride

Prerequisites: Sgt. Rock or "Easy Company" in name


Military Tank can use Willpower. When Military Tank replaces its combat values with the combat values of its pilot, modify any replaced combat value by +1 and when the next non-free action resolves, the pilot may eject from the vehicle instead of being dealt 1 unavoidable damage.

#V006 Haunted Tank

+ **Unstoppable:** 

☆ **Autopilot: Piloted By General J.E.B. Stuart:** The Haunted Tank is not dealt the 1 unavoidable damage after resolving an action with an attack.

☆ **Piloted: Nice Shot, Gus! Direct Hit!:** When the Haunted Tank uses Energy Explosion, damage dealt to the target of the attack is penetrating damage.

 **CLANKETY-CLANKETY-CLANKETY!:** Haunted Tank can use Running Shot and the Ram ability.

☹ **Stuka Patrol! Take Cover!:** Friendly characters adjacent to Haunted Tank can use Toughness; when they are dealt damage, roll a d6 and on a result of 1 deal Haunted Tank 1 damage.

PILOT ABILITIES

General Stuart's Counsel

Prerequisites: Soldier keyword

Haunted Tank can use Outwit. Give Haunted Tank a power action and place a hindering terrain marker 6 or fewer squares from the Haunted Tank; all friendly characters occupying or adjacent to the marker modify their attack value by +1; remove the hindering terrain from the battlefield at the beginning of your next turn.


"Jigsaw Tank" Mechanics


Prerequisites: Warrior keyword


Haunted Tank can use Support, but it can only target characters with the Vehicle keyword; when it does, modify either the result of the 2d6 roll or the amount healed by +1 for each object adjacent to it.

When its printed damage value is 1, Haunted Tank can use Regeneration.

#V007 The Bug

 **Hazardous Environment Support:** Give The Bug a move action and after actions resolve, if The Bug carried at least one friendly character, The Bug can use Support as a free action, modifying the result of the 2d6 roll by +1 for each character carried.

 **Keep It Together...:** Immediately after the resolution of a move action, you may heal one of The Bug's other dials of 1 damage.

 **Skywire:** When The Bug uses the Carry ability friendly characters occupying or adjacent to squares moved through by the Bug can also be carried, even if not adjacent to it at the beginning of its move.

PILOT ABILITIES

Beetle Built Some Nice Tricks into This Thing

Prerequisites:  or Scientist keyword

The Bug can use all powers and abilities indicated on the Hazardous Environment dial. When The Bug would take damage, you may click the Hazardous Environment dial instead. The Bug is only wrecked when its Piloted dial is knocked out.

I Know How to Keep this Baby Flying

Prerequisites: Blue Beetle or Booster Gold

The Bug can use all powers and abilities indicated on the Hazardous Environment dial and the Beetle dial. When The Bug would take damage, you may click either the Hazardous Environment dial or The Beetle dial instead. The Bug is only wrecked when its Piloted dial is knocked out.

Batman Fast Forces

#001 Batman

☆ **Star Crossed Lovers:** When Batman is adjacent to a character named Catwoman, both characters can use Combat Reflexes.

☆ **I Always Have a Plan:** Batman can use Leadership and Outwit.

#002 Damian Wayne

☆ **Begrudging Allies:** When Damian Wayne is adjacent to a friendly character named Red Robin, Damian Wayne can use Outwit until your next turn. When Damian Wayne uses Outwit, friendly characters named Red Robin modify their defense values by -1 until your next turn.

#003 Nightwing

☆ **Charismatic Leader:** Nightwing can use Leadership. When he does, all adjacent characters are considered a lower point value.

#004 Red Robin

☆ **I Figured Out Who Batman Was:** Red Robin ignores Shape Change.

#005 Alfred Pennyworth

☆ **Protected at the Manor:** Alfred Pennyworth can use Support. After that action resolves, modify his target's defense value by +1 until the beginning of your next turn.

The Hobbit†

#001 Bilbo Baggins

✦ **The Lucky Number:** Bilbo Baggins can use Shape Change. Bilbo Baggins can use Probability Control, but only when he is not the attacker or a target of the attack

#002 Gandalf

✦ **I am Gandalf, and Gandalf Means Me!:** During your first turn, you may choose 1 keyword possessed by another character on your force. Gandalf possesses that keyword this game in addition to his other keywords.

✦ **Let's Have the Contract:** Gandalf can use Outwit and Perplex. If Gandalf uses Perplex to target another friendly character with whom he shares a keyword, he may use it normally, or he may modify any combat value by +2 or -2 except damage.

#004 Thorin Oakenshield

✦ **We Must Away 'ere Break of Day:** Thorin Oakenshield can use the Carry ability. When he does, he may carry two friendly characters if they both share a keyword with him. Thorin Oakenshield's speed value is not modified by Carry ability.

#005 Fimbul the Hunter

+ Stalking From Cover: 🗡️ ■

✦ **On the Hunt:** Fimbul the Hunter can use Charge and Stealth.

#006 Dwalin the Dwarf

✦ **Uhklat & Umraz:** Dwalin the Dwarf can use Flurry. When he does, modify his attack value by +1 for the second attack if he targets a different character from the first attack.

#008 Grinnah the Goblin

✦ **Have Your Scent:** At the beginning of the game, choose an opposing character. If Grinnah the Goblin ends a move action adjacent to the chosen character, he may make a close combat attack against the chosen character as a free action.

#011 Kili the Dwarf

✦ **Defend the King!:** Kili the Dwarf can use Defend. When a friendly character named Thorin Oakenshield is adjacent to Kili the Dwarf, that character modifies his defense value by +1, if not already modified by this effect.

#014 Bofur the Dwarf

✦ **Dwarven Mattock:** When Bofur the Dwarf makes an attack, if his attack total is at least 3 greater than his target's defense value, you may choose that the attack causes knock back.

#015 Dori the Dwarf

✦ **Dori, Ori, and Nori:** When Dori the Dwarf is adjacent to a friendly character that has no action tokens and is named Ori the Dwarf or Nori the Dwarf, he can use the Duo Attack ability. When he does, modify his damage value by +1 and the adjacent friendly character can't be given a non-free action this turn.

#016 Ori the Dwarf

✦ **Ori, Nori, and Dori:** Ori the Dwarf can use Perplex. Ori the Dwarf can use Perplex a second time during your turn, but must be given a power action instead of a free action to use it and may only target friendly characters named Dori the Dwarf or Nori the Dwarf.

#019 Gloin the Dwarf

✦ **Thorin & Company:** When a friendly character named Thorin Oakenshield is within 8 squares, Gloin the Dwarf can use Charge and modifies his attack value by +1.

#020 Radagast

✦ **Help from the Eagles:** Give Radagast an epic action and choose up to 1 friendly character per 200 points of the build total within line of fire. Those characters can use the Flight ability this turn and may immediately be given a move action as a free action.

✦ **Wizard of the Earth:** Radagast can use Toughness and Barrier.

#021 Saruman

✦ **Only I am Worthy:** Give Saruman an epic action and choose a relic on the map within line of fire. Choose up to 1 friendly character for every 200 points of the build total. Each chosen character may be given a free action to roll a d6 for the chosen relic and, if successful, the relic is placed on Saruman's character card and he may use the relic.

✦ **The Search, Hidden:** Saruman can use Stealth. When Saruman is adjacent to blocking terrain or an object, he can use Phasing/Teleport and, if he moved 4 squares or less, after actions resolve, he may make a ranged combat attack as a free action.

#022 Elrond

✦ **Vilya, the Ring of Air:** When Elrond is the target of Outwit roll a d6; on a result of 🎲 or 🎲 Elrond ignores that use of Outwit.


✦ **Lord of Imladris:** Elrond can use Leadership and when he does, modify the result by +1, maximum result 6.

#023 Galadriel

✦ **Nenya, the Ring of Adamant:** Galadriel can use Mind Control as if she had a range value of 8 and . When she does, modify her attack value by +3 and she takes a maximum of 1 damage due to the targets'

combined point values. When Galadriel is the target of a Mind Control attack modify her defense value by +3.


#024 Bombur the Dwarf

 **Get Behind Me!:** Bombur the Dwarf may use Defend. When a friendly character named Bifur the Dwarf, Bofur the Dwarf, or Bilbo Baggins is adjacent to Bombur the Dwarf, that character modifies his defense value by +1 if not already modified by this effect.


#025 Nori the Dwarf

★ **Nori, Dori, and Ori:** Nori the Dwarf can use Probability Control but may only target himself and friendly characters named Ori the Dwarf or Dori the Dwarf.


#026 Balin the Dwarf

 **Thorin & Company:** When a friendly character named Thorin Oakenshield is within 8 squares, Balin the Dwarf can use Charge and modifies his attack value by +1.

#027 Fili the Dwarf And Kili The Dwarf

 **Hammer, then Arrow:** When Fili the Dwarf and Kili the Dwarf use the Duo Attack ability, they may use Quake instead of the first attack. Fili the Dwarf and Kili the Dwarf's damage value is not modified by the Duo Attack ability.


#028 Gandalf and Thorin Oakenshield

 **Goblin-Cleaver and Foe-Hammer Shining Cold:** When Gandalf and Thorin Oakenshield make a close combat or ranged combat attack, instead of an attack roll, roll 2d6. If the result is not doubles the attack hits. This power can't be countered. Friendly characters can't use Probability Control when Gandalf and Thorin Oakenshield attack.

★ **One of Us Should Be in Charge:** Other characters can't use Leadership. When Gandalf and Thorin Oakenshield use the Duo Attack ability, they may use either Penetrating/Psychic Blast or Close Combat Expert for the first attack.


#029 Bilbo Baggins

☆ **Burgling is the Art of Remaining Unseen:** Bilbo Baggins can use Stealth.

 **Alone...And In the Dark:** If no friendly character is within 6 squares of Bilbo Baggins, modify his combat values by +1.


#100 Gollum

 **Deep Down By The Dark Water:** Gollum has .

 **Riddles to Escape:** Gollum can use Toughness. When Gollum would be hit by an attack, roll 2d6 and add it to Gollum's attack value. If the result is greater than the attacker's attack result, Gollum evades the attack.

#201 Bilbo Baggins


+ **Lucky, Lucky:**   

 **Cut Loose the Dwarves:** Give Bilbo Baggins an Epic Action. For every 200 points of the build total, he may remove up to one action token from a different adjacent character, and modify that character's speed and attack values by -1 until the end of the turn.


#202 Gandalf

☆ **Narya, the Ring of Fire:** Give Gandalf a double power action to use Outwit as a free action even if he has used Outwit on this turn already. Gandalf's combat values may not be modified by opposing characters.

#203 Thorin Oakenshield

 **Through Dungeon's Deep and Caverns Old:** Give Thorin Oakenshield an epic action. Choose up to one adjacent friendly figure per 100 points of the build total with the Thorin & Company keyword. Chosen characters can use Willpower until your next turn and modify their speed values by +1.

#205 Bolg

 **Rally the Orc Warband:** Give Bolg an epic action. Friendly horde tokens within 8 squares with "Orc" or "Goblin" in their name modify their attack values by +1 until your next turn.


#206 Warg



☆ **Bred to be Ridden:** When Warg carries a character with the Dol Guldur keyword, his speed value is not modified by the Carry ability.

#207 Great Warg

☆ **Pack Leader:** When Great Warg carries a character with "Orc" in its name, his speed value is not modified by the Carry ability. Friendly horde tokens whose name include "Warg" can use the Carry ability, but only to carry characters with "Orc" in its name.

#208 The Goblin King

 **Trapped By The Goblin King:** At the beginning of your turn, give The Goblin King an epic action. The Goblin King can use Leadership once for each 200 points of the build total. Each time the result is 3 – 4, The Goblin King can use Perplex, but only to target another friendly character he has not targeted with Perplex this turn.

☆ **The Strongest of the Goblins:** The Goblin King can use Energy Shield/Deflection. When The Goblin King is the target of Outwit roll a d6; on a result of  or  The Goblin King ignores that use of Outwit.

No Man's Land

#001 Lock-Up

☆ **Enjoys Others Pain:** When a character takes damage from Lock-Up's attack, place a Riot token on its character card. When Lock-Up attacks a character that has one or more Riot tokens on its card, modify his attack value by +1 for each Riot token.

🔧 **Warden of Blackgate Prison:** Lock-Up can use Plasticity. If a character fails a breakaway roll when adjacent to Lock-Up, after actions resolve, deal that character 1 damage.

👉 **Excessive Restraint:** Lock-up can use Incapacitate. When he does and hits, after actions resolve, deal the hit character 1 damage.

#002 Batgirl

+ NIMBLE: 🌀 🟡 🟢

🔧 **Gotham City's Protector:** Batgirl can use Charge, Flurry and Plasticity.

👉 **The Bat is a Symbol:** Once per turn, Batgirl may use Force Blast or Incapacitate as a free action. When she does, target opposing characters do not take knock back damage or pushing damage from this use.

#003 Ultimate Clayface

☆ **Suction:** When an opposing character hits Ultimate Clayface with a close combat attack, after the attack resolves, the opposing character rolls a d6. On a result of a - , that character immediately ends its action.

🔧 **Suffocate:** Ultimate Clayface can use Plasticity. Opposing characters adjacent to Ultimate Clayface can't automatically break away and can't ignore Ultimate Clayface for movement purposes. When an adjacent character fails to break away from Clayface, it is given an additional action token.

👉 **Burning Touch:** Ultimate Clayface can use Poison. When he does, roll a d6 and compare:

- no damage is dealt.
- damage is dealt normally.
- the damage dealt is penetrating.

#004 Poison Ivy

☆ **ONE WITH THE TREES:** 🌀 🟢

☆ **Plants Grow Wherever She Walks:** After the resolution of a move action by Poison Ivy, place a Plant object in a square that she occupied or moved through that action. A Plant object is an immobile object that can be destroyed if it is dealt 1 damage. Poison Ivy considers squares adjacent to or occupied by Plant objects as adjacent

to her. Poison Ivy can draw lines of fire and count range and squares from the square of any single Plant object.

☆ **Control Over All Vegetation:** Give Poison Ivy a power action and choose one of the following:

***Accelerate Growth:** Place a Plant object in a square of printed hindering terrain within 5 squares.*

***Sprout a Mighty Oak:** Replace a Plant object with a blocking terrain marker.*

***Reclaim the Land:** Destroy a Plant object and a wall or square of blocking terrain adjacent to the Plant object.*

***Entanglements:** Poison Ivy can use Incapacitate as a free action to make a close combat attack targeting all opposing characters that are adjacent to a Plant object.*

#005 Killer Croc

☆ **Death Roll:** Killer Croc can use Blades/Claws/Fangs. When he does, he may roll 2d6 instead of a d6 and choose one die to be the damage dealt for the attack.

🔧 **Predator of the Sewers:** Killer Croc can use Charge and Plasticity. When Killer Croc occupies water terrain, lines of fire drawn to him are blocked.

👉 **Reptilian Regeneration:** Killer Croc can use Toughness and Regeneration.

#006 The Joker and Harley Quinn

☆ **I'll Protect you Mistah J:** Once per game, when The Joker and Harley Quinn would be KO'd, instead heal them to click 1. When you do, The Joker and Harley Quinn possess Earthbound for the rest of the game.

🔧 **Why Even Bother Chasing Me? I'm Just Going To Escape Again.:** The Joker and Harley Quinn can use Stealth and Plasticity.

👉 **Diabolical Death Trap:** Give The Joker and Harley Quinn a power action. Place a Deathtrap marker in a square occupied by an adjacent opposing character. When an opposing character occupies a square with a Deathtrap marker attempts to move, it must roll to break away even if it normally breaks away automatically. At the beginning of your turn, The Joker and Harley Quinn may be given a free action to deal 1 penetrating damage to an opposing character occupying a square with a Deathtrap marker.

☆ **Unpredictable and Unstable:** The Joker and Harley Quinn can use Perplex, but can only modify their own combat values. If The Joker and Harley Quinn possess 🌀, they can use Perplex in this way twice per turn.

Streets of Gotham


#001a GCPD Officer

★ **Minion: Learning the Ropes:** When a friendly character with the Police keyword and a higher point value is within 8 squares, modify GCPD Officer's attack value by +1. If that character is named Commissioner Gordon, modify his speed and damage values by +1 as well.

#001b GCPD Officer

★ **Minion: Remember Your Basic Training:** When a friendly character with the Police keyword and a higher point value is within 8 squares, GCPD Officer can use Leap/Climb and Willpower.

#002 Lady Blackhawk

★ **Jet Jockey:** When Lady Blackhawk is the pilot of a vehicle with the  speed symbol, modify its speed value by +2 and its attack value by +1.

#003 Black Canary

+ **Hard To Pin Down:**  ●

★ **Canary Cry:** Black Canary can use Incapacitate. When she uses it to make a close combat attack, modify her attack value by +2 and all adjacent opposing characters are targeted.

#004a GCPD Detective

★ **On the Case:** At the beginning of the game, choose a team ability or keyword possessed by an opposing character; GCPD Detective can use Outwit, but can only target characters with the chosen keyword or team ability.

#004b GCPD Detective

★ **Internal Affairs:** GCPD Detective can use Perplex, but may only target characters that share a keyword with her and can't modify damage values.

#005a GCPD Sergeant

★ **Cover Fire:** GCPD Sergeant can use Toughness. When GCPD Sergeant is adjacent to a friendly character with the Police team ability, modify both characters' defense values by +1 if not already modified by this effect.

★ **Group Organizer:** GCPD Sergeant can use Leadership and Perplex. When he uses Leadership, all friendly characters with the Police team ability are considered to have a lower point value.

#006 Blue Beetle

★ **Beetle's Bug:** When Blue Beetle pilots a vehicle named The Bug, modify the vehicle's speed and attack values by +1.

★ **BB Gun:** Blue Beetle's ranged combat attacks cause knock back, but the target reduces knockback damage by 1. If result of the attack roll was doubles, double the number of squares the character is knocked back.

#007a False Facer

★ **Gunsel:** False Facer can use Probability Control, but may only reroll his own ranged combat attacks.

#007b False Facer

★ **Minion: Thugs With Purpose:** When a friendly character named Black Mask is within 8 squares False Facer can use Poison.

#008 Fire

★ **Fast Friends:** When Fire carries a character named Ice that has no action tokens, Ice may be given a non-free action this turn.

★ **Fiery Form:** When Fire takes damage from a close combat attack, the attacker is dealt 1 unavoidable damage.

#009 Dove

★ **Use Your Strength Against You:** When Dove makes a close combat attack, replace her damage value with the printed damage value of her target.

★ **Agile Defender:** Dove can use Defend and Super Senses.

#010a Black Glove Demon

★ **Strike from the Shadows:** When a friendly character misses an opposing character adjacent to Black Glove Demon, after actions resolve, you may give Black Glove Demon a free action to make a close combat attack targeting the same opposing character.

#010b Black Glove Demon




★ **We Are Legion, Unstoppable:** At the end of your turn, you may place Black Glove Demon in an adjacent square.

#011 Dr. Hurt

★ **The Hole in Things:** Dr. Hurt can use Mind Control. When a friendly character adjacent to Dr. Hurt makes an attack roll that misses and the roll was doubles, remove an action token from a friendly character that is not the attacker.

★ **The Ultimate Foe:** Dr. Hurt can use Outwit, Shape Change, and Support.

#012 Robin

+ **Bat-Training:**   

★ **Someday He Might Be a Better Batman Than Me:** Robin can use Perplex.

#013 Batman

☆ **I Have Missions for All of My Allies:** Batman can use Leadership and Perplex; when he uses Perplex, he can only target friendly characters possessing the same team ability or keyword as Batman.

✍ **Jetsuit:** Batman can use Charge and the Flight ability.

#014 Huntress

☆ **Kneecapping Isn't Killing:** Huntress can use Close Combat Expert. When Huntress hits a target with a ranged combat attack, modify the target's speed value by -2 until the beginning of your next turn.


#015a Renee Montoya

☆ **Partners:** When a friendly character named Harvey Bullock is adjacent to Renee Montoya, they both modify their attack values by +1 if not already modified by this effect.

✍ **Alter Ego: The Question:** Give Renee Montoya a power action that deals no pushing damage and replace her with a #015b The Question on its orange starting line. This power can't be countered.

☆ **Divide the Enforcers From the Bosses:** Opposing characters within 6 squares can't use Leadership or the Carry ability.

#015b The Question

☆ **Asking Questions:** The Question does not possess . At the beginning of your turn, the Question can use Smoke Cloud as a free action, but can only place 1 hindering terrain marker.

#016 Harvey Bullock

✍ **Letme Show You How We Stakeout:** Harvey Bullock and adjacent friendly characters who possess a keyword or team ability in common with him can use Stealth.


☆ **I Want the Big Fish:** Opposing characters within 6 squares and line of fire can't use Mastermind or Shape Change.

#017 Ice

☆ **Unlikely Couple:** When a friendly character named Guy Gardner is adjacent to Ice they both modify their attack values by +1 if not already modified by this effect.

#019 Red Hood

+ **Stick to the Shadows:**  

☆ **Bullseye:** When Red Hood makes a successful ranged combat attack and either die is , the damage dealt is penetrating damage.

✍ **Guns Blazing:** When making a ranged combat attack, modify Red Hood's attack value by +1 for each target.

#020 Calendar Man

✍ **Odd Days...and Even:** Calendar Man can use Stealth. When the game begins on a day with an even-numbered day of the month: Give Calendar Man a power action; halve the speed value and range value of a target opposing character until the beginning of your next turn. When the game begins on a day with an odd-numbered day of the month: Give Calendar Man a power action; up to three friendly characters adjacent to him can use Phasing/Teleport until the beginning of your next turn.


✍ **Weekend Warriors:** Calendar Man can use Energy Explosion. When the game begins on Monday through Thursday, Calendar Man can use Outwit; when he counters an ability he counters that ability on all opposing characters. When the game begins on Friday through Sunday: modify the attack value of friendly characters adjacent to Calendar Man by +1.

☆ **Celebrating Holidays With a Bang:** Calendar Man can use Probability Control. Give Calendar Man a power action and roll a d6. When the battle begins during the winter or spring, on a result of 5-6 give an action token to an opposing character within 10 squares and adjacent to or holding an object. When the battle begins during the summer or fall, on a result of 5-6, deal 1 penetrating damage to an opposing character within 10 squares and adjacent to or holding an object.

#021 Killer Croc

✍ **CHOMP:** Killer Croc can use Blades/Claws/Fangs and Super Strength. When he uses Blades/Claws/Fangs and the d6 result is 3 or less, damage from the attack is penetrating damage.

#022 Harvey Dent


☆ **Morph: Horrific Transformation:** When Harvey Dent takes 2 or more damage from an attack, roll a d6. On a result of 4-6, you may replace this character with  #022 Two-Face on the same click number.

✍ **Cleaning Up the Streets:** Harvey Dent can use Defend and Toughness. When he uses Defend, adjacent characters with a point value less than 50 also modify their defense values by +1.

#023 Scarecrow

+ **Chiraptophobia:** , 

☆ **Fear Gas:** At the end of your turn, Scarecrow can use Smoke Cloud as a free action. Adjacent friendly characters occupying a hindering token placed by Scarecrow's Smoke Cloud are considered to have a lower point value when Scarecrow uses Mastermind.

✍ **Maniaphobia:** Scarecrow can use Incapacitate as if he had . When he does, instead of giving each hit target an action token, he may instead deal penetrating damage to the target(s) equal to the number of action tokens on each target.

#024 Mr. Zsasz

☆ **Counting Coup:** Each time Mr. Zsasz damages an opposing character, place a tally token on Mr. Zsasz's card. When he makes an attack, you may remove one tally token to modify his damage value by +1 or remove two tally tokens to have damage dealt from the attack be penetrating.

#026 Commissioner Gordon

🗨️ **On Me, Officers!:** Commissioner Gordon can use Enhancement and Running Shot. Give a friendly character with the Police keyword a power action to move up to half of their speed value. If you do and they end their move adjacent to Commissioner Gordon, you may give that character a ranged combat action as a free action.

#027 Guy Gardner

☆ **I Carry This Team:** When Guy Gardner is adjacent to a character with whom he shares a keyword, unless they have already been modified by this effect, modify Guy Gardner's damage value by +1 and the adjacent character's defense value by +1.

👊 **Two-Fisted Charge:** Guy Gardner can use Charge and Flurry; when he uses Flurry to attack the same character twice, damage dealt by the second attack is penetrating damage.

☆ **Busting Heads:** Guy Gardner can use Exploit Weakness and possesses Battle Fury.

#028 Vixen

☆ **Tantu Totem:** Give Vixen a free action and she can use any one standard power possessed by any one character on the battlefield with the Animal keyword until your next turn and as long as that character possesses the power. When she does, at the beginning of her next turn, roll a d6 and on a result of 1 deal Vixen 1 unavoidable damage.

#030 Black Mask

☆ **I Protect My Key Men:** When Black Mask is adjacent to a friendly character that is being dealt damage through Mastermind, you may give action tokens to that character; if you do, reduce the transferred damage by 1 for each action token given.

👊 **Handle This Myself:** Black Mask can use Close Combat Expert.

☆ **It's Time Criminals Walked in the Light:** Black Mask can use Outwit. He can also use Perplex, but he can only target friendly characters.

#031 The Architect

☆ **Bringing Down Gotham:** Give The Architect a close combat action and target a wall or a square of blocking terrain; the targeted terrain is destroyed as well as an adjacent square of blocking terrain.

#032 Batman

+ **Bat-Training:** 🗨️ 🟢 🟡

👊 **It's Necessary for the World to Be Afraid of Us:** When Batman rolls doubles (except a critical miss) and misses, if the target has one action token, it is a hit instead of a miss.

#034 Wonder Woman

☆ **Lasso of Truth:** Wonder Woman can use Incapacitate as if she had a range value of 6. When she does, hit characters can't have their combat values modified until your next turn.

👊 **Bullets and Bracelets:** Wonder Woman can use Toughness; she can use Defend if an adjacent friendly character is the target of a ranged attack.

#035 Void

☆ **Quantum Transporter:** When Void uses the Carry ability, she can carry up to four friendly characters. After Void resolves a move action, she may immediately use Support as a free action.

☆ **Precognition:** Void can use Outwit, Probability Control and Super Senses; when an action resolves after she uses any of these powers, roll a d6 that can't be rerolled and on a result of 1 deal Void 1 unavoidable damage.

#036 Spartan Warrior Spirit

☆ **Android Soldier:** Spartan Warrior Spirit can use Super Strength.

☆ **Tactical Systems:** Spartan Warrior Spirit can use Leadership. He can also use Perplex, but can only modify his own combat values.

#037 Emp

👊 **Immortal:** Emp can use Invulnerability and Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. This power can't be ignored.

☆ **High Lord:** Emp can use Outwit and Perplex. When he uses Perplex, he can only target opposing characters.

#038 David Cain

+ **Shadowy Assassin:** 🗨️ 🟢


☆ **Deadly Mentor:** As you reveal your force, choose a friendly character with a lower point value; David Cain can use Enhancement, Leadership, and Perplex, but he can only affect the chosen character. David Cain can use Shape Change when he is adjacent to the chosen character.

#039 Lady Shiva

☆ **The Leopard Blow--A Warrior's Death:** Lady Shiva can use Flurry. When she does and the result of the attack roll is doubles, damage dealt by the attack is penetrating damage.


#040 Deathstroke

+ **Know Your Terrain:** 🗨️ 🟢

 **Attack From Cover:** Deathstroke can use Stealth; when he occupies hindering terrain, he can use Charge and Running Shot.

#041 Black Canary

☆ **On the Run Together:** When Black Canary is adjacent to a friendly figure with which she shares a keyword, modify her attack and defense values by +1.


 **Spinning Kick:** Black Canary can use Charge and Flurry.

#042 Starling


+ **JUST RUN THROUGH IT!:**  

☆ **I'll Drive Us Straight Through That Wall:** Starling can use the Carry ability. When Starling moves, she may ignore the effects of one object or one square of blocking terrain for movement purposes. If she does, after she completes her move, destroy the object or the square of terrain.

#043 Katana


 **Sweeping Slash:** Katana can use Quake. When she does, roll a d6, subtract 2 (minimum 2) and hit characters are dealt the result instead of 2. This attack does not knock back characters.

#044 Starfire




 **Living Stellar Flame:** Starfire can use Energy Explosion; when she does, damage dealt is penetrating.

#045 Arsenal


☆ **Just Put a Bow in My Hands:** When Arsenal makes a ranged combat attack, he may modify his attack value by +2 or he may modify both his attack and damage values by +1.


 **Time Bomb Arrow:** Arsenal can use Incapacitate. When he does, choose a hit character. At the beginning of your next turn, roll a d6; on a result of 5-6, deal that character 1 damage.

#047 Batman

+ **Cowardly and Superstitious Lot:**   


☆ **I Bring The Darkness:** When Batman passes through a square containing an opposing character during a move action, after actions resolve he may use Smoke Cloud as a free action but must place the first token in the square occupied by the opposing character.

☆ **No One Rides It But Me:** When Batman becomes the pilot for  #V001 Batcycle, the vehicle may be given a non-free action on this turn.

 **Rolling Strike:** Batman can use Charge and Running Shot. When he uses Charge, after actions resolve, he may be given a move action with his speed value halved as a free action.


#048 Robin


☆ **Snag and Drag:** When Robin uses Incapacitate and hits, after actions resolve, Robin automatically breaks away and may move 4 squares as a free action and then places the hit character in an adjacent square.

☆ **That's My Bike!:** When Robin becomes the pilot for  #V002 Robicycle, the vehicle may be given a non-free action on this turn.

☆ **Road of the Detective:** The combat values of opposing characters adjacent to Robin can't be modified if the modification would increase the value.

#049 GCPD Motor Officer

☆ **Special Training:** When GCPD Motor Officer becomes the pilot for  #V003 GCPD Motorcycle, the vehicle may be given a non-free action on this turn.

 **APB:** When GCPD Motor Officer makes a ranged attack, after actions resolve, modify the defense value of the target by -1 until the end of your turn.


#050 Batman

☆ **Ghosts of Batman:** Once per game for all characters with this trait, choose an opposing character. When Batman attacks the chosen character, modify his attack value by +1 for each other friendly character with this trait.

#051 Batman


☆ **Ghosts of Batman:** Once per game for all characters with this trait, choose an opposing character. When Batman attacks the chosen character, modify his attack value by +1 for each other friendly character with this trait.


☆ **Alpha Male:** When Batman is adjacent to a friendly character with a shared keyword, that character can't be attacked if Batman can be attacked instead.

 **Venom Addict:** Batman can use Flurry. When he does, modify his attack and damage values by +1 for the second attack if he attacks the same target as the first attack.

#052 Batman

☆ **Ghosts of Batman:** Once per game for all characters with this trait, choose an opposing character. When Batman attacks the chosen character, modify his attack value by +1 for each other friendly character with this trait.

 **Burn:** Batman can use Energy Explosion; when he does, damage dealt is penetrating.

 **Hostage Souls:** Batman can use Super Senses. Modify Batman's defense value by +1 when he is adjacent to an opposing character marked with an action token.

#100 Batman

★ **Made This City A Weapon:** Batman can use Outwit. Give Batman a free action and choose an unheld object within 10 squares; deal all opposing characters occupying or adjacent to the same square as the object 1 damage, then remove the object from the game.

#101 Hugo Strange

✍ **Post-Hypnotic Suggestion:** Hugo Strange can use Mind Control. When he does, modify his attack value by +1 if the target is marked with an action token; if the target has an action token and is adjacent, modify his attack value by an additional +1.

#102 Dr. Thomas Wayne

☆ **Inspiration:** Adjacent friendly characters can use Willpower.

#103 Batman and Nightwing

+ **Grappel Guns and Acrobatics:** 🏹, 🟢, 🟠, ⬤

☆ **Controlling the Flow of Combat:** When using the Duo Attack ability, Batman and Nightwing may use Charge or Smoke Cloud as a free action instead of making the second attack.

Qualifying Name	OR	Qualifying Real Name
Batman		Bruce Wayne
Nightwing		Dick Grayson

#V001 Batcycle

✍ **Trailing Darkness:** Batcycle can use Smoke Cloud as a free action immediately after the resolution of an action in which it moved, but the first hindering terrain marker must be placed in a square moved through by Batcycle this turn.

PILOT ABILITIES

Familiar Controls

Prerequisites: 🦇 or Batman Family keyword.

Batcycle can use Stealth and Outwit

Helped Rebuild It

Prerequisites: Alfred Pennyworth, Batgirl, Batman, Batwoman, Bruce Wayne, Robin, or Nightwing

Batcycle modifies its attack and defense values by +1

#V002 Robincycle

PILOT ABILITIES

Batcomputer-Assisted Target Detection

Prerequisites: 🦇 or 📡

Robincycle can use Enhancement. It can also use Perplex, but it can only modify its own attack and range values.

Tear Gas Canisters

Prerequisites: Batgirl, Nightwing, Red Robin, or Robin

Robincycle can use Incapacitate. When it uses Incapacitate, if the attack hits and the result of the attack roll is doubles, you may also place an action token on 1 opposing character adjacent to the target.

#V003 GCPD Motorcycle

PILOT ABILITIES

Stay On Target

Prerequisites: 📡 or Police keyword

Once per turn, when a friendly character adjacent to GCPD Motorcycle rolls an attack and misses but the attack roll is doubles (other than a critical miss), you may reroll the attack roll. After the attack resolves, deal GCPD Motorcycle 1 unavoidable damage


Call For Backup

Prerequisites: Any character with "GCPD" or "Gordon" in its name.


Give GCPD Motorcycle a power action and roll 2d6. Any number of friendly characters with the Police team ability may immediately be given move actions as free actions as long as 1) all moved characters end their move adjacent to GCPD Motorcycle, and 2) the combined total number of squares the characters move does not exceed the total rolled by GCPD Motorcycle.

Streets of Gotham Fast Forces


#001 Oracle

 **Moving the Pieces into Place:** Give Oracle a power action and choose another friendly character that shares a keyword with her and has no action tokens. That character is immediately given a move action as a free action with their speed value halved for this action.


#002 Lady Blackhawk

 **Aerie One:** Lady Blackhawk can use the Carry ability. When she uses the Carry ability, she can use the Flight ability and can carry up to 4 friendly characters that have the Birds of Prey or Soldier keyword. Lady Blackhawk can carry friendly characters that have the Birds of Prey keyword regardless of their attack and speed symbols and when she does, her speed value is not modified by the Carry ability.

#003 Huntress

☆ **In Contact with Oracle:** When a friendly character  #001 Oracle is on the map and Huntress is given a non-free action, she may modify any one of her combat values by +1 until your next turn.

#004 Black Canary

☆ **In Contact with Oracle:** When a friendly character  #001 Oracle is on the map and Black Canary is given a non-free action, she may modify any one of her combat values by +1 until your next turn.

#005 Hawk

☆ **Hawk and ...:** If a friendly character named Dove is on the map when Hawk is given a non-free action, increase his defense value by +1 until the beginning of your next turn. If Dove is within 8 squares and line of fire, Hawk may replace his defense value with Dove's unmodified defense value.


#006 Dove

☆ **... and Dove:** If a friendly character named Hawk is on the map when Dove is given a non-free action, increase her attack value by +1 until the beginning of your next turn. If Hawk is within 8 squares and line of fire, Dove may replace her attack value with Hawk's unmodified attack value.


☆ **Combatant and Medic:** Dove can use Probability Control and Support

Star Trek: Tactics 2‡


#001 R.I.S. Vo

 **Agile Scout:** When R.I.S. Vo makes a ranged combat attack, after actions resolve, it may immediately be given a move action as a free action.


#002 I.K.S. Ning'tao


 **Disruptor Targeting Sensors:** After the resolution of an attack, modify the attack values of all friendly ships by +1 when attacking that target this turn.

#003 R.I.S. Praetus


 **Orbital Mines:** R.I.S. Praetus can use Smoke Cloud as a free action. When it does, it may only place up to 2 hindering terrain markers, though they do not need to be adjacent to each other. When these hindering terrain markers are removed, you may deal 1 penetrating damage to each opposing ship occupying or adjacent to one of these marker's square.

#004 5th Wing Patrol Ship 6


 **We Sacrifice All to the Founders:** 5th Wing Patrol Ship 6 can use Pulse Wave; when it does, after the attack is resolved, deal it 1 unavoidable damage for each 2 ships that took damage from the attack.

 **We Follow Weyoun For As Long As He Lives:** 5th Wing Patrol Ship 6 can use Leadership. When it does, ships that possess the Dominion team ability are considered to have a lower point value.


#005 R.I.S. Apnex


 **Experimental Espionage:** R.I.S. Apnex can use Perplex. When it modifies the combat value of another friendly ship, it may also modify the same combat value of itself by the same amount.

#006 Kraxon


 **Extend Shields!:** Friendly ships within 2 squares modify their defense values by +1 against ranged combat attacks.

#007 R.I.S. Pi


 **Tachyon Detection Grid:** Ships targeted by R.I.S. Pi can't use Super Senses for that attack.

 **Tactical Scan Complete:** Opposing ships within 3 squares and line of fire modify their defense values by -1 when targeted by a ranged combat attack.


#008 Ni'Var

 **Their Tactics are Ill-Considered:** When the Ni'Var makes a close combat attack and hits, any roll of doubles is considered a critical hit.


#009 Gor Portas

 **Energy Dissipator:** Gor Portas can use Outwit, but only to counter Impervious, Invulnerability, or Toughness; when it does, the same power is countered on all opposing ships within 5 squares of Gor Portas until your next turn.


#010 I.R.W. Jazkal

 **We Hide in The Enemy's Own Shadow:** When I.R.W. Jazkal occupies hindering terrain, it can't be the target of close combat attacks and takes no damage when it uses Mind Control. When it does not occupy hindering terrain, it can't be the target of ranged combat attacks. I.R.W. Jazkal's defense value can't be modified and lines of fire drawn to I.R.W. Jazkal ignores hindering terrain.


#011 U.S.S. Intrepid

 **Analytical Strike:** The U.S.S. Intrepid can use Energy Explosion. When it does, after actions resolve it can use Outwit, but only to target the same target.


#012 Krayton

 **What You Call Kidnap and Theft, I Call Salvage and Profit!:** Krayton can use Incapacitate and Telekinesis.


#013 I.K.S. Koraga

 **Klingons Are Not Cowards!:** When I.K.S. Koraga is hit by an attack and you choose not to roll a d6 for Super Senses, place a valor token on its character card. When I.K.S. Koraga makes an attack, you may remove any number of valor tokens from its character card and modify its attack or damage value by +1 for each token removed.


#014 I.R.W. Haakona

 **Iconian Virus:** I.R.W. Haakona can use Perplex; when it uses Perplex to modify one of its own combat values by -1, you may also modify the same combat value of up to two opposing ships within 6 squares and line of fire by -2.

#015 Ti'Mur

 **Strategic Environmental Manipulation:** Ti'Mur can use Barrier. When it does, the blocking terrain markers placed do not need to be adjacent and all must be within line of fire.

#016 U.S.S. Defiant

 **Distraction Tactics:** When U.S.S. Defiant hits a target with an attack and the result of the attack roll is doubles, you may place an action token on any other opposing ship with no action tokens that shares a keyword with the target.

#017 R.I.S. Talvath

 **Keep Us in Position:** R.I.S. Talvath can use Plasticity and Stealth

✦ **Transmitting Our Analysis...:** R.I.S. Talvath can use Outwit; when it does, it may draw line of fire and count squares from the square of any friendly ship that shares a keyword with it.

#018 Kornak

✦ **Enhanced Phasers:** Kornak can use Energy Explosion; when it does, damage dealt to the target of the attack is penetrating damage.

#019 Tal'Kir

✦ **We Are Shielded Appropriately For Our Mission:** When the same attack targets both Tal'Kir and other ship(s) friendly to it, it can use Invulnerability.

#020 I.K.S. B'Moth

✦ **A Klingon Does Not Disengage!:** Opposing ships subtract 3 from their roll when attempting to break away from this ship.

#021 Robinson

✦ **Sabotage Behind Enemy Lines:** Give Robinson a power action and choose an object within range. If the object is held, deal 2 penetrating damage to the ship holding it. If it is not held, deal 1 damage to all opposing ships adjacent to or occupying the same square as the object. Remove the chosen object from the game.

#022 Reklar

✦ **Allies Lying in Wait:** Other friendly ships within 6 squares but not adjacent to Reklar modify their attack values by +1 when they occupy hindering terrain.

#023 2nd Division Cruiser 15

✦ **Torpedo Bursts:** Each time 2nd Division Cruiser 15 hits with a ranged combat attack and the attack roll is doubles, after the attack resolves, it may immediately make a ranged combat attack as a free action targeting a ship it has not yet attacked this turn.

✦ **Gul Duplicity:** 2nd Division Cruiser 15 can use Leadership and Outwit.

#024 Heart of Stars

✦ **Prey Upon the Weak!:** Whenever an opposing ship within 8 squares is healed of damage, remove all action tokens from Heart of Stars.

✦ **I Want Trophies!:** Heart of Stars can use Flurry; when it does, if the second attack is against the same target as the first, damage from the second attack is penetrating damage.

#025 Rav Laerst

✦ **Defensive Penetration:** When Rav Laerst destroys an object or blocking terrain, deal 1 penetrating damage to all opposing ships that were adjacent to the destroyed object or terrain.

#026 I.R.W. Khazara

✦ **I Will Not Be Outwitted by a Spy:** I.R.W. Khazara can use Outwit and Shape Change

#027 U.S.S. Enterprise

✦ **Inspiration:** When a friendly ship begins its turn adjacent to U.S.S. Enterprise, it can use Willpower until the end of the turn; if that ship possesses the same team ability or keyword as U.S.S. Enterprise, also modify its speed value by +2 and its attack value by +1 until the end of the turn.

✦ **The Corbomite Manuever:** U.S.S. Enterprise can use Outwit and Probability Control.

#028 4th Division Battleship 2

✦ **Heavy Torpedoes:** When 4th Division Battleship 2 makes a successful ranged attack and the attack roll is doubles, opposing ships adjacent to the target are knocked back 2 squares from the target's square.

#029 I.R.W. Valdore

✦ **We're Here to Help--But You'll Owe Me a Romulan Ale:** I.R.W. Valdore can use Enhancement and Support; it can also use Probability Control, but only to reroll the attack roll when using Support.

#030 D'Kyr

✦ **Warp-Drop Manuever:** D'Kyr can use Hypersonic Speed; when it does, after actions resolve, if it ends its movement in a different square from the one it occupied for the attack, it may make a close combat attack as a free action against a target it has not previously attacked this turn.

#031 U.S.S. Enterprise-D

✦ **Saucer Separation:** U.S.S. Enterprise-D can use Hypersonic Speed; when it does, and moves, place a bystander token as described on this card in the square it occupied. Remove the bystander token at the beginning of your next turn. If the bystander is destroyed, deal U.S.S. Enterprise-D 1 unavoidable damage.

Saucer Section: 7 (Running Shot); 10; 16 (Toughness); 2; 6

#100 Battleship Enterprise

✦ **Make Sure History Never Forgets the Name Enterprise!:** When Battleship Enterprise has an action token, modify its damage value by +1.

#101 U.S.S. Fearless

✦ **The Traveler:** U.S.S. Fearless can use . If it begins to move while adjacent to an opposing ship, after actions resolve, roll a d6; on a result of 1, deal it 1 unavoidable damage.

#102 I.K.S. Drovana

☆ **Cloaked Mines:** I.K.S. Drovana can use Smoke Cloud; when it does, after placing the hindering terrain markers, roll a d6 for each opposing ship adjacent to one or more of the placed terrain markers and, on a result of ☒ - ☒, deal that ship 1 damage.

#103 I.R.W. N'Ventnar

👉 **Fire While Their Guard's Down:** When I.R.W. N'Ventnar attacks an opposing ship, modify its attack value by +1 for each action token on the target.

#104 4th Division Cruiser 1

👉 **In the Thick of Things:** Modify 4th Division Cruiser 1's attack value by +1 for each adjacent opposing ship.

Amazing Spider-Man

#001a Spider-Man

☆ **Morph: Changing Frequencies:** Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait or the Morph: Identity Crisis trait on the same click number. If an opposing character took damage during that action, you may instead deal Spider-Man 1 unavoidable damage and then replace him with a character with the Morph: Spider Armor trait on the same click number.

☆ **Doing the Things a Spider Can:** Spider-Man can use Leap/Climb and Super Senses.

🕸 **What Did You Expect A Stealth Suit To Be Able To Do?:** Spider-Man can use Stealth. Any line of fire drawn to Spider-Man is blocked if he has no action tokens.

#001b Spider-Man

☆ **Morph: Changing Frequencies:** Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait or the Morph: Identity Crisis trait on the same click number. If an opposing character took damage during that action, you may instead deal Spider-Man 1 unavoidable damage and then replace him with a character with the Morph: Spider Armor trait on the same click number.

☆ **Doing the Things a Spider Can:** Spider-Man can use Leap/Climb and Super Senses.

🕸 **Here's Web in Yer Eye!:** When Spider-Man hits an opposing character, its range value becomes 0 and is locked until your next turn.

#001c Spider-Man

☆ **Morph: Changing Frequencies:** Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait or the Morph: Identity Crisis trait on the same click number. If an opposing character took damage during that action, you may instead deal Spider-Man 1 unavoidable damage and then replace him with a character with the Morph: Spider Armor trait on the same click number.

☆ **Doing the Things a Spider Can:** Spider-Man can use Leap/Climb and Super Senses.

🕸 **Anti-Metal Spider-Tracers:** Give Spider-Man a power action. Choose a light or heavy object within range and line of fire, including a held object. Remove that object from the map.

#002 Shocker

🕸 **Vibro Shock Gauntlets:** Shocker can use Penetrating/Psychic Blast. When he does and targets only one character, a hit character is also given an action token.

#003 Dagger

🕸 **Light Daggers:** When Dagger hits a single character with a ranged combat attack, instead of dealing normal damage she may choose to deal 1 penetrating damage and heal herself or an adjacent friendly character of 1 damage.

☆ **Light of Healing:** Dagger can use Support. When she does, after actions resolve heal an adjacent friendly character named Cloak of 1 damage.

#004 Blade

☆ **Supernatural Tracking:** At the beginning of the game, choose an opposing character. That character can't automatically break away from Blade and, when it does roll to break away, only succeeds on a result of 1.

🕸 **Blade isn't just a Name:** Blade can use Blades/Claws/Fangs. When he does, increase damage dealt by 1 for each of the following the target possesses or can use: Monster keyword, Mystical keyword, or Steal Energy.

#005 Dr. Strange

☆ **Gather Them:** Secret Defenders or Midnight Sons?: At the beginning of the game, choose one: Dr. Strange and adjacent friendly characters can use the Defenders team ability; or Dr. Strange and adjacent friendly characters can use the Mystics team ability, but only to deal damage to adjacent opposing characters.

#006 Zuvembie

☆ **The Scent of Blood:** If an opposing character has taken damage this turn, modify Zuvembie's attack, speed, and damage values by +1.

🕸 **Zombie Plague:** When Zuvembie KO's an opposing character with an attack, you may place a #006 Zuvembie on its starting line in its square and add it to your force.

#007 Johnny Blaze


☆ **The Blood of Innocents:** When an opposing character within Johnny Blaze's line of fire KO's another friendly character, you may remove all action tokens from Johnny Blaze and replace him with #046 Ghost Rider on its orange starting line.

🕸 **Alter Ego: Ghost Rider:** Give Johnny Blaze a power action that deals no pushing damage and replace this character with #046 Ghost Rider on its orange starting line. This power can't be countered.

☆ **Hellfire Shotgun:** When Johnny Blaze makes a ranged combat attack against a single character, you may replace his damage value with 4 minus the number of squares to the target and lock it. If the

target has two action tokens, the damage from the attack is penetrating damage.

#008 Doctor Druid

 **Call Me... Druid:** Dr. Druid can use Pulse Wave. When Dr. Druid is given a non-free action, before the action you may place him in a square of hindering terrain within 6 squares and line of fire.

#009 Daimon Hellstrom



☆ **Exorcist Supreme:** Daimon Hellstrom and adjacent friendly characters can't be the target of Mind Control.

#010 Frankenstein's Monster

☆ **Choke:** When Frankenstein's Monster hits a single opposing character with a close combat attack, that character can't be moved or placed until your next turn.

#011 Living Mummy

☆ **Shambling Along:** At the beginning of your turn, Living Mummy may be placed into an adjacent square.

 **Orb of Ra:** Living Mummy can use Mind Control as if he had a range of 8 and . When he does, modify his attack value by +2.

#012 Vampire


☆ **Vampiric Hunger:** Vampire begins the game on click #2. Vampire can use Steal Energy and may use it to heal beyond his starting line, up to click #1.

☆ **The Scent of Blood:** If an opposing character has taken damage this turn, modify Vampire's attack, speed, and damage values by +1.





#013a Frank Drake

☆ **Vampire Hunter:** Frank Drake can use Outwit. Once per turn, when he uses it to target a character with the Monster or Mystical keyword, he may use it again targeting the same character.

#013b Hannibal King





 **Form of Mist, Form of Wolf:** Hannibal King can use Running Shot and Stealth. At the beginning of your turn you may choose to increase Hannibal King's attack or defense value by 1 or 2; if you do, then decrease the other combat value by the same amount until your next turn.

#014 Werewolf

☆ **Full Moon:** At the beginning of your turn, roll a d6 once for all friendly characters with the Full Moon trait. On a result of  - , Werewolf can use Shape Change. On a result of  - , click Werewolf to click #11 and click him to click #2 at the end of the turn or before he takes any damage, whichever comes first.

☆ **The Scent of Blood:** If an opposing character has taken damage this turn, modify Werewolf's attack, speed, and damage values by +1.


#015 Werewolf By Night


☆ **Full Moon:** At the beginning of your turn, roll a d6 once for all friendly characters with the Full Moon trait. On a result of  - , Werewolf By Night can use Shape Change. On a result of  - , click Werewolf by Night to either click #9 or click #11 and click him to click #3 at the end of the turn or before he takes any damage, whichever comes first.

☆ **Curse of the Werewolf:** When an opposing character takes damage from Werewolf By Night's attack, that character possesses Battle Fury as long as Werewolf By Night is on the map.


#016 Dracula

☆ **Vampiric Hunger:** Dracula begins the game on click #4. Dracula can use Steal Energy and may use it to heal beyond his starting line, up to click #1.

☆ **Hypnotize My Victims:** Dracula can use Stealth. When an opposing character takes damage from Dracula's attack, mark that character with a Mesmerize token. Dracula can use Mind Control with , but only to target characters with a Mesmerize token or characters with the Animal or Monster keyword. Dracula takes a maximum of 1 damage from using Mind Control in this way.

 **Mistform:** Dracula can use Regeneration as a free action. Give Dracula a free action and choose either Combat Reflexes or Energy Shield/Deflection. Dracula can use the chosen power until your next turn, even if this power is lost.


#017a Dr. Voodoo

 **Null of Legba's Staff:** Doctor Voodoo can use Penetrating/Psychic Blast. When he uses it and hits a character of 100 points or more, all damage dealt to that character this turn is penetrating damage.

☆ **The Regular Kind of Doctor Too:** Doctor Voodoo can use Perplex and Support.

#017b Brother Voodoo

☆ **My Spirit Brother Possesses You:** When Brother Voodoo has exactly one action token, he can use Mind Control as a free action. He takes no damage from this use of Mind Control and he and his target modify their attack values by +1 this turn.

 **Fire and Smoke:** Brother Voodoo can use Poison and Smoke Cloud. If there's an opposing character adjacent to him, he may use Smoke Cloud as a free action instead.

#018 Scarlet Spider

☆ **Ledge Dangle:** Spill Your Guts or Take the Fall?: When Scarlet Spider occupies the rim of elevated terrain and hits an opposing character with a close combat attack, after actions resolve, that character's controller chooses one: that character can't use any powers or abilities until your next turn; or that character rolls a d6 and on a

result of deal that character 2 unavoidable damage, deal that character 1 unavoidable damage.

Houston's Protector: Scarlet Spider can use Charge, Flurry, and .

Spare Stealth Suit: Scarlet Spider can use Stealth.

#019 Vulture

I'm Not Just Your Taxi Service, Octavius: When Vulture uses the Carry ability, he may carry two characters if they both possess the Sinister Syndicate keyword or team ability.

Master Aerialist: Vulture can use Energy Shield/Deflection. Vulture can use Combat Reflexes but does not modify his defense value when the attacker can use Leap/Climb or the Flight ability.

#020 Rhino

+ **Rhino Hide:**

Head Down, Horn Up: Rhino can use Charge. When he does, he automatically breaks away and if he moves in a direct line and hits a character along that path, roll a d6; increase Rhino's damage value by half the result.

#021 Electro

Travel Through the Wires: Give Electro a power action. Place him in the same square as any unheld object on the map.

Arc Lightning: Give Electro a power action and make a ranged combat attack against a single target using his printed damage value. Each time he hits, after actions resolve, he may then make a ranged combat attack as a free action against another single target as if he occupied the previously hit character's square, replacing his range value with his printed range value minus the number of hits he has made this turn with this power.

#022 Cloak

Dark Form: Cloak and adjacent characters named Dagger can use Stealth. Cloak can use the Carry ability.

Exile to the Darkforce Dimension: Cloak can use Incapacitate. When he does, he may give a hit character two action tokens instead of one. If you do, deal Cloak 1 unavoidable damage after actions resolve.

#023 Wong

Master and Servant: When Wong is adjacent to a friendly character named Dr. Strange, modify Wong's attack value by +1 and Dr. Strange's defense value by +1 if not already modified by this effect.

Backup Spellcaster: If a friendly character with the Mystical keyword is within 4 squares and line of fire and can use Perplex or Probability Control you may give Wong a power action to use that power until your next turn.

#024 Spider-Man

+ **WALL-CRAWLING WONDER:**

Morph: Spider Armor: Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait, the Morph: Identity Crisis trait, or the Morph: Changing Frequencies trait on the same click number.

Spider-Tracers: Spider-Man can use Incapacitate as if he has a range value of 6. When he does and hits, mark the hit character. Lines of fire drawn to marked characters by friendly characters are blocked only by walls and indoor blocking terrain as long as Spider-Man is on the map.

The Agility of a Spider: Spider-Man can use Hypersonic Speed, but modifies his speed value by -3 when he does.

#025 Manphibian

Creature From the Deep: If Manphibian begins the turn occupying water terrain, modify his speed and attack values by +2.

#026 Mysterio

Ah, But Which One Am I?: The first copy of Mysterio on your force costs 70 points and begins the game on the click #1 that appears after two consecutive clicks. Additional copies of this character on your force cost 15 points each and begin the game on the click #1 that appears after the . Mysterio is considered 70 points for all game effects except victory points.

Smoke and Mirrors: Mysterio can use Incapacitate and Smoke Cloud. When he uses Smoke Cloud, after actions resolve you may place this character and any other #026 Mysterio in each other's squares.

Holograms and Hallucinogens: If no other friendly character named Mysterio has used Outwit this turn, Mysterio can use Outwit.

#027 Spider-Girl

Rescue the Injured: Spider-Girl can use the Carry ability, but only to carry a friendly character that's adjacent to an opposing character. When she does, after actions resolve, heal the carried character of 1 damage if it's adjacent to no opposing characters.

#028 Morbius

Vampiric Hunger: Morbius begins the game on click #3. Morbius can use Steal Energy and may use it to heal beyond his starting line, up to click #1.

No Vampiric Weaknesses: Characters can't target Morbius with Exploit Weakness.

Antibody Serum Creator: Morbius can use Outwit. When he uses Outwit to counter a power that isn't a defense power, counter that same power on each other opposing character within 10 squares and line of fire.

#029 Demogoblin

☆ **Black Pumpkin Bombs of Fear:** Demogoblin can use Energy Explosion. When he does, hit characters modify their defense value by -1 until your next turn.

★ **REPENT!:** When Demogoblin hits an opposing character and actions resolve, that character's controller chooses one: give that character two action tokens; or that character's defense powers are countered until your next turn.

#030 Lizard

🐸 **Regenerative Properties of Lizards:** Lizard can use Regeneration and Toughness. He can use Regeneration as a free action if he took 2 or more damage since your last turn from a single attack.

★ **Tail Whip:** Give Lizard a free action to make a close combat attack, modifying his attack value by -1.

#031a Kraven The Hunter

☆ **Last Hunt:** At the beginning of the game, choose an opposing character. Kraven the Hunter modifies his attack value by +1 when targeting that character with an attack. When the chosen character is KO'd by Kraven the Hunter's attack, modify Kraven the Hunter's combat values by +1 and choose a standard power that character possessed on any click. Kraven the Hunter can use that power for the rest of the game.

🦅 **Stalking His Prey:** Kraven the Hunter can use Leap/Climb and Stealth.

🍷 **Jungle Potions:** Kraven the Hunter can use Combat Reflexes, Super Senses, and Toughness.

#031b Alyosha Kraven

☆ **Gulyadkin:** As you place your force on the map, you may place in your starting area a Gulyadkin the Lion bystander token as described on the back of this card. As long as a friendly Alyosha Kraven is on the map, Gulyadkin the Lion can be given one action as a free action.

🐾 **Animal Influence:** If Alyosha Kraven was given a non-free action this turn, you may give Gulyadkin the Lion or another friendly character with the Animal keyword a move action as a free action.

Gulyadkin The Lion: 🦁 6 (Charge); 🦁 9 (Blades/Claws/Fangs); 🐾 16 (Super Senses); 🦁 2; 0 🦁

#032 Moon Knight

☆ **Full Moon:** At the beginning of your turn, roll a d6 once for all friendly characters with the Full Moon trait. On a result of 🎲, 🎲, Moon Knight can use Stealth. On a result of 🎲, 🎲, modify Moon Knight's combat values by +1 until your next turn.

★ **Listen to my Spider-Man, Wolverine, Echo, or Captain**

America?: Give Moon Knight a free action and choose one to last until your next turn:

- Modify his speed value by +1 and he can use Flurry.
- Modify his attack value by +1 and he can use Blades/Claws/Fangs.
- Modify his defense value by +1 and he can use Willpower.
- Modify his damage value by +1 and he can use Leadership.

#033 Man-Thing

🦋 **T-Bolt's Chosen Transport:** Man-Thing can use Phasing/Teleport. Man-Thing can use the Carry ability and, when he does, he may carry two characters with the Mystical or Thunderbolts keyword and his speed value is not modified by it.

🦋 **Whatever Knows Fear...:** Man-Thing can use Poison. When he does, instead of dealing normal damage, roll a d6 for each adjacent opposing character that can't be rerolled. On a result of 🎲, 🎲, deal that character 1 damage. On a result of 🎲, 🎲, deal that character 2 damage. On a result of 🎲, deal that character 3 damage.

#034 Satana Hellstrom

🦋 **Soul Collector:** Satana Hellstrom can use Steal Energy. If she's on click #1 when a character takes damage from her close combat attack, place an Excess Soul token on this card. Give Satana Hellstrom a free action, and remove an Excess Soul token to modify her combat values by +1 until your next turn.

★ **Soul Shriek:** Characters that are hit by Satana Hellstrom modify their combat values by -1 until your next turn.

#035 Jennifer Kale

☆ **Defender of the Nexus of Realities:** At the beginning of the game, place a special Nexus terrain marker on the map, at least 5 squares away from any starting area. A character occupying that square can use Probability Control, even if Jennifer Kale isn't on the map. If Jennifer Kale occupies that square, she can use it in addition to her normal Probability Control.

☆ **Nexus Duo:** When a friendly character named Man-Thing is adjacent to Jennifer Kale, they both modify their attack values by +1 if not already modified by this effect.

#036 Kaine

🦋 **Alter Ego: ...But I've Become a Hero:** Give Kaine a power action that deals no pushing damage and replace this character with 🕷️ #018 Scarlet Spider on its orange starting line. This power can't be countered.

🦋 **The Strongest Parker:** When Kaine is hit by an attack, roll a d6 before damage is dealt. On a result of: 🎲, 🎲, he can use Toughness. 🎲, 🎲, he can use Invulnerability. 🎲, 🎲, he evades the attack.

★ **Spider Sense Precognition:** Kaine can use Probability Control, but only during your turn.

#037 Ancient One

★ **You Are Now the Sorcerer Supreme:** Ancient One can use Enhancement. When Ancient One is KO'd, choose a friendly character with the Mystical keyword that's 150 points or less. That character modifies their combat values by +1 this game.

👤 **Mentor to Many Magicians:** Ancient One can use Leadership. When he does and succeeds, in addition to the normal effects, he may remove an action token from an adjacent friendly character with the Mystical keyword that is 150 points or less.

★ **The Original Sorcerer Supreme:** Once during your opponent's turn, Ancient One may force that opponent to reroll any die roll, ignoring the original roll.

#038 Carrion

👤 **Red Dust of Death:** Carrion can use Poison. When he does, adjacent opposing characters less than 100 points are dealt 2 damage instead of 1, and adjacent opposing characters of 100 or more points are also given an action token.

👤 **Intangible:** Carrion can use Toughness and Super Senses. When he uses Super Senses, he evades the attack on a result of 4-6.

★ **Rotting Touch:** Carrion can use Exploit Weakness. When he does and hits, until your next turn the hit character can't use defense powers except Super Senses.

#039 Spider-Man

★ **Spider-Camouflage:** Spider-Man can use Stealth. When it's not your turn, lines of fire can't be drawn to Spider-Man if he's adjacent to blocking terrain.

#040 Blackheart

★ **Dark Thunder:** Blackheart begins the game with one Red Gargoyle and one Blue Gargoyle attached. Give Blackheart a power action and remove a Gargoyle from Blackheart and place it in an adjacent square. The chosen Gargoyle becomes a bystander token as described on this card. When a Gargoyle would be KO'd, instead reattach it to Blackheart.

★ **Soul Corrupt:** Give Blackheart a close or ranged combat action, modify his damage value by -2 and, if he hits a character, place a Corruptor token on this card. As a free action remove a Corruptor token and choose an opposing character. All damage dealt to that character this turn is penetrating.

Red Gargoyle: 🦋8; 🦋9 (Special); 🛡️16 (Toughness); ⚡2; 5🦋

👤 Red Gargoyle can use Telekinesis, but only to place friendly characters named Blackheart or Blue Gargoyle regardless of their base size.

Blue Gargoyle: 🦋8; 🦋9 (Poison); 🛡️16 (Toughness); ⚡2; 5🦋

#041a Hobgoblin

★ **I'm a Criminal Mastermind, not a Lunatic:** Hobgoblin can use Leadership and Mastermind.

👤 **Frame You as the Hobgoblin:** Hobgoblin can use Mind Control. When he is adjacent to an opposing character, he can use Shape Change.

👤 **Randomized Finger Blasts:** Hobgoblin has 🦋🦋🦋 and when he makes a ranged combat attack, his targets can't use Super Senses. If he targets more than one character with an attack, modify his attack value by -1.

#041b Hobgoblin

👤 **Sonic Scream:** Hobgoblin can use Pulse Wave. When he uses Pulse Wave and has no action tokens, each hit character also receives an action token.

★ **Lunatic Laugh:** Hobgoblin can use Incapacitate. When he does and hits an adjacent character, after actions resolve, he may be given a close combat action as a free action.

#042 Nightmare

★ **My Nightmare - Or Yours?:** If an opponent wins the roll to determine the first player and does not choose Nightmare's controller to be the first player, characters on that opponent's force modify their attack values by -1 as long as Nightmare is on the map.

★ **Feed on Your Fear and Despair:** Once per turn, when an opposing character takes pushing damage, you may heal Nightmare 1 click.

👤 **Your Mind Betrays You:** Nightmare can use Penetrating/Psychic Blast. When he does, modify his attack value by +1 for each action token on all target characters.

#043 Baron Mordo

👤 **The Forbidden Names Demand a Blood Sacrifice:** Give Baron Mordo a free action and choose a standard power other than a defense power. Baron Mordo can use the chosen power until your next turn. If you do and no opposing character was hit by Baron Mordo, at the end of the turn deal Baron Mordo 1 unavoidable damage.

★ **Ancient One's Best Pupil:** Baron Mordo can use Probability Control. If he has one action token, he can use either Outwit or Perplex until your next turn.

#044 Colleen Wing and Misty Knight



★ **Daughters of the Dragon:** When you build your force, choose a 70 or 140 point cost. In addition, each time you reveal your force, choose the green (Colleen Wing) or yellow (Misty Knight) starting line. If you chose 70 point cost, this character has 🦋 and is KO'd when the first red line is crossed. If you chose 140 point cost, this character is KO'd when the third red line is crossed.

Stark's Freeze Ray: Colleen Wing and Misty Knight has a range value of 5 and can use Incapacitate and the Police team ability.

Heroes for Hire: Colleen Wing and Misty Knight can use Leadership. Give Colleen Wing and Misty Knight a power action and remove an action token from an adjacent friendly character with the Heroes for Hire keyword.

Qualifying Name	OR	Qualifying Real Name
Colleen Wing		Colleen Wing
Misty Knight		Misty Knight

#045 Terrax

Master of Rock and Stone: Terrax and friendly characters can use  .

Major Earthquake: Give Terrax a power action and make a ranged combat attack targeting all characters occupying or adjacent to a square within his range and line of fire. A hit character occupying that square is dealt 4 damage, and each hit character adjacent to that square is dealt 3 damage.

Stone Gives Me Strength: Modify Terrax's damage value by the number of squares of blocking terrain adjacent to him.

#046 Ghost Rider

Ride Up Walls:   .

Living Hellfire Chain: If Ghost Rider has two action tokens, you may give him a free action and deal 1 penetrating damage to a single opposing character within 3 squares.

Penance Stare: Ghost Rider deals penetrating damage to opposing characters that have damaged a friendly character since your last turn.

#047 Man-Thing and Howard the Duck

Trapped in a World They Never Made: Man-Thing and Howard the Duck can use Perplex.


Save the Universe, and Everyone Still Ignores Me: Man-Thing and Howard the Duck can't be targeted by nonadjacent opposing characters.


Waaugh! No One Understands Us...: Man-Thing and Howard the Duck's combat values can't be modified by other characters.


Qualifying Name	OR	Qualifying Real Name
Man-Thing		Ted Sallis
Howard the Duck		Howard the Duck


#048 Madame Web



Cryptic Choices: As you reveal your force, roll a d6 that can't be rerolled.

 -Begin at the green starting line.

 -Begin at the red starting line.

 -Begin at the blue starting line.

 -Begin at the yellow starting line.

  -Begin at the starting line of your choice.

Clairvoyance: Madame Web can use Super Senses. Once per game, give Madame Web a power action and place her within 4 squares and line of fire of any friendly character.

Heed My Words: Before a friendly character within 4 squares and line of fire makes an attack roll, you may choose a number from 2-5. If the chosen number comes up on either die, increase the attack total by 1. If it comes up on both dice, increase the attack total by 3.

#049 Spider-Man 2099

Web-Cape:   .

Manifest Destiny, 3099 and Beyond: If Spider-Man 2099 is 80 points, he is KO'd if he crosses the red KO line. If Spider-Man 2099 is 160 points, he is not KO'd when he crosses the red KO line.

Humanity's Ultimate: Spider-Man 2099 possesses the Power Cosmic team ability and a range value of 8.

Worthy to Wield Mjolnir: When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#050 Hornet

Morph: Identity Crisis: Give Hornet a move action or ranged combat action. After actions resolve, you may replace him with any other character with this trait on the same click number. If an opposing character took damage during that action, you may instead deal Hornet 1 unavoidable damage and then replace him with a character with the Morph: Changing Frequencies trait on the same click number.

Sedative Stingers: If an opposing character's printed defense value is lower than Hornet's printed defense value after that character takes damage from Hornet's ranged combat attack, give that character an action token.

Cybernetic Carapace: Hornet can use Toughness and Super Senses.

Gadgets Defender: Hornet can use Perplex. Once per turn when he uses Perplex, roll a d6. On a roll of 5-6 he may use Perplex again.

#051 Ricochet

Wall to Wall...to Wall... to Wall...:   .

Morph: Identity Crisis: Give Ricochet a move action or ranged combat action. After actions resolve, you may replace him with any other character with this trait on the same click number. If an opposing character took damage during that action, you may instead deal Ricochet 1 unavoidable damage and then replace him with a character with the Morph: Changing Frequencies trait on the same click number.

☆ **Ricochet Discs:** When Ricochet draws a line of fire for a ranged combat attack, you may choose an unoccupied square of clear terrain that is adjacent to blocking terrain within range and line of fire, and then draw your line of fire and count your range as if Ricochet occupied the chosen square.

🕸 **Agile Acrobat:** Ricochet can use Combat Reflexes and Super Senses.

☆ **Smooth Talking Criminal:** Ricochet can use Outwit. Once per turn when he uses Outwit, roll a d6. On a roll of 5-6 he may use Outwit again.

#052 Dusk

☆ **Morph: Identity Crisis:** Give Dusk a move action or ranged combat action. After actions resolve, you may replace him with any other character with this trait on the same click number. If an opposing character took damage during that action, you may instead deal Dusk 1 unavoidable damage and then replace him with a character with the Morph: Changing Frequencies trait on the same click number.

☆ **Shadowmeld:** When Dusk occupies a square of hindering terrain, give him a free action and place him in another square of hindering terrain within 6 squares and line of fire. After actions resolve, a friendly character of equal or lesser points that was adjacent to Dusk when given the free action may be placed adjacent to Dusk but can't be given an action until your next turn.

🕸 **Stealthy Stalker:** Dusk can use Regeneration, Stealth and Super Senses.

#053 Prodigy

☆ **Morph: Identity Crisis:** Give Prodigy a move action or ranged combat action. After actions resolve, you may replace him with any other character with this trait on the same click number. If an opposing character took damage during that action, you may instead deal Prodigy 1 unavoidable damage and then replace him with a character with the Morph: Changing Frequencies trait on the same click number.

☆ **Glimmering Guardian:** Modify the defense value of adjacent friendly characters by +1 if they are equal to or less than Prodigy's point value and have not been modified by this effect.

🕸 **Iron Idol:** Prodigy can use Invulnerability and Super Senses.

#054 Spider-Man

☆ **Morph: Spider Armor:** Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait, the Morph: Identity Crisis trait, or the Morph: Changing Frequencies trait on the same click number.

☆ **Shiny Armor:** Spider-Man can use Energy Shield/Deflection.

🕸 **I Fight Best When I'm Outnumbered:** If no friendly characters and at least 2 opposing characters are within 3 squares of Spider-Man, modify Spider-Man's combat values by +1.

#055 Spider-Man

☆ **Morph: Spider Armor:** Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait, the Morph: Identity Crisis trait, or the Morph: Changing Frequencies trait on the same click number.

🕸 **Magnetic Webbing:** Spider-Man can use Incapacitate. When he does, hit characters using Impervious or Invulnerability use Toughness instead this turn.

🕸 **Bulletproof Polymer:** Spider-Man can use Energy Shield/Deflection and Invulnerability.

#056 Iron Spider

☆ **Morph: Spider Armor:** Give Iron Spider a move action or close combat action. After actions resolve, you may replace him with any other character with this trait, the Morph: Identity Crisis trait, or the Morph: Changing Frequencies trait on the same click number.

🕸 ☆ **Gliding to the Rescue!:** Iron Spider can use the Flight ability and Running Shot.

🕸 **Three "Waldos":** Once per turn, Iron Spider can use Flurry or Perplex, and can only use Perplex to target himself.

#057 Spider-Man

☆ **Morph: Spider Armor:** Give Spider-Man a move action or close combat action. After actions resolve, you may replace him with any other character with this trait, the Morph: Identity Crisis trait, or the Morph: Changing Frequencies trait on the same click number.

☆ **Anti-Sinister Six:** Spider-Man ignores Plasticity and Shape Change and can't be targeted with Outwit, Penetrating/Psychic Blast, and Perplex. Spider-Man ignores damage dealt by characters who were given an action to use Charge this turn. This trait only applies to characters less than Spider-Man's point value or possessing the Sinister Syndicate keyword or team ability.

#101 Franken-Castle

☆ **Where's My Synaptic-Glue Pills?:** When Franken-Castle has two action tokens, modify his defense value by -1.

🕸 **Drill-Drone Gun:** When Franken-Castle hits a character with a ranged combat attack, you may choose to deal no damage and mark that character. Even if this power is countered or lost, at the beginning of each of your turns deal 1 penetrating damage to each character marked in this way. Marked characters in this way may be given a double power action to remove the mark.

☆ **We Need a Tactician to Defend Monsters:** Franken-Castle can use Enhancement and Leadership. If he uses Leadership to remove an

action token from a character with the Monster keyword, he may also remove an action token from himself.

#102 The Zombie

☆ **Amulet of Damballah:** At the beginning of the game, place an Amulet of Damballah Relic token in a clear square as close to the center of the map as possible. This object does not count towards your force and is described on the back of this card.

⚙️ **AMULET OF DAMBALLAH:** Relic: 3-6.

If another character friendly to The Zombie has this token on its card, The Zombie may be given one action as a free action each turn. If a character opposing to The Zombie has this token on its card, it can use Mind Control, but only to target The Zombie.

#201 Spider-Man

+ **Have No Fear, Spidey is Here!**: 🕸️ 🟡 🟢 🟠 🟤

☆ **Morph: Identity Crisis:** Give Spider-Man a move action or ranged combat action. After actions resolve, you may replace him with any other character with this trait on the same click number. If an opposing character took damage during that action, you may instead deal Spider-Man 1 unavoidable damage and then replace him with a character with the Morph: Changing Frequencies trait on the same click number.

🕸️ **Web in the Eyes:** When Spider-Man hits with a ranged combat attack, hit characters modify their attack value by -3 until your next turn.

#202 Cloak

+ **Runaways:** 🕸️ 🟡 🟢 🟠 🟤

👁️ **Through the Dark Dimension:** Cloak may carry any number of adjacent friendly characters. After an action resolves in which Cloak carries more than one character, deal him damage equal to the number of characters he carried minus one.

☆ **Envelop in Darkness:** Cloak can use Exploit Weakness. When he does, hit characters are given an action token.

#203 Dagger

🔪 **Daggers of Light:** Give Dagger a ranged combat action. Dagger has 🕸️ and hit characters are each dealt 1 penetrating damage instead of normal damage.

#204 Rhino

👁️ **Rhino Charge:** Rhino can use Charge and breaks away automatically when doing so. When he does, if he moves in a direct line, he can use 🕸️ 🟡 🟢 🟠, may only target a character along that path, and modifies his damage value by +1 for each square moved.

#205 Electro

🔪 **Short Circuit:** Electro can use Energy Explosion, Poison and Pulse Wave.

👁️ **Dangerous to the Touch:** When Electro is hit with a close combat attack, the attacker is dealt 1 penetrating damage after the attack resolves.

#206 Mysterio

👁️ **Fool! That Was Just One of My Illusions:** Mysterio can use Super Senses and evades the attack on a roll of a 4-6. When he uses Super Senses to evade an attack, you may place him in any square within 3 squares and line of fire.

☆ **Disorienting Illusions:** Mysterio can use Perplex. He can use it normally or he can modify both the attack and defense values of an opposing character by -1 each.

#208 Shocker

👁️ **Vibration Suit:** Shocker can use Toughness and breaks away automatically.

☆ **Directional Vibration:** Give Shocker a power action. Draw a straight horizontal or vertical line of fire to any single square within Shocker's range and line of fire, ignoring other characters for line of fire purposes. Make a ranged combat attack that does not target, even if Shocker is adjacent to an opposing character. Compare the result to each other character occupying a square along that line of fire, or a square adjacent to that line of fire but still within his range. Each hit character on the line is dealt 3 damage, each hit character adjacent to that line is dealt 1 damage.

#209 Scarlet Spider

☆ **Stealth Suit:** Lines of fire for an attack can't be drawn to Scarlet Spider if he is adjacent to a wall or blocking terrain.

👁️ **Mark of Kaine:** When Scarlet Spider hits a character with a close combat attack, after actions resolve, deal that character 1 penetrating damage.

#210 Spider-Girl


☆ **I'm Texting Everyone:** Give Spider-Girl a free action and choose a character within range. This turn, all lines of fire drawn to that character ignore hindering terrain.

Batman: Gotham City Strategy Game

#001 Batman


+ **Knows the Terrain:** 

☆ **Utility Belt:** At the beginning of the game, choose a standard attack or damage power that Batman does not possess somewhere on his dial; Batman can use that power this game.

 **Always Prepared:** Batman can use Incapacitate. If he has no action tokens, he can use it as a free action.






#002 Joker

☆ **Craziest in the Room:** Opposing characters within 4 can't use Perplex.

 **Joker Gas:** At the beginning of your turn, place a Joker Gas token on each adjacent opposing character's character card, then each opposing character adjacent to The Joker at the beginning of your turn is dealt damage equal to the number of Joker Gas tokens now on its character card.


#003 Two-Face

☆ **Harvey or Two-Face?:** Opposing characters within 4 squares can't use Stealth.

 **Heads I Win, Tails You Lose:** At the beginning of your turn roll a d6. On a result of  - , Two-Face modifies his defense value by +2 until he makes an attack or until your next turn. On a result of  - , Two-Face modifies his attack by +2 until your next turn.

#004 Killer Croc






☆ **A Force To Be Reckoned With:** Opposing characters within 4 squares can't use Willpower.

 **Claw, Claw, Bite:** Killer Croc can use Flurry. When he does and one character takes damage from both close combat attacks, after actions resolve, he may be given a free action to make a close combat attack using Blades/Claws/Fangs against the same target.


#005 Penguin

☆ **Penguin Automa-Bombs:** Give The Penguin a power action when there are no friendly Penguin Automa-bombs on the map, and place one on the map in a square adjacent to The Penguin. The Penguin Automa-bomb is a bystander token as described on this card.

☆ **Criminal Mastermind:** Opposing characters within 4 squares can't use Outwit.


Penguin Automa-Bomb:  4;  10 (BOOM!!!!);  15 (Toughness);  0;  5


☆ **Set to Blow:** Penguin Automa-bomb's combat values can't be modified.

 **BOOM!!!!:** Penguin Automa-bomb can use Pulse Wave. When it does, its damage value becomes 2 and is locked no matter how many targets are within range. After actions resolve, deal Penguin Automa-Bomb 1 unavoidable damage.


2013 Exclusive Figures


#D-005 Batman


 **Life's Crusader:** Batman can use Steal Energy, but when he would heal with it, heal all adjacent friendly characters instead of him and roll a d6. On a result of 5 or 6, heal him of 1 damage.

 **LIVE!:** Batman can use Regeneration. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.


#D-006 Pandora


 **Always in the Background:** Pandora can use Stealth. Give Pandora a power action and place her in any square that has an opposing figure within line of fire.


 **Open Pandora's Box:** Pandora can use Probability Control twice per turn, but may not target the same character with it more than once per turn. Opposing characters must be given an action token when using Probability Control.


 **D-T001 Trinity of Sin:** This team character can use Phasing/Teleport and Probability Control.

#D-007 Phantom Stranger

 **Mystical Cloak:** Phantom Stranger can use Phasing/Teleport and Shape Change.


 **Thirty Pieces of Silver:** At the beginning of your turn, give Phantom Stranger a free action and modify any of his combat values by +1 until your next turn, but only if you modify another friendly character's same value by -1 until your next turn.


 **Destined to Betray:** Phantom Stranger can use Outwit twice per turn, but can't target the same character with it more than once per turn. When opposing characters use Outwit, they must be given a power action instead of a free action.


 **D-T001 Trinity of Sin:** This team character can use Outwit and Poison.

#D-008 Question


 **Scaling Rooftops:**  






 **Past Lives:** At the beginning of your turn, choose a standard power from Question's character card; he can use that power until your next turn. When you do, choose a power Question possesses and it is lost until your next turn.


 **They Hold the Answers:** Question can use Perplex twice per turn, but can't target the same character with it more than once per turn. When opposing characters use Perplex, they must be given a power action instead of a free action.


 **D-T001 Trinity of Sin:** This team character can use Combat Reflexes and Perplex.

#D-009 Superman and Wonder Woman

 **Strength of Two Heroes:** Superman and Wonder Woman can use Super Strength. Superman and Wonder Woman may hold two objects at the same time if they are both standard objects, but may only use one object per attack. When Superman and Wonder Woman use the Duo Attack ability, instead of one attack, they may use Charge as a free action.


 **Man of Steel & Princess of Themyscira:** Superman and Wonder Woman can use   . When Superman and Wonder Woman are targeted with Outwit, roll a d6; on a result of , they can't be targeted with Outwit this turn.






 **Wrapped Up & Knocked Out:** Superman and Wonder Woman can use Incapacitate. When they do and hit, in addition to the normal effects, they may deal their printed damage value divided among the successfully hit targets.


 **Faster Than a Speeding Bullet & Bulletproof Bracelets:** Superman and Wonder Woman can use Energy Shield/Deflection, Super Senses, and Toughness.


Qualifying Name	OR	Qualifying Real Name
Superman		Clark Kent
Wonder Woman		Diana of Themyscira

#D-010 Bat-Mite


 **You're My Hero:** Once per game, give Bat-Mite a free action and choose another friendly character. That character is Bat-Mite's Idol.

 **Let Me Help!** Give Bat-Mite a move action; after actions resolve, roll a d6 that can't be rerolled. Place Bat-Mite's Idol in a square adjacent to Bat-Mite. On a result of  , an opponent may choose the square and deal Bat-Mite's Idol 1 unavoidable damage. On a result of  , you choose the square and Bat-Mite's Idol may make a close or ranged combat attack as a free action but can't be given a non-free action until your next turn.

 **Am I Bothering You?:** Bat-Mite can use Incapacitate. Characters that Bat-Mite targeted with this power last turn can't target Bat-Mite or Bat-Mite's Idol with an attack until your next turn.

 **Get Me Out of Here!:** Bat-Mite can use Super Senses. When he uses Super Senses to evade an attack, you may place him adjacent to his Idol or in any square within 6 squares and line of fire.

#D-011 Gentleman Ghost

 **Vengeful Ghosts:** When Gentleman Ghost has no action tokens, you may give him a free action if no friendly Vengeful Ghost tokens are on the map and place a Vengeful Ghost token on the map in an

adjacent square. That token becomes a bystander token as described on the back of this card.

Invisible, Intangible: Gentleman Ghost can use Phasing/Teleport and Stealth.

Vengeful Ghost: 6 (Phasing/Teleport); 9; 16 (Super Senses); 2 (Exploit Weakness); 0

#D-T001 Trinity of Sin

+ **Unearthly Travelers:**

☆ **Destined to Walk Alone:** Trinity of Sin may have as few as 2 characters on the base.

☆ **Damned Together:** When all team members are attached, Trinity of Sin deals 2 unavoidable damage instead of 1 when they use the Mystics team ability.

☆ **Onslaught of Energy:** Trinity of Sin also has .

● **Pandora:** Trinity of Sin can use Phasing/Teleport and Probability Control.

● **Phantom Stranger:** Trinity of Sin can use Outwit and Poison.

● **Question:** Trinity of Sin can use Combat Reflexes and Perplex.

① **Greatest Transgressors of Mankind:** Choose a standard power that you did not choose during your last turn; until your next turn, opposing characters that are given an action to use that power are dealt 1 unavoidable damage after that action resolves.

#M-005 Mephisto

☆ **Sell Your Soul For Power:** If he has no action tokens, you may give Mephisto a free action. An opponent chooses any character (friendly or opposing). That character modifies its combat values by +1 until the end of your next turn but can't attack Mephisto. At the beginning of your next turn, if that character was opposing, it becomes friendly to your force and may be given one action as a free action that turn. After that action resolves or the turn ends, it becomes friendly to its previous force.

● **I'll Give You Time to Consider:** Mephisto can use Invulnerability, Regeneration, and Shape Change. This power can't be countered.

#M-006 Old Man Logan

☆ **Healing Factor:** Might Not Be What It Used To Be At the beginning of your turn, if Old Man Logan is on an odd-numbered click, heal him of 1 damage.

☆ **President Skull's Trophy Room:** Twice per game, you may give Old Man Logan a free action and remove any relics assigned to him from the game. Place a relic of an equal or lower point value from outside the game on his character card.

No More Talking... No More Games...: Old Man Logan can use Charge, Flurry, Stealth, and Willpower.

One Mile Down, Three Thousand To Go: Old Man Logan can use Leap/Climb, the Carry ability and can't make attacks.

● **You Gotta Be Kiddin'!:** Old Man Logan can use Toughness. Once per game when this click is revealed, stop turning the dial and Old Man Logan may immediately make a close combat attack using Blades/Claws/Fangs; if the attack deals less than 3 damage, deal Old Man Logan 1 unavoidable damage after actions resolve.

#M-007 Death Mask

+ **What's Going on in This Panel?:**

☆ **I'm Wade Wilson, Too:** During the beginning of your turn, give Death Mask a free action; roll a d6 and add his current click number. If the result is 8 or more, heal him of 1 damage. If the result is 12 or more, heal him of 1 additional damage.

Did I Ever Tell You About the Time I Created That Great Diversion?: Death Mask can use Charge and Stealth. If Death Mask is adjacent to an opposing character, then that character must target Death Mask when it makes a close combat attack. If Death Mask is within an opposing character's range and line of fire, then that character must target Death Mask when it makes a ranged combat attack.

● **Hey, Death Mask...CATCH!:** Give Death Mask a ranged combat action and target a single character; the area of effect for this attack includes all characters adjacent to the target. If he hits the target, it is dealt damage normally and then roll a d6; other hit characters are dealt damage equal to half of the result.

● **Operation: The Old Switcheroo:** Death Mask can use Combat Reflexes and Invulnerability. When turning the dial, if this click is revealed, stop turning the dial and Death Mask can't be healed beyond this click.

#M-008 Obnoxio The Clown

☆ **Professional Mascot:** Obnoxio the Clown is a wild card. Obnoxio the Clown does not count for or against a theme team.

☆ **Bag of Tricks:** At the beginning of the game, click Obnoxio the Clown to click #1, roll 2d6 and click his dial that many times. Whenever Obnoxio the Clown takes damage, place one Damage token on his character card for each click of damage taken. When Obnoxio the Clown has 7 Damage tokens on his character card, he is KO'd. Whenever Obnoxio the Clown would be healed or if you give an adjacent friendly character a power action, remove a Damage token from Obnoxio the Clown's character card, roll 2d6 and click his dial that many times.

#M-G01 Shuma-Gorath

☆ **Emerge Through Your Greatest Champion:** At the beginning of the game, choose the highest point opposing character. As long as

that character is not KO'd, at the beginning of each of your turns, heal Shuma-Gorath of 1 damage.

☆ **Dark God of the Cancerverse:** Shuma Gorath can use Flurry and Plasticity. When this character is given an action that includes a close combat attack, all squares within a range of 5 and line of fire are considered adjacent.

👁️ **Tentacle Attack:** Shuma-Gorath can use Incapacitate as a free action. When he does, he targets up to 5 characters within 5 squares and line of fire that have action tokens.

#WK-001 Holiday Elf

+ **Checking the List:** 🌀 ●; © ●

⊕ **Both Naughty AND Nice:** At the beginning of your turn, roll a d6. On a result of 1-2, Holiday Elf can use Incapacitate and Support this turn. On a result of 3-4, Holiday Elf can use Penetrating/Psychic Blast this turn.

☆ **Mistletoe:** At the beginning of your turn, give Holiday Elf a free action and choose an opposing character and another friendly character that are both within line of fire and are adjacent to each other. Until the beginning of your next turn, those characters can't attack or deal damage to each other.

Iron Man 3 Movie

#001 Iron Man Mk 7

☆ **Upgraded Armor (75 points):** Modify Iron Man Mk 7's speed and attack values by +1.

✈️ **Aerial Assault:** Iron Man Mk 7 can use the Move and Attack ability.

☆ **Bringing the Party to You:** Iron Man Mk 7 can use Perplex. When Iron Man Mk 7 targets an opposing character with Perplex, he can also use Outwit until your next turn, but only to counter a power on the same character.



#002 Iron Man Mk 42

☆ **Top of the Line, American Made!:** Opposing characters with the Armor or Robot keyword modify their attack value by -1 when attacking Iron Man Mk 42.

⚙️ **Jarvis, Identify Hostiles:** When Iron Man Mk 42 makes a ranged combat attack and misses by 1, after actions resolve, he may make a ranged combat attack as a free action. This ranged combat attack can't be against an opposing character Iron Man Mk 42 has targeted this turn and his attack value is modified by -2 for this attack.

🛡️ **Self-Repairing Armor:** Iron Man Mk 42 can use Invulnerability and Regeneration.

#003 Iron Patriot

☆ **Bodyguard:** At the beginning of the game choose a friendly character with the Celebrity, Politician, or Ruler keyword. When that character is adjacent to Iron Patriot, it can use Super Senses and on a result of  - , the damage from the attack is dealt to Iron Patriot instead.

🛡️ **Always on Duty:** Iron Patriot can use Combat Reflexes and Invulnerability.



#004 Mandarin

👤 **Terrorist Mastermind:** When Mandarin occupies his starting area, opposing characters can't draw a line of fire to him.

👤 **Activate the Sleeper Cells:** If Mandarin is in his starting area, he can draw lines of fire and count range and squares from the square of any single friendly character with the A.I.M. keyword that has not been given a non-free action this turn.

☆ **Message of Terror:** Mandarin can use Leadership, Outwit and Perplex. If Mandarin occupies his starting area and a friendly character has been KO'd by the Extremis Explosion power this turn, when Mandarin uses Outwit or Perplex, he may target opposing characters anywhere on the battlefield.

#005 Extremis Soldier

+ **Jungle Training:**  

☆ **Just Another Day...:** Extremis Soldier can use Combat Reflexes.

#006 Tony Stark

☆ **Upgraded Armor:** When Tony Stark hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, you may replace this character with any character with this trait and a point value of 75 points or less the same number of clicks from its starting line.

☆ **It's About Legacy:** Tony Stark can use Enhancement and Outwit.

#007 Pepper Potts

🛡️ **Extremis Injection Taking Hold:** Pepper Potts can use Invulnerability. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

☆ **Bio-Blasts:** Pepper Potts has a range value of 6. This power can't be countered.

#008 Aldrich Killian

☆ **Father of Extremis:** Friendly characters using the Extremis Explosion power affect characters and terrain within 7 squares instead of 5.

👤 **A New World is Dawning:** Opposing characters within 8 squares can't use Additional Team Abilities.

☆ **Extremis Treatment:** Aldrich Killian can use Support. When he does, a character healed through this use of Support modifies its attack and damage values by +1 until your next turn.

#009 Iron Man Mk 17

⚙️ **Uni-Beam:** Give Iron Man Mk 17 a ranged combat action targeting all characters in range and line of fire along a straight horizontal or vertical path, ignoring characters for line of fire purposes. The ranged combat attack is made against all characters along the chosen path. Beginning with the closest character, deal damage equal to Iron Man Mk 17's damage value minus the number of characters previously hit, minimum 1.

#010 Iron Man Mk 15

☆ **Stealth Armor:** Any character that is not within 4 squares can't draw a line of fire to Iron Man Mk 15. When he has one or more action tokens, Iron Man Mk 15 can use Combat Reflexes.

☛ **Sensory Deprivation Globe:** When Iron Man Mk 15's attack total is at least 2 greater than his target's defense value, that character can't draw a line of fire beyond 2 squares until your next turn.

#011 Brandt

☆ **Just Another Day...:** Brandt can use Combat Reflexes.

☛ **Cover Each Other:** If a friendly character with the Soldier keyword within 4 squares occupies or is adjacent to a square of hindering or blocking terrain, all friendly characters with the Soldier keyword within 6 squares of Brandt modify their defense values by +1.

☆ **Corporal Punishment:** Brandt can use Probability Control, but can only affect attack rolls of friendly characters with the Soldier keyword. When she does and the attack misses all targets, deal the attacking character 1 unavoidable damage.

#012a Extremis Brute

☆ **Useful, to a Point:** When Extremis Brute is within 8 squares and line of fire to a higher point friendly character with the A.I.M. keyword, Extremis Brute can use Energy Shield/Deflection.

☛ **Extremis Explosion:** When this click is revealed, stop turning the dial. At the beginning of your turn deal Extremis Brute 1 unavoidable damage and deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 5 squares.

#012b Extremis Brute

☆ **Extremis Heat:** Extremis Brute can use Poison. Adjacent opposing characters that take no damage from this use of Poison put a Heat token on their character card. A character with 1 or more Heat tokens can't use Toughness. A character with 2 or more Heat tokens can't use Invulnerability. A character with 3 or more Heat tokens can't use Impervious. When an opposing character clears action tokens and is not adjacent to Extremis Brute, it may remove 1 Heat token from its character card.

#013 Iron Man Mk 35

☆ **Giant Claws:** Iron Man Mk 35 can use the Giant Reach ability.

#014 Iron Man Mk 40

+ **Faster Than You Can Imagine:** 🌀 ●

☆ **A Need For Speed:** Opposing characters within 8 squares given a power action to activate Running Shot or Hypersonic Speed are dealt 1 unavoidable damage after actions resolve.

☛ **Sonic Boom:** Give Iron Man Mk 40 a move action and modify his speed value by +3. Iron Man Mk 40 must move along a horizontal or vertical path until he can't move. All other characters occupying squares Iron Man Mk 40 moved through are dealt 1 damage and are given an action token. Characters in squares adjacent to the path are given an action token.

☛ **Trading Protection For Maneuverability:** Iron Man Mk 40 can use Toughness and Energy Shield/Deflection. When Iron Man Mk 40 has one action token, he can't be targeted with a close combat attack.

#015 Savin

☆ **Just Another Day...:** Savin can use Combat Reflexes.

☛ **Get to Cover!:** When a friendly character within 8 squares with the Soldier keyword takes damage from an opposing character, that friendly character can use Stealth until your next turn.

#016 War Machine

☆ **Wanna Be the War Machine?:** At the beginning of your turn choose one of the following that you did not choose last turn: Energy Explosion, Penetrating/Psychic Blast or Ranged Combat Expert. War Machine can use the chosen power until your next turn.

☛ **Advanced Targeting and Smart Ordnance:** War Machine can use the Duo Attack ability. When he does and the attack roll is doubles, damage dealt is penetrating damage.

☛ **Trajectory Tracking Software:** War Machine can use Probability Control, but only for his own attack rolls during a ranged combat attack.

#017 Iron Man and Iron Patriot

☆ **I've Got Your Back. No, I've Got Your Back:** Iron Man and Iron Patriot can use Energy Shield/Deflection and Defend. Iron Man and Iron Patriot can use the Sharpshooter ability and may target non-adjacent characters with a ranged combat attack even when they are adjacent to an opposing character.

☆ **This Lone Gunslinger Act is Unnecessary...:** You Don't Have To Do This Alone! When Iron Man and Iron Patriot use the Duo attack ability, each attack may use $\frac{4}{4}$ instead of $\frac{4}{2}$ and one of their attacks may be a ranged combat action instead.

Qualifying Name	OR	Qualifying Real Name
Iron Man		Tony Stark
Iron Patriot		James Rhodes


#018 Iron Man and War Machine


☆ **Trying to One-Up Each Other:** When Iron Man and War Machine use the Duo attack ability, you may give them a ranged combat action instead of the second attack.


☆ **Watch Each Other's Backs:** When Iron Man and War Machine do not have two tokens, Iron Man and War Machine can use Energy Shield/Deflection.

Qualifying Name	OR	Qualifying Real Name
Iron Man		Tony Stark
War Machine		James Rhodes

#101 Iron Man Mk 42


 **Repulsor-Powered Assault Engaged!:** Iron Man Mk 42 can use Running Shot. When he does, his speed value is not halved from Running Shot and he possesses for this action.

 **Extremis Targeting Systems:** Iron Man Mk 42 can use the Sharpshooter ability.

 **Bleeding Edge Armor Defense Systems:** When targeted by a ranged combat attack, Iron Man Mk 42 can use Super Senses. When Iron Man Mk 42 is successfully hit by an attack, reduce damage dealt by 3.


#102 Iron Patriot

☆ **In The Line of Fire:** Iron Patriot can use Defend, but only to replace the defense value of adjacent friendly characters with the Celebrity, Politician, or Ruler keyword.

 **Stark Auto-Repair Systems:** Iron Patriot can use Regeneration and Toughness.

#103 Killian


☆ **Hiding in Plain Sight:** Killian can use Stealth. Adjacent friendly characters can use the Sharpshooter ability and ignore hindering terrain for line of fire purposes.

 **Your Tech Is the Past, Extremis Is the Future:** Killian can use Incapacitate with a range value of 4, but may only target characters with the Armor keyword. Damage dealt to opposing characters with the Armor keyword by friendly characters can't be reduced below 1.

☆ **Brilliant Extremis Architect:** Killian can use Leadership and Perplex. Killian can use Enhancement but may only modify the damage value of a lower point character with whom he shares a keyword.

#104 Mandarin

☆ **Capable Figurehead:** When Mandarin is the highest point character on your force with the A.I.M. keyword, he can use Leadership and Mind Control.


 **Fraternity of Terror:** Mandarin can use Combat Reflexes. When he is adjacent to a friendly character with the A.I.M. keyword, Mandarin can use Mastermind.


☆ **Puppeteer or Puppet?:** Mandarin can use Perplex and Shape Change.

#105 Extremis Mercenary

+ **Extremis Navigation:**  


☆ **Just Another Day...:** Extremis Mercenary can use Combat Reflexes.

 **Popping Smoke:** When Extremis Mercenary has one action token he can use Smoke Cloud as a free action until your next turn.

 **Extremis Explosion:** When this click is revealed stop turning the dial. At the beginning of your turn deal Extremis Mercenary 1 unavoidable damage and deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 5 squares.

#106 Iron Man Mk 7

☆ **Still A Bit Of A Maverick:** Iron Man Mk 7 is a wild card. Iron Man Mk 7 can't use the Carry ability.

 **Multi-Vector Defense Screens:** Iron Man Mk 7 can use Energy Shield/Deflection and Invulnerability.

TabApp Elite


#D-001 Superman



☆ **Strength From The Yellow Sun:** Superman can use Super Strength. When he uses an object in an attack and hits, damage dealt is reduced by 1 and, after actions resolve, the target is dealt 1 unavoidable damage.

#D-002 Batman

+ **Familiar Terrain:** 


☆ **Hiding In The Shadows:** When Batman is adjacent to a wall, blocking terrain, or a square of higher elevated terrain, the square he occupies is considered hindering terrain for line of fire purposes.

 **Earth's Greatest Fighter:** Batman can use Charge and Flurry.

 **Shock Tactics:** Batman can use Incapacitate. When he does he may use it as if he has , or he may give a hit target up to two action tokens.


#D-003 Wonder Woman



☆ **Amazonian Princess:** Other friendly characters with the Amazon keyword and within 8 squares modify their attack values by +1.

 **Indestructible Bracelets:** Wonder Woman can use Energy Shield/Deflection, Super Senses and Toughness.

#D-004 Superman

☆ **They Will Join You In The Sun:** At the beginning of your turn, if Superman occupies clear, outdoor terrain and is on the highest elevation on the map, you may heal him 1 click of damage.

 **No More Holding Back:** Superman can use Hypersonic Speed. When he does, he may deal penetrating damage when he makes a close combat attack and, if he does, he can't move after the attack resolves.

 **Change The World:** If this click is revealed as a result of taking damage from an attack, stop turning the dial. Superman can use Impervious; when he does and the result is , you may remove an action token from him. Superman ignores penetrating damage; when he ignores 3 or more damage this way, deal him 1 unavoidable damage. This power can't be countered.

☆ **Accomplish Wonders:** If damage dealt by Superman is not reduced by any other effect, damage dealt is reduced by 1.




#D-005 General Zod


☆ **Sacrifices Must Be Made:** General Zod can use Mastermind, but only to deal damage to friendly figures with the Kryptonian keyword.


☆ **Rebel Leader:** Friendly characters with the Kryptonian keyword and a lower point value within 6 squares of General Zod can use the Superman Enemy team ability.

Teen Titans


#001 Robin


+ **Bat-Training:**   

 **Bat Tricks:** At the beginning of your turn, choose: Robin can use Incapacitate this turn, or Robin can use Smoke Cloud as a free action this turn.


 **T-001 New Teen Titans & T-005 Teen Titans:** This team character can use Outwit and only adjacent characters can target them with Outwit.


#002 Kid Flash

 **Faster Than Fast:** Kid Flash can use Phasing/Teleport. When he does, after actions resolve, he may make an attack as a free action that causes knock back and gives a hit character an action token.


 **T-001 New Teen Titans & T-005 Teen Titans:** This team character can use Hypersonic Speed and when they do, modify their speed value by +2.

#003 Fairchild

☆ **My Clothes Always Rip & Then Everybody Stares:** Fairchild can use Shape Change but only succeeds on a result of a .

 **T-004 Gen¹³:** This team character can use Super Strength.

#004 Psion

 **Sadistic Vivisection:** When Psion hits a character with a close combat attack, place a Vivisection token on the hit character. At the beginning of your turn, all opposing characters with a Vivisection token are dealt 1 damage. At the end of your turn, if all characters named Psion have no tokens, remove all Vivisection tokens.


#005a Gordanian

☆ **Pack Hunters:** At the beginning of the game, choose 1 opposing character for all characters with this trait. If Gordanian ends a move action adjacent to the chosen character, it may make a close combat attack as a free action. If the chosen character is KO'd from this character's attack, all characters named Gordanian modify their attack and defense values by +1 for the rest of the game.

#005b Beast Boy

☆ **Morph: Beast Boy:** Give Beast Boy a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.


☆ **Back to Something Natural!:** When Beast Boy uses the Morph Trait, he can choose a combat value. After he is replaced, the chosen combat value is modified by +1 until he uses Morph again.

 **Infiltration:** Beast Boy can use the Carry ability, but only to carry characters with the Teen Titans keyword. Lines of fire to Beast Boy are blocked unless a friendly character has taken damage from an attack this turn.

#006 Arrowette

⊕ **Piercing Shot:** During the beginning of your turn, Arrowette can use Outwit, but can only counter defense powers. If she does, she may only target that opposing character this turn.


#007 Jinx

 **Alterations and Illusions:** Jinx can use Barrier and Super Senses. When she uses Super Senses to evade an attack, you may immediately place her up to three squares from the square she currently occupies.


#008 Wonder Girl

☆ **Growing Darkness:** At the end of your turn, deal Wonder Girl 1 unavoidable damage if she is adjacent to an opposing character and did not make an attack this turn.

☆ **Wonder Girl's Lasso:** Wonder Girl may begin the game with Wonder Girl's Lasso assigned to her by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Wonder Girl is KO'd.

 **Pull Them Closer:** Give Wonder Girl a ranged combat action as if she had a range value of 6. When she does and hits, in addition to the normal effects, place the opposing character adjacent to Wonder Girl and she may make a close combat attack as a free action targeting that opposing character.

#009 N.O.W.H.E.R.E. Soldier

 **Pile On:** Whenever N.O.W.H.E.R.E. Soldier makes a close combat attack, modify his attack value by +1 for each other friendly character named N.O.W.H.E.R.E. Soldier adjacent to the target character.

☆ **Minion: Centerhall's Leadership:** If a friendly character named Centerhall is within 8 squares, N.O.W.H.E.R.E. Soldier can use Willpower.


#010 Brother Blood Acolyte


☆ **Minion: We Shed Our Flesh for Him:** If a friendly character named Brother Blood is within 8 squares, Brother Blood Acolyte can use Exploit Weakness and Willpower.

#011 Mammoth


☆ **To Protect My Sister:** When Mammoth is adjacent to a friendly character named Shimmer, he can use Willpower and ignores penetrating damage dealt to him.


#012 Red Star


 **Pyrokinesis:** If Red Star has no action tokens, he can use Smoke Cloud as a free action until your next turn. When these hindering terrain markers are removed at the beginning of your turn, you may deal 1 damage to one opposing character occupying or adjacent to a removed marker's square.

 **State Protector:** Red Star can use Energy Shield/Deflection and Toughness.


#014 Osiris


 **Courage of Mehen:** Osiris can't be targeted by Incapacitate or Mind Control.


 **Call the Lightning:** Osiris has a range value of 4. When he makes a ranged combat attack and hits, choose: increase damage dealt by 1, or after actions resolve, heal Osiris of 1 damage.

 **T-003 Titans: Villains for Hire:** This team character can use Charge. After this team character resolves a move action, if they are adjacent to The Mark, you may give them a close combat action as a free action.


#015 Aquaman

 **Atlantean Might:** If Aquaman occupies water terrain at the beginning of your turn, he has a range value of 7 and his attack value is not modified by the Move and Attack ability.


 **Relentless, Underestimated:** Aquaman can use Toughness. If Aquaman has 2 action tokens, at the beginning of your turn, heal him 1 damage.

 **T-002 Justice League:** This team character ignores Shape Change and their attacks can't be evaded.



#016 Grymm


 **Raging Emotions:** If an opposing character has taken damage from an attack this turn, modify Grymm's attack and damage values by +1 until your next turn if not already modified by this effect.


#017a Li'l Lobo

 **Unfraggin' Stoppable!:** At the beginning of your turn, you may heal Li'l Lobo 1 damage if he is adjacent to an opposing character.



#017b Slob


 **Not Really a Fighter:** 


 **Hiding and Stowing Away:** Slob can use Leap/Climb and Stealth.

 **Sacrifice:** When this click is revealed, stop turning the dial. If another character with the Young Justice keyword would be KO'd, instead you may KO Slob and turn that character's dial to their last click.


#018 Red Robin


 **Wings:** 




 **Find a Weakness:** Red Robin can use Outwit but may only target characters that he has attacked this turn.

 **Protective Wings:** Red Robin can use Defend and Toughness. When an adjacent friendly character replaces its defense value with Red Robin's defense value, that character can use Toughness.


#019 Beast Boy


 **In the Blood:** Beast Boy can use Shape Change. Beast Boy can use Probability Control, but only during your turn.

 **Octopus:** Give Beast Boy a double power action. He can make four close combat attacks, each as a free action.


 **Animal of Any Size:** At the beginning of your turn Beast Boy may choose one:  or . Beast Boy now has that combat symbol until your next turn.


#020 Fairchild

 **Strategist:** When Fairchild uses Incapacitate or Mind Control, her range value is 6.

 **Scientist or Fighter:** At the beginning of your turn, choose: Fairchild can use Perplex, or Fairchild can use Close Combat Expert and Quake.


#021 Beast Boy


 **Morph: Beast Boy:** Give Beast Boy a move action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.


 **Pounce From Above:** Beast Boy can use Leap/Climb. When Beast Boy moves, if Beast Boy ends the movement at a lower elevation than when he began the action, after actions resolve, he may be given a close combat action as a free action.

#022 Nightwing

 **Flying Grayson:** 


 **Call If You Need Help, Bruce:** If another character on your force possesses the Batman Ally team ability, Nightwing possesses the Batman Ally team ability.


 **A Leader and a Detective:** Nightwing can use Leadership and Outwit. If an opposing character within 4 squares is given an action to use Perplex, Nightwing and adjacent friendly characters modify their defense values by +1 until your next turn.

 **T-001 New Teen Titans:** This team character can use Outwit and only adjacent characters can target them with Outwit.

#023 Red Hood

+ **Trained by The Batman:**   

 **Non-Team Team:** Red Hood can use Leadership. When he does, he considers all friendly characters with the Outlaws keyword to be a lower point value.


 **T-006 Outlaws:** This team character can use Combat Reflexes, Leap/Climb and Stealth.


#024 Lightning

☆ **Sibling Duo:** When a friendly character named Thunder is adjacent to Lightning, they both modify their attack value by +1 if not already modified by this effect.

#025 Cyborg


☆ **Connected to Every Computer:** Give Cyborg a free action and choose an object within range. Cyborg can draw lines of fire and count range and squares from that object until your next turn.

 **High Tech Armor:** Cyborg can use Energy Shield/Deflection and Invulnerability.



 **T-002 Justice League:** This team character can use the Sharpshooter ability and modifies their range value by +2.

#026 Superboy


☆ **Kryptonian Strength:** Superboy can use Super Strength.


 **Tactile TK:** Superboy can use Force Blast. When he does, knocked back characters are dealt 2 damage after actions resolve.

#027 Centerhall

☆ **Commanding Officer:** Centerhall can use Leadership. He succeeds on a roll of   if another character on your force possesses the N.O.W.H.E.R.E. keyword.

#028 Empress

 **A Piece of the Anti-Life Equation:** Empress can use Mind Control as if she had a range of 7. When she does, opposing characters can't use Probability Control for that action.

 **Hand-to-Hand Combatant:** Empress can use Combat Reflexes and Super Senses.

#029 Shimmer

☆ **Magic Gone Haywire:** When a friendly character takes damage from the Mystics team ability, the character using the Mystics team ability is also dealt 1 unavoidable damage. This is not an attack and a character would only take damage from this effect if it has not already done so for this attack.

#030 Rose Wilson


+ **Incredibly Agile:**   


☆ **Hidden Danger:** If Rose Wilson has no action tokens, she can use Super Senses.

☆ **A Killer Among Killers:** When Rose Wilson attacks an opposing character with a higher unmodified attack value, damage from the attack is penetrating damage.

#031 Leash


☆ **Piece of Me:** At the beginning of the game, choose an opposing character. That character modifies its defense value by -2 when Leash targets it with the Capture ability.

 **Capture:** Leash can use the Capture ability. When he does, he may target a single opposing character with a ranged combat attack instead of a close combat attack, but modifies his attack value by -2.


 **Psionic Coils:** Leash can use Poison and Telekinesis.


#032 Dr. Light


☆ **No More Kids in Costumes, OK?:** When Dr. Light is adjacent to an opposing character with the Teen Titans keyword, modify his attack and defense values by -1.

 **YOU...TOOK...MY...MIND!:** Dr. Light can use Super Senses. If this click is revealed due to taking damage from an opponent's attack, stop turning the dial, remove all action tokens from Dr. Light and Dr. Light can't be targeted until next turn. This power can't be ignored.


#033 Green Lantern


 **Anything I Can Imagine:** Green Lantern can use Barrier. At the beginning of your turn, choose a standard attack or damage power that requires a power, close or ranged combat action to activate. Green Lantern can use that power this turn.

 **Energy Bubble:** Green Lantern can use Energy Shield/Deflection and Toughness.

 **T-002 Justice League:** This team character can use Barrier and Telekinesis.

#034 Grunge

 **Molecular Absorption:** Grunge can use Toughness. When Grunge successfully attacks an object or a character holding an object or assigned a relic, remove that object from the game. If the removed object was a heavy object, Grunge can use Invulnerability instead until your next turn. If the removed object is a special object or relic, he can use Impervious instead until your next turn.


 **T-004 Gen¹³:** This team character can use the Move and Attack ability.

#035 Terra




☆ **Wall of Stone:** Give Terra a free action and place up to 2 blocking terrain markers within range; these markers remain on the map until destroyed or until Terra uses this ability again. When Terra


is adjacent to one of these blocking terrain markers, she can use Toughness.

#036 Arsenal


 **T-006 Outlaws:** This team character can use Energy Explosion, Energy Shield/Deflection and Incapacitate.

#037a Deathstroke



+ **Trained Assassin:**   

 **Counter Attack:** Deathstroke can use Super Senses and Toughness. Each time Deathstroke evades an attack with Super Senses, modify his attack and damage values by +1 during your next turn if he targets the attacking character with an attack.


★ **Leading by Fear:** Deathstroke can use Leadership. When he succeeds, he can remove an action token normally or he can remove 2 action tokens from any adjacent friendly characters that share a keyword with him if he deals one of them 1 unavoidable damage.

 **T-003 Titans: Villains for Hire:** This team character can use Outwit. When this team character attacks The Mark, modify their attack and damage values by +1.

#037b Ravager



+ **Take the Job in Secret:**  


★ **I Can Earn Their Trust:** Ravager and adjacent friendly characters can't be placed by the game effects of opposing characters.

 **I Am My Father's Son:** Ravager can use Combat Reflexes and Super Senses.



#038 Changeling


★ **Morph: Beast Boy:** Give Changeling a move or close combat action that deals no pushing damage. After the action resolves, replace him with any character with this trait on the same click number.

★ **One Form to Another:** Changeling can use Charge and Close Combat Expert. When he uses Charge, he can use  .

 **T-001 New Teen Titans:** This team character can use Shape Change.


#039 Kid Flash

+ **Run Over Anything:**  


 **Moving Too Fast:** Kid Flash can use Hypersonic Speed. Give Kid Flash a double power action that deals no pushing damage and place him adjacent to an opposing character; Kid Flash may make a close combat attack as a free action and may then be placed in any square within line of fire.

★ **Always a Step Ahead:** Kid Flash can use Probability Control but only when he is the target of an attack.

#040 Secret

 **Knockout Gas:** Secret can use Poison. If an opposing character would reduce damage dealt by her Poison, their speed value is halved until your next turn.

#041 Thunder


 **Sonic Wave:** When Thunder makes a ranged combat attack, you may draw a straight horizontal or vertical line of fire to any single square within range and line of fire, ignoring other characters for line of fire purposes. If you do, the ranged combat attack does not target, and the attack result is compared to each opposing character occupying a square along that line of fire. The character closest to Thunder is the only hit character.

#042 Indigo



★ **Cybernetic Causality Loop:** When Indigo has one action token, give her a free action and choose an opposing character within 6 squares and line of fire. That character can't be given power actions until the beginning of your next turn.

★ **Embedded by Brainiac:** When Indigo is adjacent to friendly characters with the Prime's Titans or Robot keyword, she and those characters can use the Superman Enemy team ability.


#043 Ridge

 **Toss Around:** Ridge can use Leap/Climb. When Ridge is given a move action, after actions resolve, he may be given a close combat action as a free action to use Quake.

#044 Gizmo

+ **Get Away From Me!:**  

★ **Tiny Tinkerer:** Gizmo can use the Flight ability. Give Gizmo a power action and place a standard light object from outside the game in an adjacent square.


 **Insane Engineer:** Give Gizmo a free action and remove an adjacent standard object from the game. If that object was a light object, choose a standard attack power; if that object was a heavy object, choose a standard damage power. Friendly characters within 4 squares can use the chosen power this turn.

#045 Static

★ **Trashcan Lids:** Static starts the game with 3 Trashcan Lid tokens on his character card. Immediately after Static rolls a d6 for Super Senses, he may remove Trashcan Lid tokens from his card; for each token removed, modify the result of his d6 roll by +1. Give Static a power action and remove an adjacent heavy object from the game; if you do, place a Trashcan Lid token on his character card.


#046 Red Tornado


★ **Unchecked Winds:** When Red Tornado has no action tokens, opposing characters more than 6 squares away can't draw line of fire to him.

 **Destructive Cyclones:** Red Tornado can use Telekinesis. When he does, lines of fire between Red Tornado, A, and B are only blocked by walls and indoor blocking terrain.



#047a Starfire

☆ **True Love:** When Starfire is adjacent to a friendly character named Nightwing, modify Nightwing's defense value by +1 if not already modified by this effect.


 **Tamarin Princess:** Starfire can use Energy Shield/Deflection and Invulnerability.

 **T-001 New Teen Titans:** This team character can use Defend and the Flight ability.




#047b Blackfire




+ **I Should Be Queen!:**  

☆ **The Hated Sister:** When Blackfire targets a character with the Teen Titans keyword, modify her attack value by +2.

 **Intense Starbolts:** When an opposing character takes damage from Blackfire's ranged combat attack, that character can't use the Carry or Flight abilities until the beginning of your next turn.

#048 Skitter


+ **Skittering:**   


 **Webbing:** Skitter can use Plasticity. Characters can't automatically break away from Skitter. Opposing characters adjacent to Skitter can't use  .

☆ **Cocoon Healing:** Skitter can use Regeneration. This power can't be countered.



#049 Bunker



☆ **Psionic Constructs:** Terrain markers placed by Bunker are not removed until they are destroyed or until Bunker uses a power that places that type of terrain marker on the map.

 **Purple Fists:** Bunker can use Barrier, Incapacitate, and Quake.


 **Purple Constructs:** Bunker can use Barrier and Toughness.

#050 The Flash


+ **Up Walls, Around Crooks:**  

 **Vibrating Offense:** Flash can use Charge, Flurry, and Phasing/Teleport. When Flash uses Charge, he can use .

 **Just a Blur:** Flash can use Combat Reflexes and Shape Change.

 **T-002 Justice League:** Opposing characters using Hypersonic Speed modify their attack and damage values by -1.


#051 Brother Blood


 **Cult Leader:** Brother Blood can use Mind Control. He can use it normally or, if there is a friendly character named Brother Blood Acolyte within 4 squares, Brother Blood is not dealt unavoidable damage; instead, deal Brother Blood Acolyte 1 unavoidable damage.

☆ **To Scar Such Skin...:** Brother Blood can use Exploit Weakness and Support.


#052 Psimon

☆ **Psychic Shields:** Psimon and adjacent friendly characters can't be targeted with Penetrating/Psychic Blast.

 **Ultimate Control:** Psimon can use Mind Control. When he does, modify his attack value by +2 and, if he targets more than one character, he is not dealt unavoidable damage.

 **Sadistic Arrogance:** Psimon can use Energy Shield/Deflection and Willpower.

#053 Omen

 **Omen's Womb:** Omen can use Mind Control. When she does, she does not need line of fire to her target(s).


☆ **The Worst of You:** Omen can use Perplex. When she does, she may only target an opposing character within range, she does not need line of fire to the target, and she may only modify combat values by -2.


#054 The Ray

☆ **Light Manipulation:** When The Ray has 1 action token, The Ray and adjacent friendly characters that share a keyword with him can use Stealth.

#055 Warblade

+ **You Won't Get Away:**   

☆ **Shifting Body:** Warblade can use Plasticity and Shape Change. When he uses Shape Change, he only succeeds on a result of .

 **Always Around:** Warblade can use Combat Reflexes and Regeneration.

☆ **Grinning Mask:** Warblade can use Perplex. He can use it normally or he may use it to modify an opposing character's defense value by -2.

#056 Harvest

☆ **N.O.W.H.E.R.E.'s Controller:** Harvest is a wild card but may only use the team abilities of friendly characters with the N.O.W.H.E.R.E. keyword. Harvest may begin the game with Harvest's Staff assigned to him by paying its point cost. This object does not count toward your object total and is scored and removed from the game when Harvest is KO'd.

☆ **Offense or Defense:** At the beginning of your turn, when Harvest does not have 2 action tokens, he may modify his attack or defense value by +2 until your next turn.

👉 **Take You All Down:** Harvest can use Pulse Wave. He may use it as a double power action instead, and when you do, hit targets are also given an action token.

🛡️ **Never Stay Down:** Harvest can use Regeneration and Toughness.

☆ **Null Field:** Harvest can use Outwit. When he does and counters a power on an opposing character within 5 squares, that power is countered on all opposing characters that share a keyword with the target character.

#057 Headcase

☆ **Altered Reality:** When Headcase is adjacent to a friendly character with the Prime's Titans keyword, opposing characters within 6 squares may only draw a line of fire to that adjacent character.

👉 **Telekinetic Pulse:** Headcase can use Pulse Wave and Telekinesis. He can be given a double power action to use both as free actions in any order.

🛡️ **Waves of Power:** Headcase can use Energy Shield/Deflection and Super Senses.

#058 Sun Girl

☆ **Fiery Explosion:** When Sun Girl is adjacent to a friendly character with the Prime's Titans keyword, she can use Pulse Wave and friendly characters are not affected by this use of Pulse Wave.

☆ **Burn You at Your Weakest:** When Sun Girl attacks a character that is not on its starting click, modify her attack and damage values by +1.

#059 Inertia

☆ **Speed Force Manipulation:** When Inertia is adjacent to a friendly character with the Prime's Titans keyword, opposing characters within 8 squares halve their speed values. When Inertia is adjacent to a character named Sun Girl, they both modify their attack values by +1 if not already modified by this effect.

👉 **Sadistic Speedster:** When an opposing character uses Hypersonic Speed, after actions resolve, you may give Inertia an action token and deal that opposing character 1 unavoidable damage.

#060 Persuader

☆ **Frenzied Attack:** Give Persuader a free action when she is adjacent to a friendly character with the Prime's Titans keyword; roll a d6, on a result of 6, 7 if you give the adjacent character an action token, Persuader may make a close combat attack.

👉 **Sweeping Strikes:** Persuader can use 🌀. When making a close combat attack, Persuader treats characters within 2 squares and line of fire as adjacent.

👉 **Atomic Axe:** Persuader can use Blades/Claws/Fangs; when she does, the attack can't be evaded, and damage dealt is penetrating damage.

#061 Zookeeper

☆ **Scientific Experiment:** When Zookeeper is adjacent to a friendly character with the Prime's Titans keyword, opposing characters with the Animal keyword modify their combat values by -1 and can't be healed.

☆ **Match You, Form For Form!:** When an opposing character is replaced, give the replacement character(s) an action token.

🛡️ **Animal Hide and Sense:** Zookeeper can use Super Senses and Toughness.

☆ **Animal of Any Size:** At the beginning of your turn Zookeeper may choose one: 🦋, 🐛 or 🐜. Zookeeper now has that combat symbol until your next turn.

#062 Superboy Prime

☆ **Why Should You Live When My World Died?:** When an opposing character within 8 squares is healed, you may place Superboy Prime adjacent to that character. If you do, deal that character 1 unavoidable click of damage and remove an action token from Superboy Prime.

☆ **Reality Punch:** Superboy Prime can use Exploit Weakness and Probability Control. Superboy Prime's other powers can't be countered.

#063 Cyborg

🛡️ **T-001 New Teen Titans:** This team character can't be the target of opposing character's Probability Control.

#064 Raven

👉 **The Darkest Magic:** Raven can use Phasing/Teleport. When Raven deals unavoidable damage with the Mystics team ability, she deals 2 unavoidable damage instead of 1.

👉 **I See Your Fears...:** When Raven is attacked by a character with one or more action tokens, she can use Super Senses.

🛡️ **Daughter of Trigon:** Raven can use Barrier. When this click is revealed, stop turning the dial and roll a d6; on a result of 6, 7, turn Raven to click 7.

🛡️ **T-001 New Teen Titans:** When this team character is not adjacent to an opposing character, they can use Regeneration.

#065 Wonder Girl

☆ **Trying to Lead By Example:** Wonder Girl can use Leadership, but only if she has 1 or more action tokens.

🛡️ **Magic Bracelets:** Wonder Girl can use Invulnerability and Energy Shield/Deflection.

🦸 **T-001 New Teen Titans:** This team character can use Super Strength and the Flight ability.

#066 Superman

☆ **Not From Around Here (240 points):** When Superman has no action tokens, his powers can't be countered.

☆ **Under a Yellow Sun:** When an opposing character targets Superman with a ranged combat attack, modify that character's damage value by -1.

🦸 **T-002 Justice League:** Damage dealt to this team character is reduced by 1 in addition to any other effects.

#067 Batman

☆ **That Won't Work, You Know:** Opposing characters within 6 squares can't ignore pushing damage.

🦇 **Dark Knight:** Batman can use Combat Reflexes and Toughness.

☆ **Striking Fear:** Batman can use Outwit and Shape Change. Batman can use Perplex, but only to modify other characters' combat values.

🦸 **T-002 Justice League:** Opposing characters within 5 squares of this team character can't use Perplex.

#068 Wonder Woman

☆ **Warrior Race:** When Wonder Woman makes an attack, she can use Willpower this turn.

🦋 **Charge of the Righteous:** Wonder Woman can use Charge. When she is given a power action to use Charge, after actions resolve roll a d6. On a result of 6 - 8, remove an action token from a friendly character with a lower point cost within 4 squares.

🦋 **Unbreakable Lasso:** Wonder Woman can use Incapacitate as if she had a range value of 4. When she does and hits, she can use Perplex but may only modify a combat value of the hit character by -2.

🦸 **T-002 Justice League:** This team character can use Energy Shield/Deflection.

#069 Cinder

🔥 **Burn Through Anything:** Cinder can use Phasing/Teleport. When she does, place a special terrain marker on any walls or squares

of blocking terrain that she moved through; they are considered clear terrain.

🔥 **Molten Lava:** Cinder can use Poison. She can use it normally or she can deal 1 penetrating damage to a single adjacent opposing character.

🦸 **T-003 Titans: Villains for Hire:** This team character can use Phasing/Teleport. Lines of fire drawn by this team character to The Mark ignore blocking terrain.

#070 Cheshire

☆ **Deadliest Poisons:** Cheshire can use Poison. When she does, characters that take damage from her Poison modify their defense values by -1 until your next turn.

🦋 **Toxic:** Give Cheshire a power action. Deal 1 penetrating damage to an adjacent opposing character.

🦸 **T-003 Titans: Villains for Hire:** This team character can use Poison. When they do, damage dealt to The Mark is penetrating damage.

#071 Tattooed Man

🦋 **Sin Grafting:** Tattooed Man can use Blades/Claws/Fangs, Incapacitate, Quake, and Telekinesis.

☆ **Tattoos Come to Life:** At the beginning of your turn, choose one: Close Combat Expert, Exploit Weakness, Perplex, or Shape Change. Tattooed Man can use the chosen power until your next turn.

🦸 **T-003 Titans: Villains for Hire:** This team character can use Shape Change. When this team character is attacked by The Mark, they succeed for Shape Change on a result of 6 - 8.

#072 Burnout

🦋 **Catch Fire:** Burnout can use Energy Explosion; when he does, damage dealt to untargeted hit characters is modified by +1.

🔥 **T-004 Gen¹³:** This team character can use Pulse Wave.

#073 Sarah Rainmaker

+ **Uninhibited:** 🌀 ●

🦸 **T-004 Gen¹³:** This team character can use Energy Explosion with 🌀🌀.

#074 Freefall

☆ **I Don't Know Why, But I Love Grunge:** During the beginning of your turn, if a friendly character named Grunge took damage since your last turn, Freefall may be placed adjacent to Grunge and may make a close combat attack as a free action targeting an opposing character that caused Grunge to take damage last turn.

🦸 **T-004 Gen¹³:** This team character can use Force Blast and Telekinesis.

#075 Aqualad

☆ **At Home in the Water:** When Aqualad occupies water terrain, he can use Super Senses. When Aqualad is given an action and occupies water terrain, modify his speed value by +3.

👤 **T-005 Teen Titans:** This team character can't have their combat values modified by opposing characters.

#076 Wonder Girl

👤 **Ensnare the Nearest Enemy:** Wonder Girl can use Charge and Plasticity.

👤 **Magic Bracelets:** Wonder Girl can use Defend, Toughness and Willpower.

👤 **T-005 Teen Titans:** This team character can use the Flight ability and ignores Shape Change.

#077 Starfire

👤 **Warrior Princess:** Starfire can use Energy Shield/Deflection, Toughness and Willpower.

👤 **T-006 Outlaws:** This team character can use Poison and Toughness. This team character has 🗡️.

#100 Ravager

+ **No One Will Stop Me From Reaching My Target:** 🗡️ ●

#201 Red Robin

👤 **Keeping Others Safe:** If Red Robin began the turn adjacent to a friendly character, he can use Running Shot and Willpower if he does not use the Carry ability.

#202 Superboy

☆ **Dead or Alive, It Doesn't Matter to Me.:** When Superboy hits with an attack and rolls doubles, choose one: hit characters are also given an action token or damage dealt is penetrating damage.

👤 **Unchecked TK:** Superboy can use Poison, Pulse Wave, and Telekinesis.

#203 Wonder Girl

👤 **Headstrong:** Wonder Girl can use Charge. When she does, she can use 🗡️ ● 🗡️

👤 **Reactive Armor:** When Wonder Girl has no action tokens, she can use Impervious. When Wonder Girl has 1 action token, she can use Invulnerability. When Wonder Girl has 2 action tokens, she can use Toughness.

#204 Red Hood

+ **Always in the Middle of Everything:** 🗡️ 🗡️ 🗡️

☆ **Miscommunication & Misdirection:** Give Red Hood a free action and choose a character within 6 squares. That character can't use Outwit until your next turn. If that character possesses the Batman Ally or Batman Enemy team ability, they can't use that team ability until your next turn.

#205 N.O.W.H.E.R.E. Soldier

☆ **Combined Firepower:** Give N.O.W.H.E.R.E. Soldier a power action and choose an adjacent friendly character. This turn, the chosen character modifies its damage value by +1 while adjacent to this character and making a ranged combat attack.

#206 Brother Blood Acolyte

👤 **Minion: For Blood:** If a friendly character named Brother Blood is within 8 squares, Brother Blood Acolyte can use Poison and Willpower. When Brother Blood Acolyte deals damage with Poison, you may choose that damage dealt is penetrating damage; if you do, deal Brother Blood Acolyte 1 unavoidable damage after actions resolve.

#207 Solstice

☆ **No Promise This is Going to Work:** Give Solstice a power action and choose a square within her range that is on a horizontal, vertical, or diagonal path from her. All objects, walls, or squares of blocking terrain that would hinder or block the line of fire to that square are destroyed.

👤 **Darkness & Light:** When Solstice has no action tokens, lines of fire can't be drawn to her when it is not your turn. If the line of fire for a ranged attack targeting Solstice crosses through hindering terrain, modify her defense by an additional +1.

#208 Rose Wilson

+ **A Killer Who Walks Free:** 🗡️ 🗡️

☆ **Subject 8:** Activated: Rose Wilson begins the game on her green starting line. Any adjacent character may be given a power action to click Rose Wilson 6 clicks to the right.

👤 **Two Swords, Few Words:** Rose Wilson can use Charge and Flurry.

👤 **Relentless Defense:** Rose Wilson can use Combat Reflexes. When she is the target of a close combat attack, she can use Super Senses.


#209 Leash


☆ **Psionic Coils:** Leash can use Plasticity.


👤 **You're a Part of Me:** Leash can use Incapacitate and Telekinesis.

☆ **Transport Coils:** Give Leash a close combat action that deals no damage and targets all adjacent opposing characters; if he hits any opposing characters, Leash may be placed anywhere within his speed value and may place one hit character adjacent to himself.


#210 Grymm



 **Anger, I Can Work With That:** Grymm can use Mind Control. When he does, modify his attack value by +2 and he may target opposing characters that can use Battle Fury.


 **Paralytic Toxin:** Grymm can use Poison. When he does, you may give characters of 150 points or less an action token instead of being dealt damage.


 **Genetic Implant:** Grymm can use Super Senses. When he does and evades an attack, deal the attacker 1 damage.

#G01 Trigon


 **Where Do You Think Your Power Comes From?:** Each time an opposing character with the Mystical keyword or Mystics team ability targets Trigon with Probability Control, immediately modify his combat values by +1 until the beginning of your next turn.


 **Reality Warp:** Trigon can use Penetrating/Psychic Blast as if he had . At the beginning of your turn, Trigon can use Barrier as a free action; he may only place two blocking terrain markers, each within his range and line of fire, but they do not need to be adjacent to each other. When these terrain markers are removed at the beginning of your turn, deal 1 damage to opposing characters adjacent to those markers' squares.


 **Just When You Think He's Gone...:** If this click is revealed by taking damage from an opponent's attack, stop turning the dial. Trigon can use Regeneration and Super Senses.

 **Demonic Disruption:** Trigon can use Perplex and Probability Control.


#T01 New Teen Titans


 **Titans, Together Forever:** When all team members are attached, New Teen Titans can't be the target of Mind Control or Penetrating/Psychic Blast.


 **Training Every Weekend at Titans Tower:** New Teen Titans can use Toughness and Combat Reflexes.


 **Not Sidekicks Anymore:** At the beginning of your turn, choose one: Outwit, Perplex, or Probability Control. New Teen Titans can use that power this turn.


 **Changeling:** New Teen Titans can use Shape Change.


 **Cyborg:** New Teen Titans can't be the target of opposing character's Probability Control.


 **Kid Flash:** New Teen Titans can use Hypersonic Speed and when they do, modify their speed value by +2.

 **Raven:** When New Teen Titans are not adjacent to an opposing character, they can use Regeneration.


 **Robin:** New Teen Titans can use Outwit and only adjacent characters can target them with Outwit.


 **Starfire:** New Teen Titans can use Defend and the Flight ability.


 **Wonder Girl:** New Teen Titans can use Super Strength and the Flight ability.


 **We Go Where We're Needed:** Give New Teen Titans a power action and place them adjacent to the highest point opposing character, then make a close combat attack as a free action.


#T02 Justice League


 **The Founding Members:** When all team members are attached, Justice League's powers and abilities can't be countered.


 **Watchtower:** At the beginning of the game, choose a team ability or keyword possessed by a character on the opposing team. Opposing characters with that team ability or keyword can't use Stealth.


 **Truth and Justice:** Opposing characters within 4 squares can't have their combat values modified if the modified result would be higher than the original.

 **We Depend on Each Other:** Justice League can use Defend, Super Senses, and Toughness.


 **Aquaman:** Justice League ignores Shape Change and their attacks can't be evaded.


 **Batman:** Opposing characters within 5 squares of Justice League can't use Perplex.

 **Cyborg:** Justice League can use the Sharpshooter ability and modifies their range value by +2.

 **The Flash:** Opposing characters using Hypersonic Speed modify their attack and damage values by -1.


 **Green Lantern:** Justice League can use Barrier and Telekinesis.


 **Superman:** Damage dealt to Justice League is reduced by 1 in addition to any other effects.


 **Wonder Woman:** Justice League can use Energy Shield/Deflection.

 **Saving the World:** Justice League can use Colossal Stamina.


#T03 Titans: Villains For Hire


 **The Contract:** Titans: Villains for Hire can use the Sharpshooter ability. At the beginning of the game choose an opposing character; that character is The Mark. If The Mark is KO'd by an attack made by a character with the Villains for Hire keyword victory points awarded for that character are doubled.


 **Striking from the Shadows:** Titans: Villains for Hire can use Running Shot and Stealth.


 **Always Return for the Kill:** Titans: Villains for Hire can use Toughness and Regeneration.

 **Cheshire:** Titans: Villains for Hire can use Poison. When they do, damage dealt to The Mark is penetrating damage.


 **Cinder:** Titans: Villains for Hire can use Phasing/Teleport. Lines of fire drawn by Titans: Villains for Hire to The Mark ignore blocking terrain.


 **Deathstroke:** Titans: Villains for Hire can use Outwit. When Titans: Villains for Hire attack The Mark, modify their attack and damage values by +1.

 **Osiris:** Titans: Villains for Hire can use Charge. After Titans: Villains for Hire resolve a move action, if they are adjacent to The Mark, you may give them a close combat action as a free action.


 **Tattooed Man:** Titans: Villains for Hire can use Shape Change. When Titans: Villains for Hire are attacked by The Mark, they succeed for Shape Change on a result of $\boxed{2}$ - $\boxed{11}$.


#T04 Gen¹³


 **Burnout:** Gen¹³ can use Pulse Wave.


 **Fairchild:** Gen¹³ can use Super Strength.

 **Freefall:** Gen¹³ can use Force Blast and Telekinesis.


 **Grunge:** Gen¹³ can use the Move and Attack ability.


 **Sarah Rainmaker:** Gen¹³ can use Energy Explosion with $\frac{4}{4}$.


 **Learning to Fight Back:** If Gen¹³ was attacked last turn, their damage value is locked this turn and any damage dealt by them is penetrating damage.


 **We're the Next Generation:** Gen¹³ can use Perplex twice per turn. When they do, they may only target themselves once per turn.


#T05 Teen Titans


 **Full Roster:** When all characters are attached to Teen Titans, Teen Titans can use Colossal Stamina.


 **We Created a Family:** Teen Titans can use Energy Shield/Deflection, Super Senses, and Toughness.

 **Aqualad:** Teen Titans can't have their combat values modified by opposing characters.


 **Kid Flash:** Teen Titans can use Hypersonic Speed and when they do, modify their speed value by +2.


 **Robin:** Teen Titans can use Outwit and only adjacent characters can target them with Outwit.


 **Wonder Girl:** Teen Titans can use the Flight ability and ignore Shape Change.


 **Titans Together!:** At the beginning of your turn, roll a d6. On a result of $\boxed{6}$ - $\boxed{11}$, remove an action token from Teen Titans.



#T06 Outlaws


 **We Get Along Fine On Our Own:** Outlaws may have as few as 2 team members attached. Outlaws can use the Sharpshooter ability.

 **All Together Now!:** At the beginning of your turn, choose Combat Reflexes or Super Senses. Outlaws can use the chosen power until your next turn when all members of this team dial are attached.

 **Arsenal:** Outlaws can use Energy Explosion, Energy Shield/Deflection and Incapacitate.

 **Red Hood:** Outlaws can use Combat Reflexes, Leap/Climb, and Stealth.


 **Starfire:** Outlaws can use Poison and Toughness. Outlaws have .

 **Shoot First, Ask Questions Later:** If Outlaws are given the first non-free action of the turn, damage dealt is penetrating damage for that action. Outlaws can use Outwit but only as the last action of the turn.


Teen Titans Fast Forces

#001 Fairchild


 **Growth:** Fairchild has  and can use Willpower.

 **I Have a Few Tricks Up My Sleeve:** Fairchild can use Invulnerability. If this click is revealed by damage from an opponent's attack, stop turning the dial.


#002 Beast Boy

 **Shifting:** Once during your turn, give Beast Boy a free action and choose one: Blades/Claws/Fangs, Charge, Plasticity or Poison. Beast Boy can use the chosen power this turn.


#003 Terra


 **Earthquake:** Terra can use Quake as if she occupied any square within range and line of fire.

#004 Lightning


 **Hold Them There, Brother!:** Lightning can use Penetrating/Psychic Blast. She modifies her attack and damage values by +1 when attacking a character with 2 action tokens.

#005 Thunder

 **Keeping You Safe, Sis:** When Thunder is adjacent to a character named Lightning, he can use Willpower.

 **Concentrated Thunder:** Thunder can use Energy Explosion. When he does, a hit target is given an action token in addition to the normal effects.

#006 Ridge


 **Well Trained, Thick Skinned:** Ridge can use Combat Reflexes and Invulnerability.

Fear Itself


#001 Thule Society Priest

Relic Guardian: If a character attempts a relic roll while adjacent to a friendly character named “Thule Society Priest,” modify the relic roll by +1 if not already increased by this effect. If a character attempts a relic roll while adjacent to an opposing character named “Thule Society Priest,” modify the relic roll by -1 if not already decreased by this effect.

#003 Monkey King

EAGLE FORM: Monkey King has .

#004 Prodigy

Flawed Leadership: Prodigy can use Leadership as if he were 300 points, but only succeeds on a result of .

#005 Valkyrie

At the Side of the Slain: Whenever a character is KO'd, after actions resolve, you may place Valkyrie in a square that character occupied.

Fearless: Valkyrie can use Blades/Claws/Fangs and Flurry.

#006 Red She-hulk

Triggered Regeneration: After clearing tokens at the end of your turn, if Red She-Hulk has two action tokens, heal her of 1 damage.

Stronger than Jennifer: Red She-Hulk can use Super Strength. When using an object during an attack, increase the damage dealt by 1.

#007 Iron Fist

Master of K'un Lun: .


Immortal Weapon of Agamotto: Iron Fist can use Combat Reflexes and Super Senses.

The Iron Fist: Iron Fist can use Close Combat Expert. When he does and has no action tokens, if his attack total is at least 2 greater than his target's defense value, modify his damage value by an additional +1.

#008 Titania

Prove I'm the Strongest Woman (Or Man) There Is: Titania can use Super Strength. Titania modifies her attack value by +2 when attacking a character that can use Super Strength.

#009 Sin

Searching for the Hammer: Sin may add 1 to the relic roll when she rolls for a relic with the  set symbol.

I'm Going to Take Over the World Like Father Couldn't: Sin can use Leadership and Outwit.

#010 Speedball

I Need to Keep Moving: .

Kinetic Bounce: Speedball ignores knock back damage. When Speedball hits with or is hit by an attack, after actions resolve place an Acceleration token on this card and you may place him in any square within his speed value and line of fire.

Hit Twice As Hard As I Bounced: Speedball modifies his speed value by the number of Acceleration tokens on this card. He modifies his damage value by +1 for every 2 Acceleration tokens on this card.

#011 Tyr

Shield...: If Tyr has no action tokens, modify his defense value by +1.

Asgardian War God: Modify the damage value of adjacent friendly characters with the Asgardian keyword by +1 when they make close combat attacks.

Soul of the War God: Tyr can use Penetrating/Psychic Blast as if he had a range value of 6.

#012 Heimdall

Detected by Heimdall: Opposing characters that move within 3 squares of Heimdall must end their movement, unless they began their movement within 3 squares of him.

The Rock of Asgard: Other friendly characters with the Asgardian keyword within line of fire modify their defense value by +1.

#013 Tanarus

There is No Thor, Only Tanarus! If a friendly character named Thor of equal or higher points is not on its starting click, you may give that character a power action and replace it with Tanarus the same number of clicks from his starting line. This trait can be used when Tanarus is not on the map.

Codgel, My Enchanted Weapon: Tanarus can use Barrier and Penetrating/Psychic Blast.

#014 Raizo Kodo

Vampiric Hunger: Raizo Kodo begins the game on click #3. Raizo Kodo can use Steal Energy and when he does, he may heal past his starting line.

Samurai Duel: At the beginning of the game, you may choose an opposing character. If you do, as long as that character is on the map, Raizo Kodo modifies his attack value by +2 when attacking the chosen character but -1 when attacking other characters.

✦ **Tactical Concentration:** When Raizo Kodo is not adjacent to an opposing character, he can use Outwit until your next turn.

#015 Attuma

☆ **Atlantean Vision:** Once per game, give Attuma a free action and place up to six Water markers on the map in squares of clear terrain and at least 6 squares from any opposing character; these squares are water terrain this game. Attuma can use Super Senses when occupying water terrain.

✦ **Lord of the Murky Depths:** Opposing characters within 6 squares and occupying water terrain can't be given power actions.

#016 Black Widow

✦ **Mighty Stingers:** Black Widow can use Blades/Claws/Fangs and Incapacitate. When she uses Blades/Claws/Fangs, on a result of ☐ - ☐, give a hit character an action token after actions resolve.

✦ **Mighty Revert: Black Widow:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Black Widow a free action and replace her with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#017 Ms. Marvel

✦ **Mighty Axe:** Ms. Marvel can use Super Strength. She can use Blades/Claws/Fangs and may also use it to replace her damage value when she is given a ranged combat action. When she uses Blades/Claws/Fangs, on a result of ☐ - ☐, deal a hit target 1 penetrating damage after actions resolve.

✦ **Mighty Revert: Ms. Marvel:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Ms. Marvel a free action and replace her with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#018 Iron Fist

✦ **Mighty Hammer and Chain:** Give Iron Fist a power action, choose an opposing character within range and line of fire, and roll a d6. If the d6 result is higher than the number of squares to that character, you may place that character in a square adjacent to Iron Fist. On any result, you may then make a close combat attack.

✦ **Mighty Revert: Iron Fist:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Iron Fist a free action and replace him with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#019 Hawkeye

✦ **Mighty Bow:** Hawkeye can use Incapacitate as if he had ☐☐☐☐.

When he does, after actions resolve, roll a d6. On a result of ☐ - ☐, each hit character is dealt damage equal to the number of action tokens they have.

✦ **Mighty Revert: Hawkeye:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Hawkeye a free action and replace him with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#020 Red She-hulk

☆ **I'm Keeping the Sword:** When Red She-Hulk uses Mighty Revert, the replacement character can use Blades/Claws/Fangs.

✦ **Mighty Big-\$\$\$ Sword:** Red She-Hulk can use Blades/Claws/Fangs. When she does, the attack does not generate knock back; and on a result of ☐ - ☐, after actions resolve, deal the same amount of damage to an opposing character adjacent to the target but not adjacent to Red She-Hulk.

✦ **Mighty Revert: Red She-Hulk:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Red She-Hulk a free action and replace her with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#021 Doctor Strange



✦ **Mighty Staff:** Doctor Strange can use Penetrating/Psychic Blast. Once per turn, when a friendly character within 6 squares rolls a single d6 during your turn and the result is ☐ - ☐, you may have that character reroll that die.

✦ **Astral Projection:** Doctor Strange can use Energy Shield/Deflection and Super Senses.

✦ **Mighty Revert: Doctor Strange:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Doctor Strange a free action and replace him with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.


#022 Nerkkod

☆ **Hammer of Nerkkod:** Nerkkod can use Running Shot. When Nerkkod is KO'd, you may place a ☐ #S105 Nerkkod's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.



 **Revert: Attuma:** Give Nerkkod a free action and replace him with a figure named Attuma of equal or less points that's the same number of clicks from its starting line. You may assign  #S105 Nerkkod's Hammer to that character and it can't be given an action this turn.

☆ **Undersea:** When Nerkkod occupies water terrain, modify his damage value by +1 and his range value becomes 10.


#023 Mokk

☆ **Hammer of Mokk:** Mokk can use Plasticity and Running Shot. When Mokk is KO'd, you may place a  #S102 Mokk's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.



☆ **Advanced Petrification:** Opposing characters with a lower point value within 4 squares of Mokk can't be given non-free actions if they already have one or more action tokens.

 **Revert: Grey Gargoyle:** Give Mokk a free action and replace him with a figure named Grey Gargoyle of equal or less points that's the same number of clicks from its starting line. You may assign  #S102 Mokk's Hammer to that character and it can't be given an action this turn.

#024 Greithoth


☆ **Hammer of Greithoth:** Greithoth can use Running Shot. When Greithoth is KO'd, you may place a  #S104 Greithoth's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.

☆ **Extreme Absorption:** When Greithoth hits a character that can use Impervious, Invincible, or Invulnerability, Greithoth may choose to use that power this game.



 **Revert: Absorbing Man:** Give Greithoth a free action and replace him with a figure named Absorbing Man of equal or less points that's the same number of clicks from its starting line. You may assign  #S104 Greithoth's Hammer to that character and it can't be given an action this turn.

#025 Skirn

+ **No Other Man Touches Me:**   


☆ **Hammer of Skirn:** Skirn can use Charge. When Skirn is KO'd, you may place a  #S103 Skirn's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.



☆ **Hammer Collision:** If Skirn is adjacent to a friendly character with the keyword The Worthy, she can use Pulse Wave as if she had a range of 8. If that character is named Greithoth, her Pulse Wave deals 3 damage instead of 1 when targeting more than one character. Adjacent friendly characters with the keyword The Worthy ignore this use of Pulse Wave.

 **Revert: Titania:** Give Skirn a free action and replace her with a figure named Titania of equal or less points that's the same number of clicks from its starting line. You may assign  #S103 Skirn's Hammer to that character and it can't be given an action this turn.

#026 Kuurth


+ **Plan 4: Unstoppable!:**   

☆ **Hammer of Kuurth:** Kuurth can use Charge. When Kuurth is KO'd, you may place a  #S101 Kuurth's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.

 **Revert: Juggernaut:** Give Kuurth a free action and replace him with a figure named Juggernaut of equal or less points that's the same number of clicks from its starting line. You may assign  #S101 Kuurth's Hammer to that character and it can't be given an action this turn.

☆ **Grab and Smash:** Kuurth breaks away automatically. When Kuurth is given an action to use Charge, he can use the Carry ability to carry an opposing character as if it were a friendly character. When he does, after actions resolve, deal damage to the carried character equal to the total number of walls and squares of blocking terrain destroyed during that action, maximum 4.


#027 The Serpent




 **Summon the Worthy to Defend Me:** Give The Serpent a power action. Place up to two friendly characters with The Worthy keyword adjacent to him. Those characters can't be given an action this turn.

☆ **I Am Your All-Father, Now:** The Serpent can use Enhancement and Leadership. When he succeeds on a roll for Leadership, he may also remove an action token from any adjacent character with the Asgardian keyword.

#028 Dracula


☆ **Vampiric Hunger:** Dracula begins the game on click #4. Dracula can use Steal Energy and when he does, he may heal past his starting line.

 **Vampiric Assault:** Dracula can use Charge, Flurry and Stealth.

 **Blood Armor:** Dracula can use Impervious. If an opposing character took damage from his attack since its last turn, this power can't be countered and reduces the damage to 0 on a result of  .

#029 Colossus

+ **How Did He Ever Stop?:**    

 **I Can't Even Stop Myself:** Colossus can use Charge; when he is given an action to use Charge, if he has no action tokens and an opposing character takes damage from his attack, after actions resolve he may use Charge as a free action.

#030 Spider-Man

✦ **I Can Keep This City Alive:** 🌀 ●

👉 **Mighty Talons:** Spider-Man can use Flurry. If he uses it and hits the same target with both attacks, give the target an action token.

✦ **Mighty Revert: Spider-Man:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Spider-Man a free action and replace him with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#031 Wolverine

👉 **Mighty Spikes:** Wolverine can use Blades/Claws/Fangs and Poison. When he uses Poison, roll a d6 after actions resolve. On a result of 🎲 - 🎲, deal 1 penetrating damage to each adjacent opposing character.

✦ **Mighty Revert: Wolverine:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Wolverine a free action and replace him with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#032 Nul

✦ **Hammer of Nul:** Nul can use Running Shot. When Nul is KO'd, you may place a 🎲 #S106 Nul's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.

👉 **Revert: Hulk:** Give Nul a free action and replace him with a figure named Hulk of equal or less points that's the same number of clicks from its starting line. You may assign 🎲 #S106 Nul's Hammer to that character and it can't be given an action this turn.

👉 **Monstrous Breath:** When Nul makes a ranged combat attack, modify his damage value by -1. Nul's other powers can't be countered.

#033 Angrir

✦ **Hammer of Angrir:** Angrir can use Charge, Steal Energy and Regeneration. When Angrir is KO'd, you may place a 🎲 #S107 Angrir's Hammer in an adjacent square and friendly characters modify their relic roll by +1 this game.

👉 **Revert: Thing:** Give Angrir a free action and replace him with a figure named Thing of equal or less points that's the same number of clicks from its starting line. You may assign 🎲 #S107 Angrir's Hammer to that character and it can't be given an action this turn.

✦ **Hammer Clobber:** Angrir can use Close Combat Expert. When he does and hits, hit characters are knocked back 4 squares and you may place a standard heavy object in the square they occupied.

#101 Loki

✦ **The Speed of the Hel-Wolf:** Loki's attack value is not modified by the Move and Attack ability.

#102 Hela

✦ **Each Passing Empowers Me:** Each time a character of 50 or more points is KO'd, after actions resolve, heal Hela of 1 damage.

👉 **Your Soul Belongs In My Service:** Hela can use Mind Control. When she does and targets only one character, modify her attack value by +X where X is the target's click number.

✦ **Hel in Mephisto's Hell:** If an opposing characters within 4 squares would be given an action token, give that character two actions tokens instead.

#103 Thor

✦ **Odin's Armor, That Once Weathered the Serpent:** Modify Thor's defense value by +1 for each 100 points of the attacker's point value.

👉 **The Odinsword, Whose True Name is Ragnarok:** Give Thor a double power action and make a close or ranged combat attack; if he hits, roll a d6 that can't be rerolled. Replace Thor's damage value with his printed damage value plus the result, then lock it. Once per game, Thor can use this power as a power action instead.

#104 Odin

👉 **Sleipnir, My Eight-Legged Steed:** Odin can use Hypersonic Speed, but does not halve his range value when doing so.

👉 **The All-Father:** At the beginning of your turn, choose a standard attack power. Odin and friendly characters 150 points or less can use that power this turn.

✦ **Empower Your Mortal Weapons:** If Odin has one or more action tokens, modify the attack value of other friendly characters that are 150 points or less by +1. If Odin has two action tokens, modify the damage value of other friendly characters within 8 squares by +1.

#105 Cul Borson

👉 **I Will Deal With You Myself, Nephew:** Cul Borson can use Charge, Exploit Weakness, and Flurry.

👉 **The Original All-Father:** At the beginning of your turn, choose a standard attack power. Opposing characters 150 points or less can't use that power until your next turn.


✦ **Weaken Your Mortal Wills:** If Cul Borson has one or more action tokens, modify the attack value of opposing characters 150 points or less by -1. If Cul Borson has two action tokens, modify the

damage value of opposing characters within 8 squares and 150 points or less by -1.

#106 Nul

+ **In Search of the Concordance Engine:**  

☆ **Relentless March Toward Wundagore:** Give Nul a free action. Move him up to 3 squares, breaking away automatically.

 **Break Everything:** Nul can use Poison and Super Strength. When he destroys a square of blocking terrain with an attack, deal 1 unavoidable damage to each opposing character adjacent to that square.

#107 The Serpent

General Rules:

The Serpent has three different dials, each with its own point value. You may play The Serpent with any of these dials or a combination of dials. When playing with a combination of dials, Serpent's point value is equal to the sum of each individual dial. Each dial is played in sequence, from the highest point value to the lowest.

The Fear Dial


- The Fear dial begins at 1. At the beginning of your first turn, roll a d6 and click the Fear dial to the right half of the result.
- When an opposing character takes damage from The Serpent, turn the Fear dial once to the right.
- Once per turn, if The Serpent takes damage from an opponent's attack, roll a d6, if the result is 1 - 3, turn the Fear dial once to the left.
- The Fear dial may never be clicked below 1 or above 12.
- The Fear dial does not change when The Serpent takes damage and begins a new dial.
- The Serpent has traits and special powers that refer to "Fear". This refers to the current value of the Fear dial.
- Each dial of The Serpent uses the Fear Dial in a different way. See the Fear Dial Chart for more information.


Fear Dial Chart


Fear Dial	600: You may give The Serpent this many actions as free actions.	500: Modify The Serpent's combat values by this.	200: The Serpent's range value.
1-3	0	0	4
4-5	0	0	6
6-8	1	1	8
9-10	1	2	Fear
11-12	2	3	Fear


☆ **Raze the Buildings, Cover the Oceans: (600 Points)** At the beginning of the game, choose one contiguous area of elevated terrain, if any. That terrain is now elevation level 2 and all other elevated terrain is grounded hindering terrain instead.


☆ **Emergent Menace: (500 Points)** The Serpent can use Quake. Once during your turn, he can use it as a free action.

 **Fear Clouds Your Mind: (500 Points)** The Serpent can use Mind Control and when he does he may target up to 4 characters within line of fire if their printed defense values are equal to or less than Fear +10. When he uses Mind Control, if an opposing character takes damage from an attack during that action, after actions resolve, remove an action token from The Serpent.


 **Lightning Breath: (600 Points)** Give The Serpent a power action. Draw a direct line of fire to any single square within The Serpent's range and line of fire, ignoring other characters for line of fire purposes. Make a ranged combat attack that does not target, and compare the result to each character occupying a square along that line of fire, or a square adjacent to that line of fire but still within his range. Each hit character is dealt 3 damage.


 **The Thing That You Fear Most: (200 Points)** If The Serpent hits an opposing character and the attack roll is less than Fear, all damage dealt to the target this turn is penetrating damage.

 **Draw in My Power: (600 Points)** When this power is first revealed, put a number of tokens on this card equal to Fear. As a free action, remove any number of tokens and modify any one of The Serpent's combat values by that amount until your next turn. This power can't be countered.

 **Fear Your Losses: (500 Points)** Whenever an opposing character attacks The Serpent and the attack total misses by 2 or more, turn the Fear dial once to the right.


#201 Skadi

☆ **Skadi's Hammer:** Skadi can use Charge and Exploit Weakness. When Skadi is KO'd or replaced, you may place  #S201 Skadi's Hammer in this square and friendly characters increase their roll to pick it up by +2 this game.

 **Revert: Sin:** Give Skadi a free action and replace her with a figure named Sin of equal or less points that's the same number of clicks from its starting line. That character can't be given an action this turn.

#201 Captain America

☆ **Death? of a Hero:** When Captain America is KO'd, choose a friendly character 100 points or less. That character modifies its speed and attack values by +1. If that character is named Captain America or Steve Rogers, modify all of its combat values by +1 instead.

 **Inspiring Defender:** Friendly adjacent characters modify their defense values by +1 if not already modified by this effect. If they are

less points than Captain America, they may be within 3 squares instead of adjacent.

★ **Save the Civilians:** Captain America can use Support. When he uses it targeting a character of less points, that character's defense value becomes 0 for that action.

#300 Iron Man

☆ **Hammer Hunter:** When Iron Man hits a character with a Relic or Resource assigned to them, they can't use that Relic or Resource until Iron Man takes damage from an attack.

🛡️ **Mighty Armor:** Iron Man can use Impervious, but reduces the damage to zero on a result of 10, 11. When Iron Man is targeted with Penetrating/Psychic Blast, damage dealt to him is not penetrating damage. This power can't be countered.

★ **Mighty Revert: Iron Man:** When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial. Give Iron Man a free action and replace him with a figure with the same name and less points that's the same number of clicks from its starting line. That character can't be given an action this turn and modifies its attack and damage values by +1 for the rest of the game. This power can't be ignored.

#301 Splitlip

🔧 **I'll Forge Your Weapon, You** ⚔️: Friendly characters can use free actions instead of power actions to make a relic roll and modify their roll by +1 if not already modified by this effect.

#B002 Skadi's Warbot


☆ **Blitzkrieg:** Other characters with the word "Warbot" in their name modify their speed and attack values by +1.


#B003 Damaged Warbot

☆ **Malfunction Override:** At the beginning of your turn, you may roll a d6. On a roll of 4-6, modify Damaged Warbot's combat values by +1 until your next turn.


Iron Maiden†


#001 Iron Maiden


 **Dead Eddie:** Iron Maiden can use Regeneration and Toughness. When he uses Regeneration, he heals a minimum of 1 damage.

 **The Original:** When Iron Maiden is given the first non-free action during your turn, modify his attack value by +1 this turn.


#002 Phantom of the Opera


 **A Voice That Can Shatter Glass:** Phantom of the Opera can use Pulse Wave. When he does, after actions resolve each hit character 75 points or less is given an action token.


 **Dead Eddie:** Phantom of the Opera can use Regeneration and Toughness. When he uses Regeneration, he heals a minimum of 1 damage.

 **A Face That Can Shatter Minds:** Phantom of the Opera can use Outwit, but may only target an opposing character within 5 squares. A character that has a power countered by his Outwit can't be given a non-free action if it has 1 action token.



#003 Killers

 **Killers Indeed:** When an opposing character is KO'd, remove an action token from Killers.


 **Murder in the Morgue:** Killers can use Blades/Claws/Fangs and Steal Energy.


 **Dead Eddie:** Killers can use Regeneration and Toughness. When he uses Regeneration, he heals a minimum of 1 damage.

#004 Piece of Mind


 **Flight of Icarus:** Piece of Mind begins the game with 3 chain tokens on this card. When Piece of Mind has no tokens and is given a non-free action, remove a chain token from this card. When there are no chain tokens on this card, Piece of Mind possesses the  symbol, a range value of 6, and modifies his speed and attack value by +1.

#005 The Trooper


 **Dead Eddie:** The Trooper can use Regeneration and Toughness. When he uses Regeneration, he heals a minimum of 1 damage.

 **To Tame a Land:** Once per game, when The Trooper has one action token and occupies an opponent's starting area, give The Trooper a power action. Place up to 150 points of opposing character(s) into any one starting area.


#006 Powerslave


 **Power-Slaving:** Powerslave can use Mind Control and the maximum damage he takes from using it is 1. When he uses Mind

Control and hits, place a Slave Token on his character card; Powerslave modifies his attack value by +1 for each Slave Token on his character card.


 **Dead Eddie:** Powerslave can use Regeneration and Toughness. When he uses Regeneration, he heals a minimum of 1 damage.

#007 Live After Death


 **Revelations:** Once per game when Live After Death would be KO'd, instead turn him to click #6, remove all action tokens from him, and deal 1 damage to all adjacent characters.


 **Dead Eddie:** Live After Death can use Regeneration and Toughness. When he uses Regeneration, he heals a minimum of 1 damage.

#008 Somewhere in Time

 **Temporal Targeting:** Somewhere in Time ignores other characters for line of fire purposes, and can make ranged attacks against any opposing character he can draw a line of fire to, even when he is adjacent to opposing characters.

#009 The Final Frontier

 **Spaceborn Devourer:** Give The Final Frontier a close combat or ranged combat action. Heal The Final Frontier of the damage taken.

 **The Talisman Fork:** When The Final Frontier attacks a character with one or more action tokens that isn't on their first click, The Final Frontier deals penetrating damage.

Man of Steel

#002 Kryptonian Scientist

☆ **Minion: Proud Race:** When a friendly character with the Kryptonian keyword and a higher point value is within 8 squares, Kryptonian Scientist can use Willpower.

👉 **Brainstorming for Weaponry:** When a friendly character with the Scientist keyword and a higher point value is within 8 squares, Kryptonian Scientist can use Penetrating/Psychic Blast.

#003 General Zod

☆ **Earth's Yellow Sun:** If General Zod is 125 points, he is KO'd when he crosses the red KO line. If General Zod is 225 points, he is not KO'd when he crosses the red KO line; instead, stop turning the dial and he has 🗡️ and 🛡️.

⚡ **All My Training, All His Power:** General Zod can use Quake and Super Strength. When he does, after actions resolve, you may place him next to a figure that was knocked back and make a close combat attack as a free action.

🗨️ **Fanatical Followers:** General Zod can use Mastermind. When he does, he may deal the damage to any friendly character with a lower point value, within 3 squares and line of fire; if you do, place that character adjacent to General Zod.

🌟 **Battlefield Commander:** General Zod can use Leadership. When he does and may remove an action token from an adjacent character, he may instead modify that character's attack and damage values +1.

#004 Kryptonian Rebel

☆ **The Regime Must Fall:** When Kryptonian Rebel targets a character with the Kryptonian keyword and a higher point value with an attack, he can use Willpower and modifies his attack value by +1 this turn.

#005 Jor-El

🌟 **Cunning Scientist:** Jor-El can use Outwit. When he does, he may be given a power action instead of a free action to counter a team ability instead of a power or combat ability.

#006 Kryptonian Warrior

🛡️ **Battle Armor:** Kryptonian Warrior can use Energy Shield/Deflection and Toughness.

#007 Lois Lane

🌟 **Nosy Reporter:** Lois Lane can use Outwit; when she does, she ignores characters for line of fire purposes.

#008 Soldier

👉 **Strength in Numbers:** After Soldier resolves a move action and is adjacent to a friendly character named Soldier, he may be given a close or ranged combat action as a free action.

#009 Clark Kent

☆ **Traveling the World:** Clark Kent can use Leap/Climb. When given a move action, modify Clark Kent's speed value by +3.

☆ **Helping From a Distance:** If Clark Kent has not KO'd an opposing character, he can use Stealth; if he has, he can't use Stealth from any game effect.

🗨️ **Determined to Get Answers:** Clark Kent can use Toughness and Willpower.

#010 Nam-Ek

✚ **Out of My Way!:** 🗡️ 🛡️

☆ **Strongest Kryptonian:** Nam-Ek can use Super Strength. When Nam-Ek is given a move action, you may give him a standard heavy object to hold from outside the game.

👉 **Destroy for General Zod:** When Nam-Ek attacks a character with the Superman Ally team ability or the Kryptonian keyword, modify his attack value by +1.

#011 Jax-Ur

👉 **Deadly Weapons:** Give Jax-Ur a power action, choose an adjacent friendly character, and roll a d6. On a result of \square - \square , damage dealt by the chosen character can't be reduced below 1 this turn; on a result of \square - \square , damage dealt by that character is penetrating damage this turn.

#012 Lara Lor-Van

☆ **To Save My Son:** If a friendly character named Superman would be KO'd, you may instead turn him to his last click and KO Lara Lor-Van instead.

#013 Colonel Hardy

👉 **Planning Ahead:** Friendly characters with a lower point value and the Soldier keyword within 8 squares can use Willpower. Give Colonel Hardy a power action; adjacent characters named Superman can use Willpower this turn.

#014 Faora

☆ **Vision Powers:** Faora ignores Stealth.

#015 Kelex

☆ **Jor-El's Servant:** Adjacent friendly characters named Jor-El can use Mastermind, but only to deal damage to Kelex, and regardless of their point values.

✦ **Battle Mode:** Kelex can use Close Combat Expert. When turning the dial, if this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

#016 General Zod

☆ **Conqueror:** When General Zod attacks a single opposing character and hits, if that character has 1 action token, give that character a second action token.

#100 Superman

☆ **The Man of Steel:** Superman can use Invulnerability.

☆ **A Superman For Any Situation:** Superman is a wild card, but may only copy the team abilities of friendly characters with whom he shares a keyword.

✦ **Powered By Earth's Yellow Sun:** Superman can use Charge; when he does, he can use   .

☀ **Solar Regeneration:** Superman can use Regeneration. When he occupies a square of outdoor terrain, you may add the elevation level to the result of the d6 roll.

#101 Superman

☆ **An Inspiration:** Friendly characters with a lower point value that begin or end an action adjacent to Superman can use Willpower for that action.

✦ **I'm Here to Help:** Superman can use Defend and Probability Control, but only to replace the defense values and reroll the rolls of characters that are not on their starting click.

#102 Jor-El

✦ **Lab Explosion:** Jor-El can use Pulse Wave. When he does, his damage value becomes 2 and is locked; after actions resolve, deal Jor-El 1 unavoidable damage.

☼ **Advanced Technology:** Jor-El can use Energy Shield/Deflection and Invulnerability.

✦ **I See a New Path for Us:** Jor-El can use Outwit and Probability Control.

#103 Kryptonian Warrior

☆ **For Krypton:** Kryptonian Warrior modifies his attack and damage value by +1 when attacking a character with the Trio of Doom keyword or Superman Enemy team ability.

☆ **Minion: Fighting Spirit:** When a friendly character with a higher point value and the Warrior keyword is within 8 squares, Kryptonian Warrior can use Willpower.

#104 Nam-Ek

✦ **Enraged:** Nam-Ek can use Battle Fury and Close Combat Expert.

#105 Faora

☆ **Espionage:** Faora can use Stealth. When Faora is the target of a ranged combat attack, she can use Super Senses.

#106 General Zod

✦ **Military Strategist:** General Zod can use Leadership and Perplex. He can use Perplex normally, or may target each friendly character within line of fire and with whom he shares a keyword.

Fellowship of the Ring†

#001 Frodo Baggins

Hide! Over Here!: Give Frodo Baggins an epic action; until the beginning of your next turn, up to 2 friendly characters per 100 points of the game's build total who occupy the same area of hindering terrain as him or are adjacent to him can use Stealth until your next turn.

Mithril Shirt: When Frodo Baggins is hit by an attack, roll a d6; on a result of - , he can use Invulnerability until the end of the turn.

#002 Elven Warrior

Against the Armies of Mordor: Elven Warrior can use Charge and Flurry.

#003 Uruk-Hai Archer

Aim For the Eyes!: Give Uruk-Hai Archer a double power action; he can use the Sharpshooter ability, modifies his damage value by +1 this turn, and may immediately make a ranged combat attack as a free action.

#004 Samwise Gamgee

Wielder of the Starglass: Samwise Gamgee can use Willpower. When he has no action tokens, he can use Pulse Wave as if he had a range value of 6.

#005 Moria Orc Archer

Mines of Moria Wall-Crawler:

Drums in the Deep...They Are Coming!: Moria Orc Archer can use the Carry ability, but only to carry other characters named Moria Orc Archer. For each adjacent character with "Goblin" or "Orc" in its name, you may modify Moria Orc Archer's attack or range value by +1.

#006 Merry

Rallying New Allies: Give Merry an epic action and choose up to one adjacent horde token per 200 points of the game's build total. Until your next turn, chosen horde tokens with the symbol are considered to be while adjacent to Merry.

Orc-draughts and Ent-draughts: Merry can use Super Strength, but can't pick up or hold heavy objects. When Merry makes a close combat attack, modify his damage value by +1.

#007 Pippin

The Closer We Are to Danger, the Further We Are From Harm!: Give Pippin an epic action and choose up to 1 friendly character per 100 points of the game's build total. Until your next

turn, chosen characters modify their defense values by +1 for each opposing character adjacent to them.

Strider's Gift: Pippin can use Exploit Weakness and Flurry.

Speaking Treeish: Pippin can use Leadership, but only to remove action tokens; when he does, any character with a point value of 100 or less is considered to have a lower point value than Pippin.

#008 Orc Warrior

Frenzied Attack: Orc Warrior can use Probability Control, but only for his own attack rolls. When he does, if the target character is hit, deal 1 penetrating damage instead of dealing damage normally.

#009 Gimli

Blow the Horn: Give Gimli an epic action and modify by +1 the same combat value of up to 1 friendly character per 100 points of the game's build total.

I Would Stay Still, If I Were You: When an opposing character takes damage from a close combat attack by Gimli, after actions resolve, he may immediately use Incapacitate as a free action against the same target.

#010 Boromir

Held by the Horn: During the beginning of your turn, give Boromir an epic action; place up to 1 action token per 200 points of the game's build total on any opposing characters within 10 squares and line of fire.


Shield-Master: Boromir can use Combat Reflexes and Toughness. Boromir may make a close combat attack as a free action targeting an opposing character who missed him with a close combat attack since your last turn.

#011 Gandalf the Grey


I Release You From the Spell: Give Gandalf the Grey an epic action; until your next turn, all friendly characters can't be targeted by Mind Control, and using Outwit requires a power action instead of a free action when targeting Gandalf the Grey or friendly characters adjacent to him.


Look to My Coming: Gandalf the Grey can use Plasticity. When a friendly character is KO'd, after it is removed from the battlefield you may immediately place Gandalf the Grey in a square the character had occupied.

Glamdring and Lightning: Gandalf the Grey can use Blades/Claws/Fangs and Penetrating/Psychic Blast; when he uses Blades/Claws/Fangs, his damage value isn't replaced if the result would be lower.

 **You Did Not Kill Me, You Will Not Kill Him:** Gandalf the Grey can use Regeneration; when he does and heals, you may also heal up to 3 adjacent friendly characters of 1 damage each.

#012 Bilbo Baggins

 **There and Back Again:** Give Bilbo Baggins an epic action; until your next turn, up to 1 friendly character per 100 points of the game's build total may each use Charge or Running Shot, but must end their move closer to your starting area than where they began.


 **My Old Ring:** Bilbo Baggins can use Stealth and Super Senses.

#013 Elven Archer

☆ **Marksmen:** Elven Archer ignores friendly characters named Elven Archer for line of fire purposes.

☆ **Leithio i Philinn!**: Elven Archer can use Enhancement; when he does, you may modify the range value by +1 instead of the damage value.


#014 Elrond

 **Veteran Commander:** Give Elrond an epic action; he can use Outwit once per 100 points of the game's build total, but may only target opposing characters adjacent to characters friendly to Elrond and may not target an opposing character more than once with Outwit this turn.


☆ **Lead by Example:** Modify the attack value of all friendly characters adjacent to Elrond by +1 for each action token assigned to him.

#016 Arwen

+ **Ride On, Asfaloth!:** 


 **I Call On the Loudwater!:** Give Arwen an epic action; she can use Smoke Cloud as a free action regardless of range and line of fire, but the first token must be placed in any square on the edge of the map and she may place 1 additional hindering terrain marker per 100 points of the build total; after actions resolve, deal 1 penetrating damage to each opposing character occupying a square into which a marker was just placed.

☆ **What's This? A Ranger Caught Off His Guard?:** When you build your force, Arwen possesses the Fellowship keyword if your force also includes a character named Aragorn.


 **I'm the Faster Rider:** Arwen can use Plasticity and the Carry ability.




#017 Moria Orc Warrior

+ **Relentless March:** 


 **From the Hungry Darkness:** Moria Orc Warrior can use Charge and Stealth.

#018 Legolas Greenleaf

+ **Wood Elf:** 

 **Go For the Weak Points in Their Armor!:** Give Legolas Greenleaf an epic action and choose up to 1 opposing character per 200 points of the game's build total. Until your next turn, when a chosen character is dealt damage by a close combat attack, roll a d6; on a result of  - , the damage dealt can't be reduced to less than 1.


☆ **Whirlwind of Blades:** When Legolas Greenleaf or an adjacent friendly character KO's an opposing character with a close combat attack, after actions resolve, Legolas may immediately use Charge as a free action.

 **Thinning the Ranks:** Once per turn, when a target opposing character takes damage from a close combat attack made by Legolas Greenleaf, you may place an action token on the target after the attack resolves.


#019 Ringwraith


☆ **Poisoned Darts:** Ringwraith can use Poison. Ringwraith may make a ranged combat attack as a free action targeting all characters that damaged a friendly character with the Nazgul keyword last turn. When he does, his damage value becomes 2 and is locked.

#020 Orc Archer


 **Blacken the Sky:** Orc Archer ignores hindering and elevated terrain for line of fire purposes when he is adjacent to a friendly character with which he shares a keyword and which has a range value of 5 or greater.

#021 Celeborn


 **Sanctuary:** Give Celeborn an epic action; he and all friendly characters within 3 squares can use Stealth until your next turn.

 **Farsight:** Celeborn can use Perplex and Probability Control.


#022 Galadriel

 **Look Into My Mirror:** Give Galadriel an epic action; choose up to one friendly character per 200 points of the game's build total; until your next turn, chosen characters that occupy hindering terrain can use Probability Control.


☆ **Fairest of All Beings:** Galadriel can use Super Senses; when she evades an attack and actions resolve, give the attacker an action token.


 **Even the Smallest Person Can Change the Course of the Future:** Give Galadriel a double power action; all combat values of the friendly character with the lowest point value and a point value of 100 or less are modified by +1 until your next turn.

#023 Lurtz


 **Spare Only the Halflings!:** Lurtz can use Charge and Flurry; when he uses Flurry, he can't target the same character with both attacks.

#024 Aragorn

 **Merciful Victory:** Give Aragorn an epic action and until your next turn, when any friendly character rolls a critical hit, it does not increase damage dealt. Instead any roll of doubles that hits heals the attacker of 1 damage.


 **The Luckiest, the Canniest, and the Most Reckless Man I Ever Knew:** Aragorn can use Probability Control (but only to reroll his own attack rolls), Perplex (but only to modify his own combat values), and Flurry.

#025 Isildur


 **He Will Be Avenged!:** Isildur can use Charge; when a friendly character 6 or fewer squares from Isildur is KO'd by an opposing character's attack, after actions resolve you may place Isildur in a square that friendly character occupied.

#026 Gil-Galad

☆ **The Last High King:** Gil-Galad can use Leadership; when he does, modify the result of his d6 roll by +2.

 **Aeglos:** Gil-Galad can use Incapacitate; when he does, the attack deals damage equal to his damage value divided among hit targets.




#027 Elrond


 **You Shall Be the Fellowship:** Give Elrond an epic action and choose a keyword and combat value (other than damage); until your next turn, modify that combat value by +1 of all friendly characters who possess the chosen keyword.


☆ **Incorruptible Advisor:** Elrond can use Outwit. Elrond and adjacent friendly characters can't be the target of Mind Control or opposing characters' use of Perplex.

☆ **Come Back to the Light:** Elrond can use Support; when he does and a target character is healed of damage, also remove all action tokens from that character.


#028 Saruman

 **If I Go, He Dies:** Give Saruman an epic action, choose up to 1 opposing character per 200 points of the game's build total that's marked with an action token and roll a d6 that can't be rerolled; if the result of the roll is  - , deal each of the chosen characters 1 penetrating damage.

 **The Power of Isengard:** Saruman can use Mind Control as if he had a range of 10; when he does, he ignores elevated and blocking terrain for line of fire purposes.


 **Palantir:** Saruman can use Outwit and Probability Control.

#029 Bilbo Baggins

 **Plenty of Excitement and Reasonable Reward:** Give Bilbo Baggins an epic action; until your next turn, any friendly character with an attack total at least 3 greater than the target's defense value modifies its damage value by +1 for each action token assigned to Bilbo Baggins.

 **Into the Misty Mountains:** Bilbo Baggins can use Leap/Climb and Stealth.


#030 Elendil



 **Let Them Feel Your Blades:** Give Elendil an epic action; until the beginning of your next turn, any friendly character who is knocked back may, after actions resolve, immediately make a close combat attack against the opposing character who caused them to be knocked back as if they occupied a square adjacent to the target.

☆ **Loyal Followers:** Any friendly character adjacent to Elendil may modify its defense value by +1 for each action token Elendil is marked with.

☆ **High King:** Elendil can use Leadership and Outwit; when he uses Leadership and succeeds, instead of removing an action token from a friendly character you may place an action token on an opposing character with a lower point value within 6 squares that has no action tokens.

#031 Witch-King of Angmar

 **Shatter the Gates:** Give the Witch-King of Angmar an epic action; remove one of the following from the battlefield: 1) all blocking terrain markers, 2) all hindering terrain markers, 3) all light object tokens, 4) all heavy object tokens.

☆ **Black Breath:** The Witch-King of Angmar can use Poison. When the Witch King of Angmar is dealt damage from an attack and that damage is reduced, after the attack resolves, roll a d6; on a result of  - , deal the attacker 1 penetrating damage.

#101 Ringwraith

+ **Ride of Sleepless Malice:**  

☆ **Nazgul:** When Ringwraith uses the Split ability or any character uses the Merge ability, characters with the Nazgul keyword are considered to have the name Ringwraith.

☆ **Black Hooves, Iron Gauntlets:** Opposing characters can't use the Carry ability or be carried while adjacent to Ringwraith or friendly characters with the Nazgul keyword within 4 squares.

Qualifying Name
Ringwraith
Black Courser or Dark Steed

#102 Ringwraith

+ **They Will Never Stop:**  ∞

☆ **Nazgul:** When Ringwraith uses the Split ability or any character uses the Merge ability, characters with the Nazgul keyword are considered to have the name Ringwraith.

👁️ **Surround the Unwary:** When Ringwraith and another friendly character with the Nazgul keyword are both adjacent to the same opposing character but not adjacent to each other, both may modify their attack value by +1 when attacking the target.

Qualifying Name
Ringwraith
Black Courser or Dark Steed

#B101a Dark Steed


☆ **Bred for the Dark Lord:** Dark Steed enters play as B101a. When Dark Steed takes damage, instead of defeating Dark Steed flip it to B101b.

#B102 Black Courser




+ **Ride of Sleepless Malice:** 🐎 🟢 🟢


Pacific Rim†

#001 Gipsy Danger


 **Whip-Slash Mode Chain Sword:** Gipsy Danger can use Blades/Claws/Fangs and the Giant Reach ability. When it uses Blades/Claws/Fangs, instead of rolling a d6, roll 2d6 and subtract 4, minimum 2.




#002 Striker Eureka

 **Record-Breaker:** Striker Eureka can use Impervious, but reduces damage to 0 on a result of  - .


 **Six-Shooter Attack:** Give Striker Eureka a ranged combat action. After the ranged combat attack resolves, it may make a second ranged combat attack as a free action.


#003 Chernob Alpha


 **Two-Fisted Fury:** Chernob Alpha can use Flurry. When it does, after actions resolve, it may use Quake as a free action.

 **Alpha Armor:** Chernob Alpha can use Impervious but when the result of its d6 roll is a  - , it reduces damage dealt by 3 instead.


#004 Crimson Typhoon

 **Three-Armed Assault:** Crimson Typhoon can use the Giant Reach ability.

 **Trinity Punch:** Give Crimson Typhoon a close combat action and it may make 3 close combat attacks as free actions. During this action, its combat values are locked. If it loses this power before an attack, it may not make another attack.


 **Riptide Red:** Crimson Typhoon can use Quake. When it does, its damage value becomes 3 and is locked.


#005 Coyote Tango

 **Kaiju Counterstrike:** When Coyote Tango targets an opposing character that dealt it damage since your last turn, modify its attack value by +1.

#006 Knifehead


+ Relentless Kaiju:  


 **Monstrous Toxic Creature From The Deep:** Knifehead can use Poison and the Giant Reach ability. When it occupies water terrain, modify its attack and damage value by +1.


 **Bone Knife Headblade Slash and Slice:** Give Knifehead a move action; its speed and damage values are locked for this action. Move Knifehead along a direct path and after actions resolve, make a close combat attack as a free action that targets all opposing characters that were moved through. Each hit character is dealt damage equal to Knifehead's damage value.


#007 Slattern

+ Relentless Kaiju:  

 **Monstrous Toxic Creature From The Deep:** Slattern can use Poison and the Giant Reach ability. When it occupies water terrain, modify its attack and damage value by +1.


 **Biggest, Baddest Monster To Ever Walk The Earth (600 points):** Once per game, when Slattern would be KO'd, instead, heal it to its starting line, roll a d6 that can't be rerolled, and subtract 1. Deal it the result as unavoidable damage. For the rest of the game, modify Slattern's attack and damage values by +1. This power can't be ignored.


 **Triple Tailwhip:** Give Slattern a close combat action targeting all adjacent characters. Each hit character is dealt Slattern's printed damage value and is knocked back.


 **Unstoppable:** Slattern can use Invulnerability. After damage is reduced, Slattern ignores all but 1 damage dealt to it.

#008 Raiju

+ Relentless Kaiju:  


 **Monstrous Toxic Creature From The Deep:** Raiju can use Poison and the Giant Reach ability. When it occupies water terrain, modify its attack and damage value by +1.

 **Thunder Beast:** Raiju can use Pulse Wave as if it had a range value of 8. When it does, it deals damage equal to half its printed damage value to each hit character no matter how many characters are within range.


 **Maximum Toxicity:** When Raiju uses Poison, damage dealt is penetrating damage.

#009 Scunner

+ Relentless Kaiju:  


 **Monstrous Toxic Creature From The Deep:** Scunner can use Poison and the Giant Reach ability. When it occupies water terrain, modify its attack and damage value by +1.


 **Gnashing, Thrashing Nightmare:** Scunner can use Charge, but doesn't halve its speed value.

 **Chomper Stomper:** Scunner can use Blades/Claws/Fangs and Quake. When it rolls a d6 for Blades/Claws/Fangs, its printed damage value is the minimum result.

#010 Leatherback

+ Relentless Kaiju:  

 **Monstrous Toxic Creature From The Deep:** Leatherback can use Poison and the Giant Reach ability. When it occupies water terrain, modify its attack and damage value by +1.

 **Shrugs Off Missiles:** Leatherback can use Invulnerability.
Leatherback ignores damage from ranged combat attacks.

Bioshock†

#001 Founder Soldier

☆ **Knock ‘Em Back, Knock ‘Em Down!:** When Founder Soldier hits an opposing character and the attack roll is doubles, after actions resolve, he may make a close or ranged combat attack as a free action.

#002 Machine Gun Turret

☆ **Let’s Move It Into Position:** Any friendly character adjacent to Machine Gun Turret can use the Carry ability if they can’t already, but only to carry Machine Gun Turret. Machine Gun Turret can’t be targeted with Mind Control and can’t be dealt damage through Mastermind.

☆ **Sentry:** Each time an opposing character within 6 squares makes an attack and hits, place one Alert token on Machine Gun Turret’s character card, maximum four Alert tokens. When Machine Gun Turret makes an attack, you may remove any number of Alert tokens. For each Alert token you remove, modify its attack or damage value by +1.

#003 Boy of Silence

+ **Silent Steps:** 🌀 ■

🔪 **Waiting for the Noise:** Boy of Silence can use Charge, Quake, and Stealth.

#004 Comrade Fitzroy

☆ **Rocket Strike:** Comrade Fitzroy can use Outwit, but only if she has not and does not make a ranged combat attack this turn. When Comrade Fitzroy destroys an object or square of blocking terrain, all adjacent objects and squares of blocking terrain are also destroyed.

☆ **Barnstormer RPG:** Give Comrade Fitzroy a ranged combat action and modify her damage value by +1.

#005 Commandant

☆ **Vox Can’t Hide in Cover Full of Holes!:** Commandant and adjacent friendly characters ignore the effects of hindering terrain on line of fire.

🔪 **We’ll Wipe Out These Ruffians Together!:** When Commandant makes an attack roll, if either of the dice rolled is a **1**, after actions resolve, an adjacent friendly character that shares a keyword with Commandant may make a ranged combat attack against the same target as a free action.

#006 Rocket Turret

☆ **Let’s Move It Into Position:** Any friendly character adjacent to Rocket Turret can use the Carry ability, but only to carry Rocket

Turret. Rocket Turret can’t be targeted with Mind Control and can’t be dealt damage through Mastermind.

☆ **Sentry:** Each time an opposing character within 6 squares makes an attack and hits, place one Alert token on Rocket Turret’s character card, maximum four Alert tokens. When Rocket Turret makes an attack, you may remove any number of Alert tokens. For each Alert token you remove, modify its attack or damage value by +1.

🔪 **Hale Rockets:** Rocket Turret can use Energy Explosion. When it does, damage dealt to the target of the attack is penetrating damage.

#007 Shock Jockey

🔪 **Throwing Sparks:** When Shock Jockey hits an opposing character with an attack, opposing characters adjacent to the target are given an action token.

🗨️ **Salt the Earth:** Shock Jockey can use Barrier as if he had a range of 7. At the end of your turn, choose 1 blocking terrain marker placed by Shock Jockey and deal 1 damage to each opposing character adjacent to the marker.

#008 Vox Handyman

☆ **Strike Together, Strike Stronger!:** Vox Handyman can use Charge and Super Strength. When he hits with a close combat attack and the attack roll is 10 or more, after actions resolve, an adjacent friendly character may make a close combat attack against the same target as a free action.

#009 Siren

☆ **Inspiring Song:** Siren can use Support. When she does and the character is healed, after actions resolve, the targeted character may immediately use Charge or Running Shot as a free action.

#010 Vox Populi

🔪 **Hidden Gunpowder Bomb:** Vox Populi can use Pulse Wave, but draws line of fire and counts range from an unheld object within range and line of fire. When he does, after actions resolve, remove that object from the game.

#011 Booker and Liz

☆ **Shaping Destiny:** Opposing characters within range can’t use Probability Control. Opposing characters within range who use a free action to use Outwit or Perplex must be given a power action instead.

🔪 **Murder of Crows:** Booker and Liz can use Energy Explosion and Smoke Cloud. When they use Smoke Cloud; after placing hindering terrain markers, deal 1 unavoidable damage to up to 3 opposing characters occupying squares in which markers were placed.

Qualifying Name
Booker Dewitt
Elizabeth

#012 Zachary Hale Comstock

★ **Hero of Wounded Knee:** Zachary Hale Comstock can use Leadership and Outwit. When he uses Leadership and rolls a 10, standard powers of friendly characters within 4 squares can't be countered until your next turn.

#013 Slate

★ **We Honor Our Fallen:** Slate can use Poison. Each time a friendly character is KO'd, Slate may immediately be placed in a square that character occupied when they were removed from the game.

👉 **Our Power is a Sacred Honor:** Slate can use Barrier. When he does, after actions resolve, he may use Pulse Wave as a free action as if he occupied the same square as one of the placed markers.

#014 Motorized Patriot

★ **Relentless:** When Motorized Patriot has no action tokens, he can use Running Shot.

#101 Booker Dewitt

★ **Bucking Bronco:** Booker DeWitt can use Telekinesis; when he does, he may only attack with or place objects.

👉 **Ralston Repeater:** Give Booker DeWitt a ranged combat action. If he rolls doubles (other than a critical miss), after actions resolve, he may make a ranged combat attack as a free action.

#102 Elizabeth

★ **Pieces of Another World:** Elizabeth can use Barrier; when she does, each time she places a terrain marker she may place a hindering terrain marker instead of a blocking terrain marker.

👉 **Ready To Open The Tear!:** Elizabeth can use Telekinesis; when she does and places an opposing character, that character is given an action token.

#103 Automated Stallion

★ **Carrying Cargo To Market:** Automated Stallion can use the Carry ability and may carry up to three friendly characters.

👉 **Ride in Armored Comfort:** Give Automated Stallion a free action and choose an adjacent friendly character. That character can use Toughness until your next turn.

#104 Daisy Fitzroy

★ **I Hear Your Voice:** When an adjacent friendly character attacks a character with a higher point value than its own, modify their attack value by +1.

★ **Revolutionary Leader:** Daisy Fitzroy can use Leadership and Outwit.

#106 Handyman

★ **Thrown into Action:** Handyman can use Super Strength. When he has no action tokens, he can use Telekinesis as a free action, but may only place an adjacent friendly character.

👉 **Clearing the Decks:** Handyman can use Charge and Leap/Climb. When he uses Charge, after actions resolve, he may use Force Blast as a free action.

Wolverine and the X-Men

#001 Wolverine

☆ **Track and Kill:** At the beginning of the game, choose an opposing character. At the beginning of your turn, if that character is within 6 squares of Wolverine, choose one: that character can't use Shape Change or Stealth this turn; or modify Wolverine's speed value by +2 this turn.





☆ **Healing Factor:** At the beginning of your turn, you may heal Wolverine of 1 damage.


 **T001 X-Men: Blue Strike Force:** This team character can use Regeneration.

#002 Colossus



 **T002 X-Men: Gold Strike Force:** This team character can use .



#003 Shadowcat


+ **Don't Worry, Professor...:**    

 **T003 Excalibur:** This team character can use Super Senses.


#004 Mirage

 **Brightwind:** Mirage can use Charge and has .


☆ **Fearful Illusions:** Mirage can use Shape Change. When she does and the result is  , modify her defense value by +1 for that attack.




 **T004 New Mutants:** This team character can use Stealth. They can also use Smoke Cloud as a free action.


#005 Oracle

 **T005 Shi'ar Imperial Guard:** This team character can use Probability Control a second time when it isn't your turn.

#006 Toad

 **Leaping Lackey:** Toad can use Leap/Climb and Plasticity. Give a friendly character with a higher point value and within 8 squares a power action, and move Toad up to his speed value.

 **The Stranger's Machines:** Give Toad a free action and roll a d6 that can't be rerolled. On a result of  , Toad can choose a standard attack power. He can use the chosen power this turn and his range value becomes the result until your next turn.


 **T007 Brotherhood of Mutants:** Give this team character a power action. Place them anywhere on the map so that they occupy at least one square within 6 of their current position.

#007 Shi'ar Soldier



☆ **Minion: Under Direct Orders:** When a friendly character with a higher point value and the Shi'ar keyword is within 8 squares, modify Shi'ar Soldier's attack value by +1. If that character has the Imperial Guard keyword, Shi'ar Soldier can use the Police team ability. If that character is named Lilandra, Shi'ar Soldier can use the S.H.I.E.L.D. team ability.

#008 Dazzler

☆ **Rebel Duo:** When Dazzler is adjacent to a character named Longshot, they both modify their attack values by +1 if not already modified by this effect.


 **Charge of the Light Brigade:** When Dazzler has no action tokens, she can use Running Shot. When Dazzler has one or more action tokens, you may give her a free action and characters within 4 squares can't use Stealth until your next turn.

#009 Longshot

☆ **Luckiest 'Man' Alive:** All of Longshot's hits are critical hits. If Longshot rolls  , the attack can't be evaded, damage dealt is increased by an additional 1 and damage dealt can't be reduced below 3.


#010 Shatterstar

☆ **X Portal:** Once per game, give Shatterstar a power action. Place Shatterstar and an adjacent friendly character of a lower point value in any adjacent squares on the map. That character can't be given a non-free action this turn.

 **Two Twin-Blades:** Shatterstar can use Blades/Claws/Fangs and Flurry.

#011b Deathlok

☆ **Computer: No Killing Protocol:** The first time each game an opposing character would be KO'd by Deathlok's attack, instead turn them to their last non-KO click.

 **Computer: Sniper Stance:** Deathlok can use Running Shot. If Deathlok occupies the same square in which he began the turn, modify his range value by +3 and attack value by +1.

☆ **Computer: Full Assault:** Deathlok can use Ranged Combat Expert as a ranged combat action.

#012 Strong Guy

☆ **Temporary Kinetic Absorption:** When Strong Guy takes damage from an attack, he can use Battle Fury, the Giant Reach ability, and increases his combat values by the amount of damage taken until the end of your next turn.

#013 Multiple Man

☆ **Multiple Multiple Men:** The first copy of Multiple Man on your force costs 75 points and begins the game on the click #1 that appears

after a click. Additional copies of this character on your force cost 25 points each and begin the game on the click #1 that appears after a click.

Dupe Absorption: Give Multiple Man a free action and KO an adjacent friendly character named Multiple Man. If you do, heal Multiple Man of 1 damage and you may switch the places of any number of friendly characters named Multiple Man.

Dupe Creation: If Multiple Man possesses this power after taking damage, you may place a number of #013 Multiple Man on their starting lines equal to the damage taken into adjacent squares. All must be placed on click #1 that follows a click.

Detections and Misdirections: Multiple Man can use Perplex if no other friendly #013 Multiple Man has used Perplex this turn. Modify Multiple Man's attack value by +1 for each other character named Multiple Man adjacent to his target.

#014 Rictor

Reunited Duo: When Rictor is adjacent to a friendly character named Shatterstar, they both modify their attack values by +1 if not already modified by this effect.

Seismic Shock: Rictor can use Quake. He can use it normally, or he may instead use it to target each opposing character along a direct line of fire within his range. This line of fire ignores characters.

#015 Cyber

Hallucinogenic Claws: Cyber can use Blades/Claws/Fangs, but if he rolls a - for it, he instead deals 4 damage. Characters hit with his Blades/Claws/Fangs modify their attack value by -2 until your next turn.

Adamantium Skin: Cyber can use Invulnerability. If he would take more than 2 damage from a single attack, he takes 2 damage instead.

#016 Cyclops

Summers Brothers: Cyclops ignores all damage dealt by characters named Havok, unless it's dealt by a close combat attack. This ability can't be ignored.

Concussive Blast: Cyclops can use Force Blast and Sidestep.

A Better Leader Than You Are: Cyclops can use Leadership. When Cyclops hits an opposing character, that character loses all keywords and can't use Leadership or team abilities until your next turn.

T001 X-Men: Blue Strike Force: This team character can use Precision Strike and the Sharpshooter ability.

#017 Jean Grey

T002 X-Men: Gold Strike Force: This team character can draw lines of fire and count range and squares as if they occupied the squares of characters that began the game on their base.

#018 Sunspot

Secondary Mutation: Sunspot has and a range value of 6.

T004 New Mutants: This team character can use Energy Explosion.

#019 Starbolt

Plasma Generation: Starbolt can use Penetrating/Psychic Blast and Pulse Wave.

T005 Shi'ar Imperial Guard: This team character can use Energy Explosion and possesses .

#020 White King

As Long As My Head Survives: When White King's first KO click is revealed, instead of being KO'd, keep turning the dial as normal for the damage taken (up to click #12). White King is removed from the map, and at the beginning of each of your turns, until White King is returned to the map, heal him of 1 damage. When click #6 is revealed, place him into your starting area. If all other friendly characters are KO'd or no longer on the map while White King is not on the map, he is KO'd.

The Reavers Are Mine To Command... And So Are You: White King can use Leadership. In addition to the normal effects, when he succeeds he may remove an action token from an adjacent friendly character with the Hellfire Club or Reavers keyword.

T006 Hellfire Club: Inner Circle: If an action token would be given to this team character, instead no action tokens are given. When this team character takes damage, after actions resolve, roll a d6 and turn the asset dial that many times to the left.

#021 Flatman

I'll Just Slip Under This Door: Flatman ignores walls for movement purposes.

Stretch Attack: Flatman can use the Giant Reach ability.

The Smartest Man... In This Closet, At Least: Flatman can use Outwit, but may only target characters of 100 points or less.

#022 Korvus

Blade of the Phoenix: Korvus can use Blades/Claws/Fangs. When he does, instead of rolling a d6, the first time he uses this power the result is 5. Each subsequent time he uses this power, the result is one less. After he uses a result of 2, the next result is 5 again.

#023a Deathbird

☆ **Wandering Duo:** When Deathbird is adjacent to a friendly character named Bishop, they both modify their attack values by +1 if not already modified by this effect.

☆ **The Second Horseman:** War: Modify Deathbird's attack value by +1 until the end of the turn for each opposing character who took damage from an attack this turn.

#023b Cerise

☆ **Red Solid Light Constructs:** At the beginning of your turn, choose one: Blades/Claws/Fangs, Empower, or Energy Shield/Deflection. Cerise can use the chosen power until she chooses again.

#024 Havok

☆ **Summers Brothers:** Havok ignores all damage dealt by characters named Cyclops, unless it's dealt by a close combat attack. This ability can't be ignored.

☆ **Destined Duo:** When Havok is adjacent to a character named Polaris, they both modify their attack values by +1 if not already modified by this effect.

☆ **Plasma Discharge:** When Havok makes a ranged combat attack targeting an opposing character and has a direct line of fire, the area of effect for the attack includes all other characters occupying squares adjacent to the squares the line of fire passes through. The target is dealt damage normally, and each other hit character is dealt 1 penetrating damage.

#025 Polaris

☆ **Destined Duo:** When Polaris is adjacent to a character named Havok, they both modify their defense values by +1 if not already modified by this effect.

☆ **Magnetic Crush:** When Polaris uses Telekinesis and places an opposing character, after actions resolve, she deals damage to that character equal to her damage value minus 1.

#026 Layla Miller

✍ **Soulless Resurrection:** Once per friendly character, when an adjacent friendly character 150 points or less would be KO'd, you may give Layla Miller an action token. If you do, that character is not KO'd, and instead heal that character to any click and remove all action tokens from it. At the end of your next turn, even if this power is lost, KO that character.

☆ **I Know Stuff:** Layla Miller can use Outwit and Probability Control. When she uses Probability Control on an attack roll, you may choose "hit" or "miss." If the final result of the attack (on all targets) matches your choice, you may remove an action token from Layla Miller or an adjacent friendly character with the X-Factor keyword.

#027 Husk

☆ **Skin Form Healing:** Husk can use Shape Change. When she does and succeeds, after actions resolve heal her of 1 damage.

🗨 **Peel Away Layers:** At the beginning of your turn, roll a d6. Based on the result, Husk can use the following until your next turn and this power can't be countered by a character of a lower point value:

☐_☐_ Invulnerability

☑_☑_ Invincible

☒_☒_ Impervious.

#028 Kid Omega

☆ **High Power, Limited Scope:** When using Mind Control, Kid Omega may target up to three opposing characters if all are within 3 squares of him. When using Telekinesis, Kid Omega may target and place up to three friendly characters if all are within 3 squares of him; when he does, he ignores those friendly characters for line of fire purposes.

✍ **Phoenix Host:** Kid Omega has  and the Phoenix Force keyword.

#029 Sauron


☆ **Vampiric Drain:** Sauron begins the game on click #3. Sauron can use Steal Energy with close or ranged combat attacks and when he does, he may heal past his starting line. If Sauron heals from an attack targeting a character with the Brotherhood of Mutants or X-Men keyword or team ability, modify his defense value by +1 until your next turn.

#030 Lady Deathstrike

+ **Stalking My Prey:** 

✍ **Finger Slash:** Lady Deathstrike can use Blades/Claws/Fangs. Give Lady Deathstrike a close combat action and target every adjacent opposing character. If she hits, she must use Blades/Claws/Fangs, divides the damage dealt among the hit targets, and then increases the damage dealt to each hit target by 1.


#031 Gambit

+ **Always a Way In:** 


☆ **The Best Thief in the Big Easy:** At the beginning of the game, after objects are placed, you may replace any object 5 points or less with a standard light object from outside the game.



☆ **Bio-Kinetic Charging:** Gambit can use Super Strength, but he can't pick up or hold heavy objects. When he throws an object, modify his attack value by +2 and increase the damage dealt by 2.







✍ **Sneak Thief:** Gambit can use Leap/Climb. When your opponent has more than one action remaining in his action pool, Gambit can use Stealth.

 **T001 X-Men: Blue Strike Force:** Give this team character a power action and remove an object from the map in a square they occupy or is adjacent to. If you do, they may immediately be given a ranged combat action as a free action.

#032 Bishop


 **Timeslide:** Once per game, give Bishop a double power action to use Phasing/Teleport. When you do, he can use Probability Control until your next turn, and after actions resolve, you may give him a close or ranged combat attack as a free action.


 **Energy Redirection:** Bishop can use Energy Explosion. If Bishop healed from his Energy Absorption power since your last turn, he can use  and modifies his combat values by +1.


 **Energy Absorption:** When Bishop would take damage from an opponent's ranged combat attack, roll a d6 instead: if the result is  - , he takes 1 damage. If it is  - , he heals 1 damage. If it is , he heals 2 damage.

 **T002 X-Men: Gold Strike Force:** This team character can use Steal Energy.


#033 Forge


 **Intuitive Mechanic:** Give Forge a free action and heal an adjacent character with the Armor or Robot keyword or an adjacent vehicle of 1 damage.


 **Neutralizer Gun:** When Forge hits an opposing character with a ranged combat attack, before damage is dealt, choose a power that character can use. That character can't use that power or any combat or team abilities until your next turn.


 **Device Crafting:** Once per game, give Forge a power action if he occupies the same square as an object and remove that object from the game. If you do, for the rest of the game, Forge can use Perplex even if this power is countered or lost.

#034 Magik


 **Teleportation Discs:** Magik can use Phasing/Teleport and the Carry ability. She may carry up to two characters if both have the New Mutants keyword, regardless of their combat symbols.


 **Travel Through Limbo:** Give Magik a free action and double her speed value. If you do, at the end of the turn deal 1 unavoidable damage to her or one of the characters she carried this turn.

 **Soulword:** Magik can use Blades/Claws/Fangs and Exploit Weakness. When she makes a close combat attack, she ignores the Mystics team ability.


 **T004 New Mutants:** This team character can use Probability Control.


#035 Black King

 **Kinetic Energy Absorption:** When Black King takes damage from an opponent's attack, remove up to that many action tokens from him.


 **T006 Hellfire Club:** Inner Circle: Adjacent opposing characters can't ignore pushing damage.


#036 Smasher




 **Exospex Download:** Give Smasher a free action and choose a standard power you didn't choose last turn. Until your next turn, Smasher can use the chosen power but can't use any other powers.

 **T005 Shi'ar Imperial Guard:** This team character can use the standard attack powers of adjacent opposing characters.

#037a Magneto


 **Magnetic Force Barrier:** Opposing characters within range modify their range and speed values by -1 for each action token assigned to Magneto.


 **Magnetic Repulsion:** Magneto can use Force Blast. He may use it as a free action to target an opposing character within 4 squares and line of fire.


 **Capture Cape Citadel Missile Base:** If Magneto occupies an opponent's starting area, give him a power action and choose a square on the map. For each character occupying that square or an adjacent square, roll a d6 that can't be rerolled. On a result of  - , deal that character 3 damage.

 **T007 Brotherhood of Mutants:** This team character can use Invulnerability.


#037b Magneto


 **Carry the Remains of the Mutant Race:** Magneto can carry up to 6 characters. Adjacent characters that share a keyword with Magneto can use the X-Men team ability.

 **Fortress X:** Magneto can use Barrier, Defend and Invulnerability. When he uses Barrier, he may place up to 8 blocking terrain markers, and friendly characters adjacent to any of these blocking terrain markers can use Toughness. This power can't be countered by characters 150 points or less.

 **Look Down Upon the Human Rabble:** If Magneto occupies the highest elevation on the map, modify his attack and damage values by +1 when targeting a character on a lower elevation.

#038 Legion

 **Hidden Personalities:** Give Legion a free action and choose a standard power, then roll a d6 that can't be rerolled. He acquires a "Personality Quirk" from the table below, and uses that and the standard power until your next turn.

 : "Cowardly" Legion modifies his attack value by -2.

☒:“Confused” Legion modifies his speed and defense values by -1.

☒:“Grounded” Legion can use Earthbound/Neutralized.

☒:“Enraged” Legion can use Battle Fury.

☒:“Compassionate” Immediately heal all adjacent characters 1 click.

☒:“Savant” Legion modifies his combat values by +1. Choose another standard power and he can also use that power.

👉 **Endgame, the Counter:** Legion can use the Mystics team ability.

#039 Big Bertha

👉 **Bear Hug:** Big Bertha can use Charge and Plasticity.

👉 **Layers of Extra Fat:** When Big Bertha is dealt damage, roll a d6. On a result of ☐_☐, she ignores all but 1 of the damage dealt. On a result of ☒_☒, she ignores all of the damage dealt.

#040 Hope Summers

👉 **Omega-Level Mutant:** Give Hope Summers a free action. She can use the powers of one chosen adjacent character until your next turn.

👉 **Mutant Jump Start:** Hope Summers can use Empower and Enhancement. Adjacent friendly characters with the X-Men keyword modify their attack values by +1.

#041 Spiral

👉 **Dimensional Portal:** Give Spiral a double power action, remove all of her Gateway markers from the map and place 2 Gateway markers on the map. Place one in an adjacent square and the other may be placed in any square on the map. Starting with your next turn, give a friendly character occupying the square of a Gateway marker a free action and place it in the square of the other Gateway marker.

👉 **Six-Armed Menace:** Spiral can use Blades/Claws/Fangs and Flurry. When she uses Blades/Claws/Fangs, she may reroll the d6 roll once per turn.

#042 Fantomex

+ **Rooftop Runner:** 🏃, 🟠, 🟢

👉 **E.V.A.:** When Fantomex has one action token and no friendly character named E.V.A. is on your force, you may give him a free action and place an E.V.A. bystander token on the map in an adjacent square as described on the back of this card.

👉 **Master Thief and Misdirection:** Fantomex can use Running Shot, Shape Change and Stealth.

E.V.A.: 🏃8; 🏃10 (Special); 🏃17 (Super Senses); 🏃1 (Outwit); 0🏃

#043 Shadow King

👉 **Demon of the Astral Plane:** Opposing characters can't counter Shadow King's powers or modify his combat values unless they can use Mind Control.

👉 **Xavier's Equal... No, Superior:** Shadow King can use Mind Control as if he had a range value of 10. When he does, he is not dealt unavoidable damage, and hit targets may be assigned two free actions instead of one. One of the two actions must be a move action.

👉 **Pure Psionic Being:** Shadow King ignores all but 1 damage dealt by adjacent characters. When Shadow King is dealt damage, after actions resolve, roll a d6. On a result of ☒_☒, heal him of 1 damage.

#044 Silver Samurai

👉 **Teleport Ring:** Silver Samurai can use Phasing/Teleport. Once per game, he can use it as a free action.

👉 **Empowered Sword:** Silver Samurai can use Blades/Claws/Fangs. When he uses it and the result of the d6 is ☐_☐, damage from that attack is penetrating damage.

👉 **Samurai Training:** Silver Samurai can use Combat Reflexes and Toughness.

#045 Phoenix

👉 **Psionic Purging:** Phoenix can use Outwit and Shape Change. She can use Outwit normally, or she may choose a power and counter that power on all opposing characters within range and line of fire.

👉 **T003 Excalibur:** This team character's powers and abilities can't be countered. Modify this team character's damage value by +1.

#046 Warlock

👉 **Self or Self Friends?:** Warlock can use Perplex. If he uses it to target a friendly character with the New Mutants keyword, modify any combat value except damage by +2.


👉 **Dune Buggy:** Once per game, give Warlock a free action; for the rest of the game, Warlock has 🏃 and becomes an autopiloted vehicle with 🏃 4, his speed value is modified by +3, and he can use the Ram ability.


👉 **Any Shape For Any Occasion:** At the beginning of your turn, choose a standard attack power. Warlock can use that power this turn.

👉 **T004 New Mutants:** This team character can use Perplex.

#047a Jubilee

👉 **Adopted Duo:** When Jubilee is adjacent to a friendly character named Wolverine, they both modify their attack values by +1 if not already modified by this effect.

 **Fireworks Show:** Jubilee can use Energy Explosion. When she does, in addition to its normal effects, each hit character must either: be given an action token or modifies their attack value by -2 until the end of their next turn.

 **T001 X-Men: Blue Strike Force:** Modify this team character's defense value by +1 against ranged combat attacks.

#047b Jubilee


☆ **Vampiric Hunger:** Jubilee begins the game on click #5. Jubilee can use Steal Energy and when she does, she may heal past her starting line, up to click #1.






#048 Warstar

+ **Antigrav Device:** 

☆ **Telepathic Link:** Warstar begins the game with B'Nee attached. When B'Nee is attached, Warstar's powers can't be countered and doesn't possess Battle Fury.


☆ **B'Nee Free!:** Give Warstar a free action, or whenever Warstar takes damage from an attack; remove B'Nee and place him in an adjacent square. He becomes a bystander token as described on the back of this card.


 **T005 Shi'ar Imperial Guard:** At the beginning of your turn, this team character may use Solo Adventure as a free action and may then use A Team Reunited as a free action.


B'Nee:  7 (Special);  10 (Pulse Wave);  17 (Super Senses);  1 (Outwit); 

#049 Black Queen

☆ **Vampiric Drain:** Black Queen begins the game on click #4. Black Queen can use Steal Energy with close or ranged combat attacks and when she does, she may heal past her starting line.

 **Psychic Vampire:** Black Queen can use Stealth and Mind Control. When she uses Mind Control and hits, after actions resolve, heal her of 1 damage. She may use this to heal past her starting line.


 **Spend My Life Energy:** Give Black Queen a free action, and until your next turn modify all her combat values by +1 or a chosen combat value by +2. If you do, at the end of this turn, deal her 1 unavoidable damage.

 **T006 Hellfire Club: Inner Circle:** When this team character or any character on a Solo Adventure from them KO's an opposing character, heal this team character and all characters on a Solo Adventure from them of 2 damage.

#050 Mojo

☆ **X-Babies:** When an opposing character targets Mojo with an attack and misses, modify that character's damage value by -2 until after they next hit an opposing character with an attack and that attack resolves.


☆ **Everyone, Places on the Set:** Give Mojo a free action and choose an opposing character within range and line of fire. That character can't move adjacent to Mojo or into either the row or column Mojo occupies until your next turn. This power can't be ignored.


 **Smile! You're on Camera:** Other characters with the Celebrity keyword modify their attack values by +1. Opposing characters that aren't within Mojo's range and line of fire modify their attack values by -1.

#051 X-Man

☆ **I Don't Really Belong in This World:** X-Man is a wild card. He may be given a free action to copy the team ability of an opposing character instead of a friendly character.


☆ **TK Prodigy:** X-Man can use Telekinesis with all instances of "8 squares" replaced by "12 squares." When he uses it to place an opposing character and hits, if you place the character adjacent to blocking terrain (including walls), deal that character 2 penetrating damage after actions resolve.

 **Telekinetic Fury:** At the beginning of your turn, give X-Man a free action and all opposing characters within range are knocked back 1 square.

 **Psionic Shields:** X-Man can use Barrier and Energy Shield/Deflection. When this power is revealed, after actions resolve, X-Man may immediately use Barrier as a free action.

#052 Lilandra


☆ **Defend Me, Shi'ar Warriors!:** Other friendly characters with the Shi'ar keyword and within 8 squares modify their attack values by +1. Other friendly characters with the Imperial Guard keyword and within 8 squares modify their damage values by +1.

 **Help Me, Charles Xavier:** Give Lilandra a free action and choose a friendly character not within 6 squares. That character can use Sidestep this turn. If that character has the Shi'ar or X-Men keyword, you may give Lilandra a power action instead and then place that character adjacent to her.

☆ **True Majestrix of the Imperium:** Lilandra can use Enhancement and Leadership. When she uses Leadership and succeeds, in addition to the normal effects, she may remove an action token from an adjacent friendly character with the Shi'ar keyword.

#053 Professor X And Magneto

☆ **The Origin of the Split:** During your first turn and for the rest of the game, other friendly characters that possess either the Brotherhood of Mutants or X-Men keyword or team ability also possess the Brotherhood of Mutants and X-Men keywords and team abilities.

 **You're a Mutant, Too?:** Professor X and Magneto can use Mind Control and Penetrating/Psychic Blast. Once per turn, when they hit with either one, after actions resolve they may use the other as a free action.

★ **Leaders of Two Movements:** Professor X and Magneto can use Leadership. When they succeed, they may instead remove an action token from each of two adjacent characters that share a keyword with them. Until your next turn, one of those characters modifies its attack value by +1 and defense value by -1, and the other character modifies its attack value by -1 and defense value by +1.

Qualifying Name	OR	Qualifying Real Name
Professor X		Charles Xavier
Magneto		Erik Lehnsherr

#054 M

★ **Not Tired... Just Tired of You (200 points):** M can use Willpower.

👉 **Why, Yes, I Have a Healing Factor:** At the beginning of your turn, you may roll a d6. On a result of 1-4, heal M of 1 damage.

🛡️ **Healing Factor Overdrive:** M can use Invulnerability and Regeneration.

★ **Genius Intellect, Too:** M can use Outwit and Perplex.

#055 Mikhail Rasputin

★ **Dimensional Portals:** Give Mikhail Rasputin a free action and roll a d6. Replace his speed value with the result plus his printed speed value. If the result is 1-4, he can use 🌀, 🔴, 🟢, 🟡 this turn.

👉 **Reality Twist:** Mikhail Rasputin can use Pulse Wave. When he does, after actions resolve, for each hit opposing character, he may place a hindering terrain marker in that character's square or he may place a blocking terrain marker adjacent to that character.

★ **Madness of a Far Flung World:** If this power is showing after an action resolves in which Mikhail Rasputin took damage from an opponent's attack, roll a d6. On a result of 1-3, deal 1 unavoidable damage to a friendly character. On a result of 4-6, deal 1 unavoidable damage to an opposing character.

#056 Exodus

★ **TK Levitation:** When other friendly characters within line of fire are given a move action, they can use the Flight ability.

👉 **Psychic Domination:** Exodus can use Penetrating/Psychic Blast and Telekinesis. If he hits an opposing character with one of them, he may use the other as a free action after actions resolve.

🛡️ **Crushing Force Fields:** Exodus can use Energy Shield/Deflection and Toughness. When an adjacent opposing character hits Exodus with an attack, deal that character 1 unavoidable damage after actions resolve.

★ **Magneto's Acolyte:** Exodus can use Leadership. Friendly characters named Magneto can use Leadership.

#057 Cyclops

★ **Siege Courageous (295 points):** Once per game, give Cyclops a double power action. Place him and any other friendly characters with the Phoenix Force keyword anywhere on the map, then end your turn.

★ **Phoenix Five:** Friendly characters with the Phoenix Force keyword can use Leadership as if they were 400 points. When this character is KO'd, choose a combat value not yet chosen this game for this trait. Modify that value by +1 on all friendly characters with the Phoenix Force keyword.

★ **We're Beloved, They're Mistrusted:** Adjacent friendly characters with the X-Men keyword modify their attack values by +1. Opposing characters with the Avengers keyword modify their attack values by -1.

👉 **Phoenix Force Blast:** When Cyclops targets a character with a ranged combat attack, the area of effect includes all opposing characters within 2 squares of the target. You may divide Cyclops' damage among all hit characters and you may knock back any hit characters 2 squares.

#058 Namor

★ **Siege Courageous (295 points):** Once per game, give Namor a double power action. Place him and any other friendly characters with the Phoenix Force keyword anywhere on the map, then end your turn.

★ **Phoenix Five:** Opposing characters targeted by friendly characters with the Phoenix Force keyword subtract 1 from their d6 roll when using Impervious, Shape Change or Super Senses. When this character is KO'd, choose a combat value not yet chosen this game for this trait. Modify that value by +1 on all friendly characters with the Phoenix Force keyword.

👉 **Fire/Water:** Namor deals penetrating damage to characters occupying water terrain that can't use either the Flight or Swim ability.



★ **Drown Wakanda:** All squares at Namor's level of elevation or lower, in rows from the edge of the map that your starting area is closest to, through the row Namor occupies, are water terrain, in addition to any other terrain.

#059 Colossus

★ **Siege Courageous (295 points):** Once per game, give Colossus a double power action. Place him and any other friendly characters with the Phoenix Force keyword anywhere on the map, then end your turn.

★ **Phoenix Five:** When a friendly character with the Phoenix Force keyword would take damage, you may transfer up to 2 of that damage to one other friendly character with the Phoenix Force keyword as unavoidable damage. When this character is KO'd, choose a combat value not yet chosen this game for this trait. Modify

that value by +1 on all friendly characters with the Phoenix Force keyword.


 **Shed the Mantle of Juggernaut:** Colossus can use Charge, Running Shot and .


★ **Phoenix Effect:** When Colossus hits a character with a close combat attack and that character isn't knocked back, after actions resolve, deal 1 penetrating damage to that character and each other character along that direct line of fire. This line of fire ignores characters.

#060 Emma Frost

★ **Siege Courageous (295 points):** Once per game, give Emma Frost a double power action. Place her and any other friendly characters with the Phoenix Force keyword anywhere on the map, then end your turn.

★ **Phoenix Five:** Friendly characters with the Phoenix Force keyword can't be targeted by Incapacitate, Mind Control, or opposing character's Telekinesis. When this character is KO'd, choose a combat value not yet chosen this game for this trait. Modify that value by +1 on all friendly characters with the Phoenix Force keyword.


 **Bow Before Me:** Emma Frost can use Mind Control. When she does, after actions resolve, each hit target must choose: deal that hit character 1 unavoidable damage or heal Emma Frost of 1 damage.

 **Telekinesis Unleashed:** Emma Frost can use Telekinesis. She can use it normally or as a free action. If she uses it normally to target an opposing character and hits, after actions resolve, deal that character 3 damage.

#061 Magik

★ **Siege Courageous (295 points):** Once per game, give Magik a double power action. Place her and any other friendly characters with the Phoenix Force keyword anywhere on the map, then end your turn.


★ **Phoenix Five:** Other friendly characters with the Phoenix Force keyword can use the Mystics team ability. When this character is KO'd, choose a combat value not yet chosen this game for this trait. Modify that value by +1 on all friendly characters with the Phoenix Force keyword.

 **Limbo On Earth:** Magik can use Barrier and Invulnerability. She can use Barrier as a free action but when she does, she may only place 2 squares of blocking terrain.

★ **The Hell Worms Will Eat Well Tonight:** Magik can use Probability Control. When Magik attacks an opposing character, the area of effect includes all untargeted opposing characters within range and adjacent to a square of blocking terrain. Deal 1 penetrating damage to hit untargeted characters.

#062 Beast



+ **Oh, My Stars, and Garters:**    

 **Flying Furball:** Beast can use Combat Reflexes, Super Senses and Toughness.

★ **Brains or Brute Force?:** At the beginning of your turn, choose Close Combat Expert or Outwit. Beast can use the chosen power until your next turn.

 **T001 X-Men: Blue Strike Force:** This team character can use Combat Reflexes.


#063 Psylocke

 **Hidden Thoughts, Scott?:** Psylocke can use Mind Control and Stealth. She can use Mind Control as if her range was 8 .

 **T001 X-Men: Blue Strike Force:** This team character can use Mind Control.



#064 Rogue

★ **I'll Just Borrow This, Sugah:** At the beginning of the game, choose a standard power another friendly character can use on its starting click. This game, Rogue can use that power and, when she does, she has the printed range value of that friendly character.

 **T001 X-Men: Blue Strike Force:** This team character can use Steal Energy.


#065 Storm


★ **Lightning Attenuation:** When Storm makes a ranged combat attack, her damage value is replaced with 9 minus the number of squares to the closest target character, maximum 4.

 **T002 X-Men: Gold Strike Force:** This team character can use Energy Explosion, the Flight ability and possesses .

#066 Iceman


+ **Ice Slide:**  

 **Glacial Wall:** Iceman can use Barrier. When he does, after actions resolve, make a close combat attack targeting each opposing character adjacent to a marker just placed. Each hit character is given an action token and is dealt 1 damage for each action token it now has, instead of normal damage.

 **T002 X-Men: Gold Strike Force & T300 Spider-Man and His Amazing Friends:** This team character can use Incapacitate and Plasticity.

#067 Archangel

★ **Team Bonding:** If Archangel carried a friendly character this turn, either he or that friendly character can use the X-Men team ability as a free action.

 **T002 X-Men: Gold Strike Force:** This team character can use Sidestep and modifies their speed value by +3.

#068 Captain Britain

☆ **Britannia, My Home:** If Captain Britain is fewer squares from his starting area than any opposing character's starting area, modify his combat values by +1.

☆ **Merlyn's Chosen Leader:** Captain Britain can use Leadership. When he does and removes an action token from a friendly character that shares a keyword with him, that character can use Willpower this turn.

🦋 **T003 Excalibur:** If an action token would be given to this team character, instead no action tokens are given. When this team character takes damage, after actions resolve, roll a d6 and turn the asset dial that many times to the left.

#069 Meggan

☆ **Empathic Metamorph:** Meggan can use Shape Change. When she does and succeeds, choose one to last until the end of your next turn: Meggan can use Impervious and Super Senses; Meggan can use Battle Fury and Blades/Claws/Fangs; or Meggan can use Penetrating/Psychic Blast as if she had a range value of 5.

🦋 **T003 Excalibur:** This team character can use Shape Change.

#070 Nightcrawler

+ **A Flash of Brimstone:** 🦋 📀 📀

☆ **Heroic Rescue:** Nightcrawler can use the Carry ability, and may carry two characters if they each share a keyword with him.

☆ **Teleporting Is Not As Easy As It Looks:** Once per turn, Nightcrawler may ignore a wall or square of blocking terrain for movement purposes. If he does, after actions resolve, deal him unavoidable damage equal to the number of characters he carried this turn.

🦋 **Not Where You Think I Am:** Nightcrawler can use Energy Shield/Deflection and Super Senses.

🦋 **T003 Excalibur:** This team character can use Combat Reflexes.

#071 Cannonball

+ **Hold On, We'll Go Through It:** 🦋 📀

🦋 **Blast Shield Extension:** Cannonball can use Toughness. If Cannonball has less than 2 action tokens, Cannonball and adjacent friendly characters can use Energy Shield/Deflection.

☆ **Ignition:** When Cannonball moves at least 3 squares in a direct line due to his own action, he can use Impervious and modifies his damage value by +1 until your next turn.

🦋 **T004 New Mutants:** This team character can use 🦋 📀.

#072 Wolfsbane

🦋 **I'll Hunt Ye Down!:** Wolfsbane can use Charge and Flurry.

🦋 **Lupine Form:** Wolfsbane can use Super Senses and Toughness.

🦋 **T004 New Mutants:** This team character can use Blades/Claws/Fangs.

#073 Magma

🦋 **Energized Form:** Magma can use Poison and Quake, and deals penetrating damage when using them.

☆ **Absorb the Flame:** Magma and adjacent friendly characters ignore 1 penetrating damage dealt to them each turn.

🦋 **T004 New Mutants:** This team character can use Poison.

#074 Gladiator

🦋 **Defend the Empire:** Gladiator can use Defend. If he's adjacent to a friendly character with the Shi'ar keyword, modify his defense value by +1.

🦋 **T005 Shi'ar Imperial Guard:** This team character can use Flurry.

#075 Manta

☆ **Blinding Light Flash:** Once per game, give Manta a free action. Each opposing character within 8 squares and line of fire modifies its attack value by -1 until your next turn. If the opposing character is 150 points or less, also give it an action token.

🦋 **T005 Shi'ar Imperial Guard:** Opposing characters with 🦋 or 🦋 have 🦋.

#076 Hussar

🦋 **Stun or Scour?:** Give Hussar a free action and choose one until your next turn: Modify Hussar's attack value by +2 and she can use Incapacitate; or modify Hussar's damage value by +2.

🦋 **T005 Shi'ar Imperial Guard:** If an opposing character takes 3 or more damage from this team character's attack, give that character an action token.

#077 White Queen

☆ **A Step in the Wrong Direction:** Give White Queen a power action. She may give any other characters within 6 squares a move action as a free action with a locked speed value of 1 during which they automatically break away.

🦋 **T006 Hellfire Club: Inner Circle:** This team character can't be the target of Mind Control, Penetrating/Psychic Blast, or an opposing character's Perplex.

#078 Quicksilver

🦋 **Prove Myself the Fastest:** Quicksilver can use Hypersonic Speed. When he does, his speed value becomes the highest printed speed value on the map plus 1.

 **T007 Brotherhood of Mutants:** This team character can use Combat Reflexes.

#079 Scarlet Witch

☆ **Hex Bolts:** When Scarlet Witch hits or knocks back an opposing character, roll a d6 and based on the result, modify the following combat value on the opposing character by -2 until your next turn:



☐ - ☐ Speed

☒ - ☒ Attack

☒ - ☒ Defense

 **T007 Brotherhood of Mutants:** This team character can use Super Senses.

#080 Lockheed

☆ **Distraction:** When you build your force, Lockheed may be attached to  #T003 Excalibur as a team member but can't be selected for Solo Adventure. When attached, the team character can use Energy Explosion as if it had .

★ **My Human:** When an adjacent friendly character named Kitty Pryde or Shadowcat is chosen as the target of an attack, roll a d6. On a result of ☒ - ☒, modify her defense value by +2 until your next turn.


#101 Colossus and Kitty Pryde

Run!: Colossus and Kitty Pryde can use Charge. If they have exactly one action token, they can use it as a free action.

Don't Let Go Of My Hand: Colossus and Kitty Pryde can use Super Senses and Toughness.


Intangible Confusion: Modify the attack values of adjacent opposing characters by -1.


#102 Nightcrawler

 **Shark to the Stomach:** Nightcrawler can use Precision Strike. If Nightcrawler hits an opposing character with a critical hit, choose a power that character can use. For the rest of the game, even if this power is lost, that character can't use that power.

#201 Wolverine

☆ **Hard To Get Rid Of:** Wolverine can use Regeneration and Toughness.


 **Snikt! Snikt!:** Wolverine can use Blades/Claws/Fangs. Once per action, if the result of his d6 roll is lower than his printed damage value, instead of dealing damage, he may make another close combat attack against the same character.

 **Healing Factor:** At the beginning of your turn, Wolverine may activate Regeneration as a free action.

 **T001 X-Men: Blue Strike Force:** This team character can use Regeneration.

#202 Colossus

☆ **My Dear Katya:** Adjacent friendly characters named Kitty Pryde or Shadowcat modify their defense values by +1.

 **Get Behind Me:** Colossus can use Defend and Invincible.

 **T002 X-Men: Gold Strike Force:** This team character can use .


#203 Havok


☆ **Many Teams...:** Havok is a wild card, but may only use team abilities of friendly characters that share a keyword with him.


 **Energy Containment Suit:** Havok can use Energy Shield/Deflection and Toughness.

★ **Ambient Energy Conversion:** If Havok was the target of a ranged combat attack since your last turn, modify his attack and damage values by +1.

#204 Shadowcat


 **Intangibility:** Shadowcat can use Phasing/Teleport and Stealth.

 **Disruption:** Shadowcat can use Incapacitate. When Shadowcat is given a move action, after actions resolve, she can use Incapacitate as a free action to make a close combat attack, and she targets all opposing characters occupying a square she moved through that have the Armor, Robot or Vehicle keywords.

 **T003 Excalibur:** This team character can use Super Senses.

#205 Multiple Man

☆ **You Shouldn't Have Hit Me:** Multiple Man can use Super Senses. When he does and takes damage, after actions resolve you may place a character named Multiple Man, Madrox or Jamie Madrox of the same or lower point value on the map adjacent to him and on the same click number.


 **Pile On!:** When Multiple Man is adjacent to one or more friendly characters named Madrox, Jamie Madrox or Multiple Man, they can all use Plasticity.

#206 Shi'ar Guard

★ **Minion: In The Name Of The Queen:** When Shi'ar Guard is within 8 squares of a higher point character with the Shi'ar keyword, Shi'ar Guard can use Willpower and modifies his defense value by +1.

#207 Toad


☆ **The Terrible Toad King:** Toad can use Leap/Climb and Sidestep.

 **T007 Brotherhood of Mutants:** Give this team character a power action. Place them anywhere on the map so that they occupy at least one square within 6 squares of their current position.


#208 Cyber


☆ **Adamantium-Enhanced:** Cyber can use Regeneration and Super Strength. When he uses Regeneration, subtract 3 from the d6 roll instead of 2, but his minimum result is 1.

☆ **Psionic Tracking:** When an opposing character takes damage from Cyber's attack, place a Psionic Tracking token on its character card if it does not have one already. Cyber modifies his attack value by +2 when targeting a character with a Psionic Tracking token.

 **Hallucinogenic Toxin-Laced Adamantium Claws:** Cyber can use Blades/Claws/Fangs. If the result of his d6 roll is lower than his printed damage value, instead of dealing damage, he may use Mind Control as a free action targeting the hit character.

#209 Jean Grey


 **Team Transport:** Jean Grey can use Running Shot. When she does, her speed value is not decreased by the Carry ability, and she may carry up to 3 characters if they share a keyword with her.


 **T002 X-Men: Gold Strike Force:** This team character can draw lines of fire and count range and squares as if they occupied the squares of characters that began the game on their base.

#210 Lady Deathstrike



+ **A Samurai's Training:**    

☆ **Adamantium And Cybernetic Enhancements:** Lady Deathstrike can use Blades/Claws/Fangs and can't be targeted by Incapacitate and Mind Control.


 **Slice...And Then Dice:** Lady Deathstrike can use Flurry; when she does, before making the second attack, she may use Sidestep as a free action.




 **Cutting With Force Exertion:** When Lady Deathstrike uses Blades/Claws/Fangs, if the result of her d6 roll is lower than her printed damage value, hit characters are dealt 1 penetrating damage after actions resolve.


#301 Spider-man

+ **Don't Get In My Way:**    

☆ **Saving People Every Day:** Spider-Man can use Sidestep and the Carry ability.

 **Reach Out and Grab a Bad Guy:** Spider-Man can use Incapacitate, but only as a ranged combat action. When he does, after actions resolve, you may place the hit target adjacent to Spider-Man and make a close combat attack as a free action.


 **Unhittable Me!:** Spider-Man can use Super Senses, but he succeeds on  . If he successfully evades an attack, you may place him in an adjacent square.


 **T300 Spider-Man and His Amazing Friends:** This team character can use Flurry and Super Senses.



#302 Iceman

+ **Ice Slide:**  

☆ **Thermal Vision And An Icy Grip:** Iceman can use Plasticity and Sidestep, and ignores other characters' Stealth. When Iceman uses the Move and Attack ability, his attack value is modified by -1 instead of -2.


 **Ice Storm:** Iceman can use Pulse Wave. After actions resolve, all hit characters receive an action token. Give Iceman a double power action to use Pulse Wave and all hit characters receive up to two action tokens.


 **Cryokinesis:** Iceman can use Regeneration and Toughness.

 **T002 X-Men: Gold Strike Force &  T300 Spider-Man and His Amazing Friends:** This team character can use Incapacitate and Plasticity.


#303 Firestar


☆ **Microwave Emission Heat:** Firestar can use Poison. All damage dealt by Firestar is penetrating damage.

 **Set Ablaze:** When Firestar hits with a ranged combat attack, place 2 Fire tokens on the hit character's character card. At the beginning of your turn, give Firestar a free action and deal 1 damage to and then remove 1 Fire token from each character with a Fire token on its character card. An opposing character may be given a power action to remove a Fire token from its character card.

 **T300 Spider-Man and His Amazing Friends:** This team character can use Poison and Pulse Wave.

#304 Ms. Lion

☆ **Boundless Enthusiasm:** When you build your force, Ms. Lion may be attached to  #T300 Spider-Man and His Amazing Friends as a team member but can't be selected for Solo Adventure. When attached, the team character modifies its speed value by +2.

 **Doggy Bite:** Ms. Lion can use Blades/Claws/Fangs but subtracts 3 from the d6 result, minimum result 1.

#T001 X-Men: Blue Strike Force

☆ **More a Family Than a Team:** Give X-Men: Blue Strike Force a power action. This turn, modify the attack value of friendly characters with the X-Men keyword by +1 when attacking a character without the X-Men keyword.

☆ **X-Cutioner's Song:** Give X-Men: Blue Strike Force a free action, remove a character from the team base, and remove it from the game. Unless your next attack roll with this team is a critical miss, the result becomes 11 and can't be rerolled.

🦸 **Non-Pete Cannonball:** When you use Solo Adventure to remove Wolverine from the team base, you may place him in any non-adjacent square within 8 squares and line of fire. Wolverine may be given one additional action as a free action this turn.

🦸 **Beast:** X-Men: Blue Strike Force can use Combat Reflexes.

🦸 **Cyclops:** X-Men: Blue Strike Force can use Precision Strike and the Sharpshooter ability.

🦸 **Gambit:** Give X-Men: Blue Strike Force a power action and remove an object from the map in a square they occupies or is adjacent to. If you do, they may immediately be given a ranged combat action as a free action.

🦸 **Jubilee:** Modify X-Men: Blue Strike Force's defense value by +1 against ranged combat attacks.

🦸 **Psylocke:** X-Men: Blue Strike Force can use Mind Control.

🦸 **Rogue:** X-Men: Blue Strike Force can use Steal Energy.

🦸 **Wolverine:** X-Men: Blue Strike Force can use Regeneration.

🗨️ **The X-Men Have Faced Losses Before:** When another character that began the game on this team base is KO'd by an opponent's attack, you may roll a d6 that can't be rerolled. On a result of 6-8, take an extra turn after this one.

#T002 X-Men: Gold Strike Force

+ Wind and TK: 🌀 🟩

☆ **Psychic Transference:** Once per game, when an opposing character would be KO'd by X-Men: Gold Strike Force's attack, instead you may turn that character to their last non-KO click, heal it of 4 damage, and add it to your force. If you do, at the beginning of each of your turns deal 1 unavoidable damage to that character.

☆ **X-Cutioner's Song:** Give X-Men: Gold Strike Force a free action, remove a character from the team base, and remove it from the game. Unless your next attack roll with this team is a critical miss, the result becomes 11 and can't be rerolled.

🦸 **Archangel:** X-Men: Gold Strike Force can use Sidestep and modifies their speed value by +3.

🦸 **Bishop:** X-Men: Gold Strike Force can use Steal Energy.

🦸 **Colossus:** X-Men: Gold Strike Force can use 🌀 🟩.

🦸 **Iceman:** X-Men: Gold Strike Force can use Incapacitate and Plasticity.

🦸 **Jean Grey:** X-Men: Gold Strike Force can draw lines of fire and count range and squares as if they occupied the squares of characters that began the game on their base.

🦸 **Storm:** X-Men: Gold Strike Force can use Energy Explosion, the Flight ability and possesses 🌀🌀🌀.

🗨️ **The X-Men Have Overcome Worse Odds Than This:** When X-Men: Gold Strike Force rolls a critical miss, after actions resolve heal them of 1 damage and remove all action tokens from them and any one character that began the game on this team base.

#T003 Excalibur

🦸 **Cross-Time Caper:** Excalibur can use Phasing/Teleport. When another character uses Probability Control, the dice are rerolled twice, and then you choose the result from among the two rolls.

🦸 **Widget! Stop Doing That!:** Once per turn, when you make an attack roll, if the result is lower than the click number of a target of the attack, modify that target's combat values by -1 until your next turn.

🦸 **Still Crazy After All These Years:** Excalibur can use Perplex but only to target themselves. When you do and choose a combat value, roll a d6. On a result of 1, modify the value by -1 instead. On a result of 6-8, modify the value by +2 instead.

🦸 **Captain Britain:** If an action token would be given to Excalibur, instead no action tokens are given. When Excalibur takes damage, after actions resolve, roll a d6 and turn the asset dial that many times to the left.

🦸 **Meggan:** Excalibur can use Shape Change.

🦸 **Nightcrawler:** Excalibur can use Combat Reflexes.

🦸 **Phoenix:** Excalibur's powers and abilities can't be countered. Modify Excalibur's damage value by +1.

🦸 **Shadowcat:** Excalibur can use Super Senses.

🗨️ **The Sword is Drawn:** Excalibur can use Blades/Claws/Fangs with both close and ranged combat actions.


#T004 New Mutants


+ We're the Next X-Men: 🌀 🟩


☆ **Embarrass the Hellions:** When New Mutants KO an opposing character with an attack, give each other opposing character an action token.


☆ **Self-Sacrifice For My Friends:** When a character that began the game attached to New Mutants would be KO'd, you may remove a character from this team base and remove it from the game. Turn the damaged character to its last non-KO click and heal it of 2 damage instead.

🦸 **Cannonball:** New Mutants can use 🌀 🟩.


 **Magik:** New Mutants can use Probability Control.

 **Magma:** New Mutants can use Poison.

 **Mirage:** New Mutants can use Stealth. They can also use Smoke Cloud as a free action.

 **Sunspot:** New Mutants can use Energy Explosion.


 **Warlock:** New Mutants can use Perplex.


 **Wolfsbane:** New Mutants can use Blades/Claws/Fangs.





#T005 Shi'ar Imperial Guard


☆ **Interplanetary Jump:** Once per game, give Shi'ar Imperial Guard a power action. Place them anywhere on the map that's not in a starting area. You may place them on squares where walls would normally prevent them being placed, and then destroy all walls along the edges of squares Shi'ar Imperial Guard occupies.


☆ **Drilled Coordination:** Modify Shi'ar Imperial Guard's attack value by +1 for each opposing character hit by Shi'ar Imperial Guard earlier this turn.



 **Gladiator:** Shi'ar Imperial Guard can use Flurry.


 **Hussar:** If an opposing character takes 3 or more damage from Shi'ar Imperial Guard's attack, give that character an action token.


 **Manta:** Opposing characters with  or  have .

 **Oracle:** Shi'ar Imperial Guard can use Probability Control a second time when it isn't your turn.




 **Smasher:** Shi'ar Imperial Guard can use the standard attack powers of adjacent opposing characters.


 **Starbolt:** Shi'ar Imperial Guard can use Energy Explosion and possesses .


 **Warstar:** At the beginning of your turn, Shi'ar Imperial Guard may use Solo Adventure as a free action and may then use A Team Reunited as a free action.

 **Destroy the Phoenix:** Shi'ar Imperial Guard modifies their damage value by +1 when attacking a character with a printed damage value of 4 or more.


#T006 Hellfire Club: Inner Circle


 **Queens:** Hellfire Club: Inner Circle can use Mind Control with  and is not dealt unavoidable damage from it. If they hit a character with , they may select a team member attached to the target. The next time that team base uses Solo Adventure, that team member must be the one removed from the team base.


 **Kings:** Reduce damage dealt to Hellfire Club: Inner Circle by 1 in addition to other reductions.


 **Black:** When Hellfire Club: Inner Circle takes damage and this power is then revealed, increase their combat values by the amount of damage taken until the end of your next turn.

☆ **White:** Hellfire Club: Inner Circle can use Leadership. When a friendly character of 30 or more points is KO'd by an opponent's attack, Hellfire Club: Inner Circle can use Perplex, Outwit, and Probability Control during your next turn.

 **Black King:** Adjacent opposing characters can't ignore pushing damage.

 **Black Queen:** When Hellfire Club: Inner Circle or any character on a Solo Adventure from them KO's an opposing character, heal Hellfire Club: Inner Circle and all characters on a Solo Adventure from them of 2 damage.


 **White King:** If an action token would be given to Hellfire Club: Inner Circle, instead no action tokens are given. When Hellfire Club: Inner Circle takes damage, after actions resolve, roll a d6 and turn the asset dial that many times clockwise.

 **White Queen:** Hellfire Club: Inner Circle can't be the target of Mind Control, Penetrating/Psychic Blast, or an opposing character's Perplex.


 **Behind the Scenes:** Hellfire Club: Inner Circle can use Mastermind and Stealth.

#T007 Brotherhood Of Mutants


☆ **Lackey/Master:** When a team member other than Magneto on a Solo Adventure is adjacent to Brotherhood of Mutants, it can use Willpower.


 **Father/Daughter:** Brotherhood of Mutants can use Penetrating/Psychic Blast and Pulse Wave. Once per turn, you may force an opponent to reroll a roll for Impervious, Shape Change, or Super Senses.


☆ **Brother/Sister:** Brotherhood of Mutants can use Perplex. If they were given a move action this turn, they can use Perplex a second time.

 **Magneto:** Brotherhood of Mutants can use Invulnerability.

 **Quicksilver:** Brotherhood of Mutants can use Combat Reflexes.

 **Scarlet Witch:** Brotherhood of Mutants can use Super Senses.

 **Toad:** Give Brotherhood of Mutants a power action. Place them anywhere on the map so that they occupy at least one square within 6 squares of their current position.

 **Evil Mutants:** If an opposing character with the X-Men keyword or team ability is on the map, modify Brotherhood of Mutants's combat values by +1.

#T300 Spider-man And His Amazing Friends

☆ **Other Team Commitments:** Spider-Man and His Amazing Friends may have as few as 2 characters on the base. At the beginning of the game, if there are no other Team Abilities on your force to copy, you may choose one copyable Marvel Team Ability. Spider-Man and His Amazing Friends can use that team ability this game instead of being a wild card.

☆ **Full Roster:** When all 4 characters are attached to the base, Spider-Man and His Amazing Friends can be given up to 2 power actions when using the Working Together ability.

🕸 **Hit 'em High, Hit 'em Low!:** Spider-Man and His Amazing Friends can use Close Combat Expert and Ranged Combat Expert.

✳ **Three Heads Are Better Than One:** Once during your turn, Spider-Man and His Amazing Friends can use either Outwit or Perplex.

🔥 **Firestar:** Spider-Man and His Amazing Friends can use Poison and Pulse Wave.

❄ **Iceman:** Spider-Man and His Amazing Friends can use Incapacitate and Plasticity.

🕸 **Spider-Man:** Spider-Man and His Amazing Friends: can use Flurry and Super Senses.

🔥 **Fire, Ice and Webbing:** Give Spider-Man and His Amazing Friends a ranged combat action. After the ranged combat attack resolves, they may make a second ranged combat attack as a free action.

Kick-Ass 2†

#001 Dave Lizewski

† **The First Real-Life Super!:** 🌀 🟩, 🟩

☆ **Justice Forever:** When Dave Lizewski is adjacent to a friendly character with the Justice Forever keyword, modify his defense by +1 if not already modified by this effect.

☆ **Battlefield Promotion: Time to Get Serious:** When Dave Lizewski hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on his character card; on a result of 9 or higher you may replace this character with 🟩 #011 Dave Lizewski on the same click number.

☆ **Ready to Go Pro:** When Dave Lizewski is within 6 squares of a friendly character named Hit-Girl, modify his attack and damage by +1 if not already modified by this effect.

#002 Hit-Girl

† **Get to Cover, Idiot!:** 🌀 🟩

🔪 **Hit and Run For Cover:** Hit-Girl can use Stealth and the Move and Attack ability.

👉 **Opportunistic Combatant:** When Hit-Girl makes an attack targeting a single opposing character, if her attack total is 1 less than her target's defense value, after actions resolve, she may immediately make another attack targeting a different character as a free action.

#003 Red-Mist

🔪 **Alter Ego: The Mother@#*\$*er:** Give Red-Mist a power action that deals no pushing damage and replace this character with 🟩 #004 Chris D'Amico on its orange starting line. This power can't be countered.

👉 **Mist Mobile:** Give Red-Mist a free action and until your next turn, he has 🚗 and becomes an autopiloted vehicle with 🟩 1 and he can use the Ram ability.

☆ **Get Me the Stuff I Need, I Can Do This!:** Red-Mist can use Shape Change. Red-Mist can use Probability Control, but must give an action token to a friendly character when he does.

#004 Chris D'Amico

† **Deal With This for Me!:** 🌀 ●

☆ **Raising an Army from Twitter:** Chris D'Amico can use Outwit and Leadership.

#005 Miranda Swedlow

☆ **For My Sister!:** When Miranda Swedlow generates knock back, it can't be ignored by powers.

#006 Dr. Gravity

☆ **It's Just a Bat Wrapped in Foil:** When Dr. Gravity hits a character with a close combat attack, he can use Force Blast as a free action targeting a character he did not attack this turn.

#009 Battle Guy

☆ **Having the Right Story:** Battle Guy can use Perplex, but only to target other friendly characters.

#010 Mother Russia

☆ **Bring It On:** When Mother Russia successfully hits a piloted vehicle with a ranged combat attack, deal 1 unavoidable damage to the pilot and the pilot is ejected.

👉 **Time to Stretch My Legs:** Mother Russia can use the Duo Attack ability, but when she does, she may only make ranged combat attacks.

☆ **Little Girl:** Mother Russia ignores damage dealt by Blades/Claws/Fangs unless the result of the d6 roll is 🟩 . 🟩 .

#011 Dave Lizewski

☆ **On the Streets, the First:** Any opposing character that is 4 or more squares from Dave Lizewski can't draw a line of fire to him.

👉 **An Inspiration:** Dave Lizewski can use Enhancement and Leadership.

#101 Dave Lizewski

☆ **I'm Actually Getting Pretty Good At This.:** If Dave Lizewski doesn't have 2 action tokens, he can use Combat Reflexes.

🔪 **On Patrol:** Dave Lizewski can use Charge. If Dave Lizewski is not adjacent to an opposing character, he may move 2 squares as a free action.

☆ **I Was the First:** Dave Lizewski can use Leadership. When he does, other characters with the Justice Forever keyword are considered a lower point value.

#102 Hit-Girl

† **Rooftop Superhero!:** 🌀 🟩, ●

☆ **Uses Her Size to Her Advantage:** If Hit-Girl is adjacent to an opposing character, Hit-Girl can use Super Senses.

👉 **Twin Swords:** Hit-Girl can use Blades/Claws/Fangs and Flurry. When she uses Flurry, she must be given a power action instead of a close combat action.

#103 Chris D'Amico


† **Chauffeured Everywhere:** 🌀 🟩

☆ **I Can Just Pay Someone to Fight My Battles:** Chris D'Amico can use Mastermind. When he does, you may give him an action


token and he can transfer damage to friendly characters regardless of their point value.


#105 Battle Guy

 **That Kid Can Move:** Battle Guy can use Flurry and Leap/Climb.


 **Let Me Join!:** Battle Guy can use Shape Change. Adjacent friendly characters can use Close Combat Expert.


#106 Mother Russia

 **50,000 a Week, Plus Expenses:** At the beginning of the game, choose a friendly character. That character's defense value is modified by +1 when it is adjacent to Mother Russia.


 **Close Range Hail of Bullets:** When Mother Russia makes a ranged combat attack and her target is within 3 squares, you may modify her damage value by -1 and then damage dealt is penetrating damage.

#200 Colonel Stars and Stripes

 **Eisenhower:** Colonel Stars and Stripes may begin the game with Eisenhower attached at no cost. While Eisenhower is attached, Colonel Stars and Stripes can use the Duo Attack ability. Give Colonel Stars and Stripes a power action and place Eisenhower in an adjacent square. When you do, Eisenhower can't be given a non-free action this turn. If Eisenhower is attached when Colonel Stars and Stripes is KO'd, place Eisenhower in the square Colonel Stars and Stripes occupied.

 **Respect the Mask:** Colonel Stars and Stripes can use Leadership and Shape Change.

#201 Eisenhower

 **Sic em!:** When a friendly character named "Colonel Stars and Stripes" is within 4 squares, Eisenhower may be given a move action as a free action.

The Lone Ranger†

#002 Tonto

† Familiar Terrain:  

Batman Classic TV

#001 Batman

☆ **BIFF! BANG! POW!:** When Batman makes a close combat attack, all attack rolls of double 3, 4, 5, or 6 are critical hits.

🗝️ **A BATMAN TOOL FOR EVERY OCCASION:** When Batman is targeted by an attack, choose a color of a standard power the attacker can use. Batman can use the defense power of the chosen color until your next turn.

🕸️ **DISCOVER YOUR FIENDISH PLOT-AND FOIL IT:** Batman can use Outwit and Perplex.

#002 Bruce Wayne

🗝️ **THE COMMISSIONER CALLED, LET'S GO!:** When another friendly character is given a move action, after actions resolve, you may give Bruce Wayne a move action as a free action.

🕸️ **ALTER EGO: TO THE BATMAN POLE!:** Give Bruce Wayne a free action when he has no action tokens and replace him with BCTV #001 Batman on his orange starting line.

🗝️ **SOMETIMES, IT SEEMS LIKE I'M A PROFESSIONAL HOSTAGE FOR RANSOM:** When an opposing character not on its starting click would deal damage to Bruce Wayne with an attack, you may ignore all of that damage. If you do, the attacker immediately heals that much damage.

#003 Robin

⚔️ **YOU MAY CAPTURE ME, BUT I ALWAYS ESCAPE!:** 🗝️

☆ **BIFF! BANG! POW!:** When Robin makes a close combat attack, all attack rolls of double 3, 4, 5, or 6 are critical hits.

🕸️ **HOLY _____, BATMAN!:** Give Robin a free action and choose an opposing character within 6 squares and line of fire. Choose a power action, a close combat action, or a ranged combat action. If the chosen character is given that type of action during its next turn, that character immediately modifies its combat values by -1 for that turn if not already modified by this effect and you may remove an action token from Robin.

#004 Dick Grayson

🗝️ **DICK, FOLLOW ME...:** When a friendly character named Batman or Bruce Wayne is given a move action, after actions resolve, you may give Dick Grayson a move action as a free action.

🕸️ **ALTER EGO: TO THE BATMAN POLE!:** Give Dick Grayson a free action when he has no action tokens and replace him with BCTV #003 Robin on his orange starting line.

#005 Catwoman

🕸️ **GIANT MAGNIFYING GLASSES:** Catwoman can use the Elaborate Deathtrap ability and the Bonus is equal to the number of different colored powers showing on her and the target's dials.

🕸️ **TINKERBELL THE TIGER: EEE-YOW!:** When Catwoman resolves a close combat action, place an EEE-YOW! token on this card. Give Catwoman a power action if no friendly Tinkerbell the Tiger token is on the map and remove an EEE-YOW! token to place a Tinkerbell the Tiger token adjacent to Catwoman. That token is a bystander token as described on the back of this card.

🕸️ **ELABORATE DEATHTRAP:** Give Catwoman a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP: At the beginning of your turn, roll 2d6. Catwoman rolls a d6 and adds her 🗝️ Bonus (maximum Bonus 8). If Catwoman is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#006 Shame

🕸️ **SOLO SHOWDOWN AT HIGH NOON:** Shame can use the Elaborate Deathtrap ability and the Bonus is equal to the number of characters on the map.

🕸️ **TANK ESCAPE FROM JAIL:** Shame can use Running Shot. When he does, until your next turn he can use Improved Movement. Ignores blocking terrain and destroys blocking terrain as the character moves through it, Invulnerability, and modifies his damage by +1. Then, at the end of the turn, roll a d6. On a result of 1-3, deal Shame 1 unavoidable damage.

🕸️ **PISTOL WHIP: BAM!:** When Shame resolves a ranged combat action, place a BAM! token on this card. Give Shame a free action to remove a BAM! token and make a close combat attack.

🕸️ **ELABORATE DEATHTRAP:** Give Shame a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. Shame rolls a d6 and adds his 🗝️ Bonus (maximum Bonus 8). If Shame is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#007 Egghead

ELECTRO-THOUGHT VACUUM: Egghead can use the Elaborate Deathtrap ability and the Bonus is equal to the total number of distinct keywords possessed by the opposing characters on the map.

EGGCELLENT ATTEMPT, BATMAN: CRRAACK!: When Egghead resolves a move action, place a CRRAACK! token on this card. Give Egghead a free action and remove a CRRAACK! token to use Probability Control until your next turn.

THE SMARTEST VILLAIN IN GOTHAM CITY: Egghead can use Outwit and Perplex, when he does, he can't target characters that can use Outwit or Perplex.

ELABORATE DEATHTRAP: Give Egghead a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. Egghead rolls a d6 and adds his Bonus (maximum Bonus 8). If Egghead is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#008 The Riddler

GIANT FANS WILL SPIN YOU TO DEATH: The Riddler can use the Elaborate Deathtrap ability and the Bonus is equal to the last digit of the target character's point value. If the last digit is 0, the bonus is equal to 4.

RIDDLE ME THIS: Give The Riddler a free action and choose a KO'd character and secretly turn its dial to any click other than #1 and tell your opponent the click number, Your opponent must guess the color of a power showing on that click. Reveal that dial on that click number. If there is a power and your opponent didn't guess correctly, modify The Riddler's combat values by +1 this turn and return that dial to a KO click.

WHAT KIND OF PEOPLE ARE ALWAYS IN A HURRY?: The Riddler can use Super Senses and adds 1 to his result for each character that moved this turn, maximum result 6. If the d6 roll is a 1, he does not evade the attack.

ELABORATE DEATHTRAP: Give The Riddler a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. The Riddler rolls a d6 and adds his Bonus (maximum Bonus 8). If The Riddler is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the

difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#009 Catwoman

YARN-CUTTING MACHINE: Catwoman can use the Elaborate Deathtrap ability, and when a character on this card uses the Escape Deathtrap ability, roll a d6. The Bonus is equal to 9 minus the result.

HIDING IN THE LADIES' DRESSING ROOM, CLOSE YOUR EYES: RAKKK!: When Catwoman resolves a move action, place a RAKKK! token on this card. Give Catwoman a free action and remove a RAKKK! token. Catwoman can use Perplex until your next turn but may only use it to modify an attack value by -2.

ELABORATE DEATHTRAP: Give Catwoman a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP: At the beginning of your turn, roll 2d6. Catwoman rolls a d6 and adds her Bonus (maximum Bonus 8). If Catwoman is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#010 Mr. Freeze

HUMAN FROSTY FREEZIES: Mr. Freeze can use the Elaborate Deathtrap ability and the Bonus is equal to the total number of action tokens on all opposing characters.

NO ORDINARY GUNS, PLEASE: Mr. Freeze and other friendly characters within 4 squares can use Incapacitate and have a minimum range value of 4. All characters within 4 squares can't make ranged attacks unless they use Incapacitate. This power can't be countered or ignored.

FREEZING CHILL: FWOOSH!: When Mr. Freeze uses Incapacitate and hits, after actions resolve place a FWOOSH! token on this card. When he uses Incapacitate and hits, hit characters are dealt damage equal to the number of FWOOSH! tokens on this card.

ELABORATE DEATHTRAP: Give Mr. Freeze a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. Mr. Freeze rolls a d6 and adds his Bonus (maximum Bonus 8). If Mr. Freeze is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#011 The Mad Hatter

🌀SUPER FAST HARDENING PLASTER: The Mad Hatter can use the Elaborate Deathtrap ability and the Bonus is equal to the highest click number showing among opposing characters.

👉INSTANT MESMERIZING DEVICE: ZZZZT!: When The Mad Hatter resolves a move action, place a ZZZZT! token on this card. Give Mad Hatter a free action and remove a ZZZZT! token to use Mind Control normally this turn. You may choose to remove 2 tokens to use it as a free action instead.

👉MY HATS MAKE ME SUPERIOR: When compared from a common surface; if the highest point of The Mad Hatter's sculpt is above the highest point of the sculpt of any character he targets with an attack, modify Mad Hatter's attack value by +3.

🌀ELABORATE DEATHTRAP: Give The Mad Hatter a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. The Mad Hatter rolls a d6 and adds his 🌀 Bonus (maximum Bonus 8). If The Mad Hatter is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#012 The Penguin

🌀ICE BLOCK OVER ACID PIT: The Penguin can use the Elaborate Deathtrap ability and the Bonus is equal to double the printed damage value of the character using the Escape Deathtrap ability.

👉MULTIPLE UMBRELLA ATTACK: ZZZZZWAP!: When The Penguin resolves a ranged combat action, place a ZZZZZWAP! token on this card. Give The Penguin a free action and remove a ZZZZZWAP! token to choose a standard attack power. The Penguin can use that power this turn.

👉INSTANT HENCHMEN - JUST ADD WATER!: Give The Penguin a power action and place a Dehydrated Henchmen token in an adjacent square. That token becomes a bystander token as described on the back of this card. If The Penguin occupies water terrain, place two Dehydrated Henchmen tokens instead.

🌀ELABORATE DEATHTRAP: Give The Penguin a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. The Penguin rolls a d6 and adds his 🌀 Bonus (maximum Bonus 8). If The Penguin is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the

difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#013 The Bookworm

🌀THE BELL TOLLS FOR THEE: The Bookworm can use the Elaborate Deathtrap ability and the Bonus is equal to the number of the current hour in the 12-hour system.

☆I'M NEVER FAR FROM MY BOOKCASE OF SECRETS: The Bookcase begins the game attached to The Bookworm at no cost. Give The Bookworm a power action and place the The Bookcase anywhere on the map. Give The Bookworm a power action, place him in The Bookcase's square, and then attach The Bookcase to his base.

👉YOU KNOW EVERY PLOT, BUT CAN'T WRITE YOUR OWN: The Bookworm can use Outwit, but only to counter a power or combat ability that another character on your force can also use.

🌀ELABORATE DEATHTRAP: Give The Bookworm a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. The Bookworm rolls a d6 and adds his 🌀 Bonus (maximum Bonus 8). If The Bookworm is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.

#014 King Tut


🌀THEBAN PEBBLE TORTURE: King Tut can use the Elaborate Death Trap ability and when a character on this card uses the Escape Deathtrap ability, roll 4d6. The Bonus is equal to half the result.


👉GOTHAM CITY IS THE NEW THEBES: At the beginning of your first turn, place a Sphinx marker in a square of clear terrain; it is hindering terrain and remains on the map even if this power is lost. While King Tut is within 6 squares of that marker, modify his combat values by +1.


🌀ELABORATE DEATHTRAP: Give King Tut a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.


ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. King Tut rolls a d6 and adds his 🌀 Bonus (maximum Bonus 8). If King Tut is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.


#015 The Joker

 **ZODIAC METEORITE:** The Joker can use the Elaborate Deathtrap ability and the Bonus is equal to the number of the current month or the defense value of the character using the Escape Deathtrap ability minus 12, whichever is higher.



 **JOY BUZZER: ZAP!!!:** When The Joker resolves a move action, place a ZAP!!! token on this card. Before The Joker makes a close combat attack, you may remove one ZAP!!! token to modify his damage value by +1 and have the attack deal penetrating damage.





 **PLUNDER BY REMOTE CONTROL:** Give The Joker a free action and choose an unheld object within 8 squares. For this turn, that object becomes a friendly bystander token as described on the back of this card. When KO'd or at the end of your turn, it becomes an object again and is placed in the square it last occupied.


 **ELABORATE DEATHTRAP:** Give The Joker a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.



ESCAPE DEATHTRAP At the beginning of your turn, roll 2d6. The Joker rolls a d6 and adds his  Bonus (maximum Bonus 8). If The Joker is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.


#016 The Dynamic Duo

+ DON'T BE ALARMED, WE'RE HERE ON OFFICIAL BUSINESS:  


 **BATMAN VEHICLES-BATCYCLE, BATCOPTER, BATBOAT:** At the beginning of your turn, if the Dynamic Duo Occupies your starting area, you may choose , , or . If you do, The Dynamic Duo possesses that combat symbol until they take damage. Each may be chosen only once per game.

 **BIFF! BANG! POW!:** When The Dynamic Duo makes a close combat attack, all attack rolls of double 3, 4, 5, or 6 are critical hits.


 **CHAOTIC FISTFIGHT:** The Dynamic Duo can use Energy Shield/Deflection. When the Dynamic Duo misses with a close combat attack, after actions resolve, roll a d6 for each other adjacent opposing character in any order you choose. On the first result of , The Dynamic Duo can use the Duo Attack ability as a free action, but may only target that character.

 **THE BIGGER THEY ARE, ROBIN...:** The Dynamic Duo can use Super Senses. When the Dynamic Duo is targeted by an attack, increase The Dynamic Duo's defense value by the attacker's printed damage value. This power can't be countered or ignored.

#V001 Batmobile

 **(AUTOPILOT ONLY) VOICE CONTROLLED**

BATMOBILE RELAY UNIT: When a friendly character named Batman is on the map and has no action tokens, Batmobile is not dealt unavoidable damage from being given an action that included an attack.

 **CALLING POLICE CHIEF O'HARA:** Give Batmobile a power action and give any other friendly characters with the Police keyword a move action as a free action with their speed value halved.

PILOT ABILITIES

MOBILE TRACKING SCOPE

Prerequisites: Batman Family keyword.

When Batmobile replaces its combat values with the combat values of its pilot, modify any one replaced combat value by +1.

BATCOMPUTER

Prerequisites: Batman or Robin.

At the beginning of your turn, roll a d6. On a result of 3 - 6, Batmobile can use Outwit until your next turn.

Thor: The Dark World

#001 Thor

☆ **Asgardian Armor:** Once per game, when Thor would be dealt damage, you may instead give him an action token. If you do, Thor ignores that damage.

👉 **Mighty Mjolnir:** Give Thor a power action and make a ranged combat attack. This attack generates knock back, but this knock back path is not stopped by walls or squares of blocking terrain. Instead, destroy that terrain and knock back damage from this attack equals 1 damage plus 1 for each wall of square of blocking terrain the character moved through.

#002 Einherjar


☆ **Shield Wall:** When Einherjar is adjacent to a friendly character named Einherjar, modify both of their defense values by +1 if not already modified by this effect.

#003a Dark Elf Soldier

☆ **Driven:** When Dark Elf Soldier would be dealt pushing damage, roll a d6. On a result of 1-2, ignore that pushing damage.

👉 **Micro Black Hole Burst:** Dark Elf Soldier can use Incapacitate. This attack has an area of effect including all opposing characters adjacent to the target. In addition to the normal effects, all hit characters halve their speed values until your next turn.

#003b Dark Elf Soldier

☆ **Harrows Rider:** Dark Elf Soldier has  and can use the Ram ability. When he uses Ram, his movement may be made up of 2 direct lines.

#004 Malekith

☆ **The Aether and I Are One:** Characters hit by an attack from Malekith can't use defense powers until their next turn.

👉 **Last Stand:** Malekith can use Super Senses and Toughness.

#005 Sif

☆ **Mistress of the Blade:** Sif can use Blades/Claws/Fangs. When an adjacent friendly character with the Asgardian and Warrior keywords uses Blades/Claws/Fangs, the minimum result of that character's d6 roll is its printed damage value.

👉 **My Lord...My Love:** Sif can use Invulnerability. When Sif is adjacent to a friendly character named Thor, he can use Shape Change, but only succeeds on a result of 1-2.

☆ **None So Sharp As Asgardian Steel:** When Sif makes a close combat attack, she may target all adjacent opposing characters. If she does, the damage dealt by the attack can be divided in any way

among the successfully hit targets, provided that all damage dealt is divided among them.

#006 Tyr

☆ **War-Bringer:** At the beginning of your turn, all friendly characters within 6 squares, which are 100 points or less and have both the Asgardian and Warrior keywords can use Sidestep, and modify their damage values by +1 this turn.

👉 **None Can Stand Against Me:** Tyr can use Quake. When he does, his damage value becomes 3 and is locked.

👉 **Battle Is Where I Belong:** Tyr can use Invulnerability. When Tyr is targeted with a close combat attack, modify his defense value by +1 for each adjacent, opposing character.

#008 Kurse

+ **Single-Minded Power:**   

☆ **Focused Hatred:** Kurse can use Battle Fury.

☆ **Algrim Reborn:** If Kurse enters play through the Battlefield Promotion ability, he is KO'd if he crosses the red KO line. When a countdown click is showing, Kurse can't be moved, placed, targeted, or damaged and at the end of your turn, turn this dial once to the right. If all characters friendly to Kurse are KO'd, all countdown clicks become KO clicks. This ability can't be ignored.

#009 Algrim




☆ **Battlefield Promotion: Reborn as Kurse:** When Algrim would take 3 or more damage from an attack, you may replace him with [TDW]#008 Kurse on his orange starting line. When Algrim would be KO'd, roll a d6 and add the amount of damage he has just taken. On a result of 7 or more, replace him with [TDW]#008 Kurse on his orange starting line instead.

#010 Heimdall

☆ **Far Sight:** Heimdall can use Super Senses.

👉 **Activate the Bifrost:** Heimdall can use Telekinesis. If an opposing character moved or was placed adjacent to Heimdall since your last turn, Heimdall can use Telekinesis as a free action, but may only use it to place that opposing character.

☆ **I See All Things:** Heimdall can use Perplex and Probability

Control as if he had a range value of 8. When he does, he can use   .

#011 Fandral

☆ **Warriors Three:** Friendly characters with the Warriors Three keyword marked with one action token can use Sidestep.


👉 **Just a Feint!:** Fandral can use Blades/Claws/Fangs. Once per turn, if he uses it and the hit target takes less than 2 damage, another

friendly character may immediately make a close combat attack targeting the same character as a free action.


#013 Loki

☆ **Imprisoned By Greed...**: As long as Loki is on a countdown click, he can't be moved, placed, targeted, assigned an action, or damaged, and at the beginning of your turn, you may turn his dial once to the right. If Loki is on a countdown click and no friendly characters are on the map, click Loki to click #4.

✍️ **...Freed By Grief**: When this power is first revealed, you may place Loki adjacent to an opposing character that has hit a character that is both friendly to Loki and 30 points or more. When you do, Loki may use Pulse Wave as a free action.

☆ **After All, I Am the God Of Lies**: Loki can use Probability Control and Shape Change. When Loki uses Shape Change and the result is , deal the attacker 1 unavoidable damage after actions resolve.

#014 Malekith

☆ **Lord of the Dark Elves**: Malekith can use Leadership. When he does and the result is , you may choose to not remove an action token and instead modify an adjacent friendly character's combat values by +1 until the beginning of your next turn.

✍️ **Aether-Enhanced Power**: Malekith can use Penetrating/ Psychic Blast and Pulse Wave.

☆ **Illusions and Deception**: Malekith can use Perplex and Shape Change. When he uses Shape Change and succeeds, place a Deceived token on the attacker's character card. Malekith may use Mind Control as a free action targeting any number of characters marked with Deceived tokens. Remove all Deceived tokens from characters hit by this use of Mind Control.





#015 Duhg

☆ **A Motley Army from All Nine Realms**: When building your force, if Duhg is the highest-point character, other characters that share a keyword with him also have the Duhg's Army keyword.

🛡️ **Gathering the Marauders**: Duhg can use Invulnerability and Mastermind.

#016 Hogun

☆ **The Warriors Three**: Friendly characters with the Warriors Three keyword can use Empower, but only to affect characters with the Warriors Three keyword.

✍️ **Master of All Weaponry**: Hogun can use Super Strength but can't pick up or hold heavy or special objects. When he makes a close combat attack while holding an object, roll a d6. On a result of , , he can use Precision Strike. On a result of , , the object is not removed after the attack and Hogun continues to hold it.

🏠 **Battlefield Medicine**: Hogun can use Regeneration and Support.

#017 Volstagg

☆ **The Warriors Three**: Friendly characters with the Warriors Three keyword can use Mastermind. When they do, they may only transfer damage to other characters with the Warriors Three keyword, but they may do so regardless of their point values.

✍️ **One Last Feast with Friends**: Once per game, give Volstagg a double power action that deals no pushing damage. Heal all adjacent friendly characters of damage equal to 2 minus the number of action tokens they have and, when Volstagg next clears action tokens, heal him to click #4. Other friendly characters with the Warriors Three keyword are considered adjacent during this action.

🏠 **The True Lion of Asgard**: Volstagg can use Defend and Invulnerability.



#018 Thor

☆ **Strongest of the Asgardians**: Thor can use Super Strength. Give Thor a close combat action and, if he hits, you may roll a d6. If the result is greater than the damage taken, replace him with [TDW]#001 Thor on the same click number +1.

☆ **Godly Stamina**: Thor begins the game with two Stamina tokens on his card. When Thor would take pushing damage, you may instead remove a Stamina token and ignore the pushing damage.



✍️ **Mighty Swing**: Thor can use Precision Strike and Quake.

#019 Thor

+ **You Dare Attack the Son of Odin?!**:  

☆ **Defender of the Nine Realms**: Thor can use Super Strength and adjacent friendly characters can use Toughness. Once per turn, Thor can use Defend.

✍️ **Asgardian Fury**: Thor can use Charge and Flurry.



✍️ **Call Down the Lightning**: Give Thor a ranged combat action and he can use   for this action. The area of effect for this ranged attack is any one square within range and line of fire and each square adjacent to it. A hit character occupying the chosen square is dealt Thor's printed damage value. Other hit characters are dealt Thor's printed damage -1.


#020 Odin

+ **Huginn and Muninn**:  


☆ **Gungnir (350 Points)**: Once per game, give Odin a double power action and make a ranged combat attack targeting the highest-point opposing character anywhere on the map. For this attack, Odin's combat values are locked, the attack can't be evaded and the attack roll can't be rerolled by friendly characters. After actions resolve, deal Odin 1 unavoidable damage.

#101 Thor


 **Whosoever Holds This Hammer...:** Thor can use Charge. He can use it normally, or when he is given an action to use Charge, if he moves in a direct line, he can use  and, after actions resolve, each character occupying a square that Thor moved through is dealt 1 damage, assigned an action token, and you may place it in a square adjacent to their current position.

 **God of Thunder:** Thor can use Energy Explosion. When he is given a ranged combat action, you may lock his damage value and, if you do, all hit characters are also given an action token.

#102 Malekith

 **Aversion to Iron:** When Malekith is dealt damage and the attacker rolled a d6 for Blades/Claws/Fangs for the attack, damage dealt can't be reduced below 1.


 **Away From Me, Asgardian:** Malekith can use Force Blast and Sidestep.

 **The Deceiver:** Malekith can use Mastermind, Shape Change, and Super Senses.


#103 Sif


 **Strike From All Angles:** 

#104 Loki


 **Illusory Duplicates:** Loki can use Shape Change and Toughness. When he uses Shape Change and succeeds, Loki may be placed in a square of hindering terrain within 3 squares and line of fire. If the attack was a close combat attack, the attacker's action resolves immediately.


#105 Dark Elf Scout

 **Power of the Aether:** Opposing characters hit by Dark Elf Scout's ranged combat attack can't use the Flight ability until your next turn.

 **Minion: Asgardian Reconnaissance:** If a friendly character named Malekith is within 8 squares, Dark Elf Scout can use Enhancement.

#106 Kurse

 **Unbreakable Armor:** Kurse's defense powers can't be countered.

 **The Wild Hunt:** During your first turn, choose an opposing character. Kurse can use Charge. He can choose to use it normally, or he may choose to not halve his speed value from Charge, but may then only make close combat attacks against the chosen opposing character during that action.

Star Trek Tactics 3‡

#001 Einstein

☞ **Dispatching Support Engineers:** Einstein can use Support, but can only heal a maximum of 2 damage; when it uses Support and rolls doubles, it may also remove an action token from a ship that is healed.

#002 Scout 608

★ **Your Systems Have Been Infiltrated:** Scout 608 can use Perplex, but may only target opposing ships; if the target ship is marked with Assimilation tokens, it may modify the chosen combat value by an additional -1.

#003 Interceptor Five

★ **Pinpoint Accuracy:** Any successful ranged attack roll by Interceptor Five where the result is doubles deals penetrating damage.

#004 P.W.B. Aj'rnr

★ **Unseen Strike:** P.W.B. Aj'rnr can use Super Senses. If it occupies hindering terrain, it evades attacks on a result of 4-6 instead.

★ **Their Secrets Are Our Weapons:** Once per game, choose a keyword possessed by an opposing ship. P.W.B. Aj'rnr can use Outwit and Perplex, but may only target opposing ships with the chosen keyword.

#005 U.S.S. Raven

☞ **Multi-Adaptive Shielding:** Once per game, give U.S.S. Raven a free action and choose a keyword possessed by an opposing ship. When U.S.S. Raven is attacked by a ship with the chosen keyword, it can use Super Senses and evades attacks on a result of 4-6 instead.

★ **Gathering Intelligence:** U.S.S. Raven can use Perplex and Probability Control. When it uses either power, it may only target opposing ships.

#006 I.K.S. Toral

★ **Master Manipulators:** Once per game, choose a keyword possessed by an opposing ship. I.K.S. Toral can use Mind Control and modifies its attack value by +1 when it does, but may only target ships with the chosen keyword.

★ **Power for the Taking:** I.K.S. Toral can use Leadership and Outwit.

#007 Sakharov

☞ **Planting Hull Mines:** Sakharov can use Incapacitate; when it does and hits, roll a d6 and on a result of 6 deal 1 damage to the target.

#008 Akorem

☞ **Positron Burst:** Akorem can use Incapacitate as a free action, but may only target opposing ships that have taken damage this turn. When it does, you may not give your force any more actions this turn.

#009 Nistrim Raider

☞ **Sensor Mask:** Nistrim Raider can use Super Senses; after it evades an attack, it can't be the target of a ranged combat attack until your next turn.

#010 U.S.S. Hathaway

★ **Underestimating Ensign Crusher:** When U.S.S. Hathaway has exactly one action token, it can use Probability Control. U.S.S. Hathaway can use Outwit, but only to counter combat abilities.

☞ **Limited Warp:** U.S.S. Hathaway can use Hypersonic Speed and Running Shot. When it uses Hypersonic Speed, it must be given a double power action instead of a power action.

#012 Enterprise

★ **Temporal Cold War:** At the beginning of your turn, choose one of the following options: 1) Daniels' Database: Enterprise can use Probability Control this turn; 2) Quantum Beacons: Ranged combat attacks made by Enterprise and up to one adjacent friendly ship can't be evaded this turn.

☞ **Lt. Reed, Target Their Weapons System:** When Enterprise makes a successful attack roll and the result is doubles, the target's range value becomes 0 and is locked until your next turn.

#013 Halik Raider

★ **You Must Trust the One Who Helps You:** Halik Raider can use Support; it can use Telekinesis as a free action, but only to place a friendly ship into a square adjacent to Halik Raider.

#014 Assimilated Vessel 80279

☞ **Assimilated Boarding Tactics:** Assimilated Vessel 80279 can use Blades/Claws/Fangs; when it does, after the d6 is rolled you may choose to instead deal penetrating damage equal to the number of Assimilation tokens on the target.

#015 Ratosha

☞ **Warp-Drop Assault:** Ratosha can use Phasing/Teleport and Running Shot. When it uses Running Shot, it can use Improved Movement: Ignores Blocking Terrain, Ignores Characters.

#016 U.S.S. Stargazer

★ **The Picard Maneuver:** U.S.S. Stargazer can use Super Senses; when it evades an attack and actions resolve, you may give the attacker an action token and place U.S.S. Stargazer up to four squares away as long as it is within line of fire of the attacker.

☆ **No Profit In Revenge:** When U.S.S Stargazer is KO'd it becomes an ultra-heavy object and friendly ships named Enterprise-D can use Super Strength for the rest of the game.

✦ **Bringing Light Into Darkness:** U.S.S Stargazer can use Enhancement and Support.

#017 Columbia

✦ **Always Have A Plan B:** Columbia can use Probability Control, but may only reroll its own close combat attacks.

#018 Bioship Alpha

☆ **Biomatter Defenses:** Bioship Alpha can use Shape Change and can't be targeted with Incapacitate. Ships using the Borg team ability do not place Assimilation tokens on Bioship Alpha.

✦ **Fluidic Space:** Bioship Alpha can use Phasing/Teleport and Running Shot.

#019 Assimilated Vessel 77139

✦ **Assimilating Technology:** Assimilated Vessel 77139 can use Poison and Steal Energy; when it uses Poison, deal 1 additional damage to any ships marked with an Assimilation token.

#020 Sphere 4270

☆ **Target Confirmed:** When an opposing ship is marked with an Assimilation token and adjacent to Sphere 4270, other friendly ships targeting that ship modify their attack values by +1.

✦ **Remodulate Primary Weapons:** Sphere 4270 can use Penetrating/Psychic Blast; when it does, modify damage dealt to each hit target with an Assimilation token by +1.

#021 I.R.W. Avatar of Tomed

☆ **From Their Ashes I Will Make Fire:** Opposing ships within 4 squares of I.R.W. Avatar of Tomed and marked with an Assimilation token can't be healed.

#022 Relora-Sankur

✦ **Not Our True Target:** When Relora-Sankur makes a ranged combat attack and misses, it may immediately make a ranged combat attack targeting a different ship as a free action.

#023 Soong

☆ **I Am No Longer Part of the Collective:** When Soong is the only ship on your force with the Borg keyword, modify its attack value by +1. When it is the only ship on your force that has not been KO'd, modify its damage value by +1.

✦ **You Are Not Worthy Of Assimilation:** When Soong makes a ranged combat attack, you may remove an Assimilation token from the target; when you do, the damage dealt by the attack to the target is penetrating damage.

#024 Assimilation Target Prime

☆ **Scavenged Borg Technology:** When Assimilation Target Prime uses the Borg team ability, it may place the Assimilation token on itself instead. When Assimilation Target Prime is hit with an attack, you may remove Assimilation tokens from it and modify the attacker's damage value by -1 for each removed Assimilation token.

✦ **Fighting on the Run:** When Assimilation Target Prime makes a ranged combat attack and actions resolve, you may move it up to three squares.

#025 Bioship Beta

☆ **Biomatter Defenses:** Bioship Beta can use Shape Change and can't be targeted with Incapacitate. Ships using the Borg team ability do not place Assimilation tokens on Bioship Beta.

✦ **Energy-Focusing Ship:** Give Bioship Beta a free action and choose attack or damage value. Modify the chosen combat value by +1 for each adjacent friendly ship.

✦ **Defensive Escort:** Bioship Beta can use Invulnerability and Mastermind.

#026 Sphere 3095

☆ **Creating Temporal Vortex:** Sphere 3095 can use Probability Control; it can also use Probability Control a second time when it is not your turn, but only when a ship marked with an Assimilation token makes an attack.

#027 Queen Vessel Prime

☆ **Ruthless Efficiency:** When Queen Vessel Prime hits with an attack, damage dealt is penetrating damage.

✦ **All Is In Service To The Collective:** Queen Vessel Prime can use Invulnerability and Mastermind. When it uses Mastermind, friendly ships with the Borg keyword within 4 squares and line of fire are considered adjacent.

☆ **The Queen:** Queen Vessel Prime can use Leadership and Outwit. When it uses Leadership, it may use Probability Control, but only for that roll.

#028 Tactical Cube 138

☆ **Assimilation Underway:** Tactical Cube 138 can use the Multiattack ability, but one of the actions it takes as a free action must be an attack that targets a ship marked with an Assimilation token.

✦ **Assimilation Target Shields Draining:** When Tactical Cube 138 hits with an attack, damage dealt is penetrating.

#100 Tactical Cube 5651

☆ **Assimilation Underway:** Cube 5651 can use the Multiattack ability, but one of the actions it takes as a free action must be an attack that targets a ship marked with an Assimilation token.

☆ **Regenerative Plating:** Cube 5651 can use Toughness.

✖ **Approach and Assimilate Target Lifeforms:** Cube 5651 can use Running Shot and Mind Control; when it uses Mind Control, it takes no damage due to the target's point value if the target is marked with an Assimilation token.

⊕ **Terrain Extraction Complete:** Cube 5651 can use Penetrating/Psychic Blast; when it destroys a square of blocking terrain, you may continue to destroy squares of terrain as free actions provided each square is adjacent to the previously destroyed square.

#101 U.S.S. Enterprise-D

☆ **Planting a Command in the Collective: "Sleep":** When an opposing ship within 8 squares of U.S.S. Enterprise-D places an Assimilation token and actions resolve, roll a d6; on a result of 4-6, give that opposing ship an action token.

✎ **You Will Only Defeat Him By Letting Him Go:** Once per game, choose a keyword possessed by an opposing ship; when targeting opposing ships with that keyword, modify U.S.S. Enterprise-D's attack value by +1 and, if the chosen keyword is Borg, roll a d6 when an attack hits. On a result of 5-6, damage dealt by the attack is penetrating damage.

#102 Ogla-Razik

☆ **Proton Beam:** When Ogla-Razik makes a ranged combat attack targeting a ship marked with an action token, modify its damage value by +1.

#103 Scout 255

✦ **Full Analysis Complete:** Scout 255 can use Probability Control, but only to reroll an attack roll made in an attack targeting a ship marked with an Assimilation token. Scout 255 modifies its damage value by +1 when targeting a ship with an Assimilation token.

#104 Assimilator 84

✖ **You Will Be Assimilated- Or Destroyed:** Assimilator 84 can use Mind Control and Phasing/Teleport. When it uses Mind Control, after actions resolve, deal each hit target 1 penetrating damage for each Assimilation token on it.

✦ **Your Defenses Are Irrelevant:** Assimilator 84 can use Outwit, but may only use counter defense powers.

The Hobbit: Journey to the Lonely Mountain†

#001 Bilbo

☆ **Oh? What's This?!**: When Bilbo rolls for a relic, he may modify his result by +1. Bilbo may roll for a relic more than once per game.

🗨️ **Have You Smelled Them?!**: Bilbo can use Super Senses. Adjacent friendly figures that share a keyword with Bilbo can use Super Senses, but only succeed on a die roll of 6.

#002 Gandalf

✨ **True Courage**: Gandalf can use Outwit and Probability Control.

#003 Gollum

☆ **Well, if He Loses Precious, We Eats It!**: Gollum can use Plasticity and Super Senses. Before rolling a d6 for Super Senses, choose a number between 1-4. If the result is the chosen number, Gollum evades the attack and the attacker is dealt one unavoidable damage.

☆ **We Knows Safe Paths, Safe Paths In The Dark**: During your first turn, give Gollum a free action and place him in any square that is not within line of fire of any opposing character.

#004 Azog

+ **Seeking the Most Worthy Opponent**: 🏹 ●

☆ **Mighty Mount**: Characters named Great Warg have their combat values locked this turn if it carries Azog during this turn.

🗡️ **Sword and Claw**: Once per turn, Azog can use either Flurry or Sidestep.

#005 The Great Goblin

☆ **The Goblin King**: When The Great Goblin would be dealt damage, you may instead deal 1 unavoidable damage to an adjacent friendly character with a shared keyword and a lower point value.

The Two Towers†

#001 Aragorn

† Trained as a Ranger: 🗡️ 🟩

👁️ **Tracking Friends:** Give Aragorn an epic action and choose up to one adjacent friendly character for each 200 points of the game's build total. Place Aragorn adjacent to any friendly character within 10 squares and then place the chosen friendly characters adjacent to Aragorn.

👤 **Leader of Men:** Aragorn can use Leadership and adjacent friendly characters can use Willpower. Aragorn can use Perplex, but only to modify the attack values of adjacent friendly characters.

#002 Galadhrim Elven Soldier

🛡️ **Hold the Line:** Galadhrim Elven Soldier can use Energy Shield/Deflection. When Galadhrim Elven Soldier is targeted with a close combat attack and he is adjacent to a friendly character with a shared keyword, modify his defense value by +1.

#003 Hunter Orc

👤 **Cull the Weak, Sate the Strong:** When Hunter Orc attacks an opposing character that is marked with one or more action tokens, modify his attack value by +1.

#004 Grima Wormtongue

🩸 **Leechcraft:** Give Grima Wormtongue an epic action and choose up to 1 opposing character per 100 points of the game's build total; until the beginning of your next turn, chosen characters can't be healed.

🗨️ **Poison Words:** Grima Wormtongue can use Mind Control. When he does, modify his attack value by +2, he is not dealt unavoidable damage due to the target's point value, and after actions resolve, deal hit targets 1 penetrating damage.

🌪️ **Sow Discontent:** When an opposing figure rolls for Leadership, subtract 1 from the result, minimum 1. On a result of 1, that player removes an action from their action total this turn if not already removed by this effect.

#006 Smeagol

👁️ **Good Smeagol Always Helps!:** Give Smeagol an epic action and choose a keyword possessed by an opposing character; Smeagol can use Outwit once for each 200 points of the game's build total, but may only target characters with the chosen keyword.

☆ **Morph: Gollum:** Give Smeagol a move or close combat action that deals no pushing damage; after actions resolve, replace this character with 🖐️ #007 Gollum on the same click number.

☆ **Sworn to Serve the Master of the Precious:** Smeagol can use Perplex. He can use it normally, or he can modify the same combat value of all characters within range and line of fire with the Ringbearer keyword by +1.

#007 Gollum

👁️ **Soft and Quick as Shadows:** Give Gollum an epic action; Gollum and up to 1 character per 100 points of the game's build total can use Stealth until the beginning of your next turn.

☆ **Morph: Smeagol:** Give Gollum a move or close combat action that deals no pushing damage; after actions resolve, replace this character with 🖐️ #006 Smeagol on the same click number.

👁️ **Liar, Thief, Murderer!:** Gollum can use Poison. When he does, characters with the Ringbearer or Fellowship keyword are dealt 2 damage instead of 1.

#008 Ithilien Ranger

👁️ **Warning Shot:** When Ithilien Ranger successfully hits multiple targets with a ranged combat attack and chooses to deal 0 damage to a target, he may place an action token on the target instead.

#009 Rohan Soldier

☆ **Skilled Rider:** A character using the Carry ability may carry Rohan Soldier in addition to any other characters being carried.

🗡️ **Charging Lance:** Rohan Soldier can use Charge. When he does, modify his attack value by +1.

#010 Easterling

☆ **Tight Ranks:** When Easterling is adjacent to a friendly character with a shared keyword, modify her attack value by +1. When she is adjacent to at least two friendly characters with a single shared keyword and attacks, any roll of doubles that hits is a critical hit.

🛡️ **Phalanx:** Easterling can use Combat Reflexes. When she is the target of a ranged combat attack, she can use Toughness.

#011 Uruk-Hai Berserker

☆ **Berserker Fury:** Any successful attack roll made by Uruk-Hai Berserker where the result is doubles is a critical hit.

#012 Legolas Greenleaf

👁️ **Elf Eyes:** Give Legolas Greenleaf an epic action; he may use Running Shot as a free action, and places a Spotter token on any hit targets. When a character marked with a Spotter token is the target of a ranged combat attack, modify its defense value by -1 for each 300 points of the game's build total.

☆ **Deadly Archer:** When Legolas Greenleaf targets more than one character with a ranged combat attack, modify his attack and damage values by +1.

★ **Finishing Shot:** When Legolas Greenleaf makes a ranged combat attack, modify the damage dealt to characters marked with an action token by +1.



#013 Samwise Gamgee

👉 **We Need a Few Good Taters:** Samwise Gamgee can use Support; when he does, after actions resolve he may use it again as a free action, but may only target a different character that is marked with one action token.

#014 Mauhur

☆ **I Smell Man-Flesh:** Friendly characters modify their attack value by +1 when they attack a character occupying hindering terrain unless already modified by this effect.

#015 Lugdush

👉 **Orc-Blade:** Lugdush can use Blades/Claws/Fangs. When he does, on a result of -, after actions resolve, you may deal 1 damage to a different opposing character adjacent to Lugdush.

#016 Grishnakh

👉 **Do You Give Good Sport?:** At the beginning of your turn, you may choose a number from 1 to 6 and roll 2d6; if the chosen number comes up on either die, Grishnakh can use Charge this turn, and if it comes up on both dice Grishnakh can also use Exploit Weakness this turn.

#017 Faramir

+ **Familiar Terrain:**  

👉 **Ambush!:** Once per game, give Faramir an epic action and all friendly characters occupying hindering terrain modify their attack value by +1 this turn. When you do, Faramir may make a close or ranged combat attack as a free action.

👉 **Ranger of Ithilien:** Faramir can use Running Shot and Stealth.

#018 Hama

👉 **I'm Afraid I Have to Take Your Weapons:** Once per game, give Hama an epic action. Until your next turn, attacks that would deal penetrating damage deal regular damage instead.

★ **I Carry the Orders of the King:** Hama can use Outwit, but may only target characters with a point value of 75 or less.

#019 Gamling

☆ **Royal Guardsman:** During your first turn, choose a friendly character with a point value greater than Gamling. That character can use Mastermind, but may only use it to deal damage to Gamling.

★ **Preparing the People for Battle:** Gamling can use Perplex, but may only target friendly characters with a point value of 75 points or less.

#020 Eowyn

☆ **Simbelmyne:** Once per turn, when a friendly character is KO'd, you may place a hindering terrain marker in the square it occupied before being removed from the map.

★ **Providing Comfort:** Eowyn can use Support; when she does you may treat any roll of doubles (other than a critical miss) as a result higher than the target's defense value, but when you do she can heal a maximum of 2 damage.

#021 Eomer

☆ **Rider of Rohan:** Eomer can use the Carry ability.

★ **Marshall of the Horse-Lords:** Eomer and adjacent friendly characters modify their attack value by +1 when making a close combat attack. If that character has moved this turn, modify its damage value by +1 for this attack as well.

#022 Gimli

👉 **Stand and Fight!:** Give Gimli an epic action; he and up to one adjacent friendly character per 200 points of the game's build total can use Combat Reflexes and Close Combat Expert until your next turn, and Gimli can use Close Combat Expert as a free action this turn.

☆ **We Dwarves Are Natural Sprinters:** Gimli can use Charge. He can use it normally, or he can be given a double power action to use it but does not halve his speed value from Charge.

#023 Ugluk

☆ **Get a Fire Going!:** When Ugluk is adjacent to a friendly character, he can use Smoke Cloud as a free action, but may only place up to two tokens and no token may be placed in a square occupied by a character.

#024 Sharku

☆ **In the Bloody Fray:** When an opposing character within 3 squares is KO'd, modify Sharku's attack value by +1 until your next turn.

#025 Haldir

☆ **Elven Archery:** Once per game, give Haldir an epic action and choose up to 1 friendly character per 200 points of the game's build total. During your turn, you may give each chosen character a power action and they may each make 2 ranged combat attacks as free actions. If Haldir is a chosen character, his power action may be given as a free action.

👉 **Target Their Armor's Weak Points!:** Damage dealt by ranged combat attacks made by friendly characters adjacent to Haldir can't be reduced to less than 1.

#026 Theoden

👉 **Make for Refuge:** Once per game, give Theoden an epic action; place Theoden and up to 1 friendly character per 150 points of the game's build total in your starting area.

👉 **Exiled by the King:** Theoden can use Force Blast. He can use it as if he occupied any square within 6 squares and line of fire.

#027 Gandalf the White

👉 **Look To My Coming:** Give Gandalf the White an epic action and roll a d6 for each 200 points of the game's build total. Other friendly characters within 4 squares may be healed of the total result, dividing the total among them, but only if they are given an action token.

☆ **I Come Back at the Turn of the Tide:** When Gandalf the White has no action tokens, he can use Perplex until your next turn, but may only use it to target other characters. When Gandalf the White has one action token, he can use Probability Control.

👉 **Would You Part an Old Man from His Walking Stick?:** Gandalf the White can use Energy Explosion; when he hits an untargeted character, damage dealt to all characters hit by the attack is penetrating damage.

#028a Warg Rider

+ **Sure-Footed Beast:** 🐾, 🟠, 🟢, 🟡, ⬤

☆ **Isengard:** When Warg Rider uses the Split ability or any character uses the Merge ability, characters with the Isengard keyword are considered to have the name Isengard.

☆ **Trusted Steed:** When Warg Rider uses the Split ability, a bystander token named "Warg" is considered to be on the same click as Warg Rider and can't be given an action to use the Merge ability.

👉 **Fang and Spear:** Warg Rider can use Charge and Flurry; when he uses Flurry in the same turn as Charge the two attacks must be against different targets.

#029a Rider of Rohan

☆ **Rohirrim:** When Rider of Rohan uses the Split ability or any character uses the Merge ability, characters with the Rohirrim keyword are considered to have the name Rohirrim.

☆ **Trusted Steed:** When Rider of Rohan uses the Split ability, a bystander token named "Rohirrim Steed" is considered to be on the same click as Rider of Rohan and can't be given an action to use the Merge ability.

☆ **Ride Out to Meet the Enemy:** If no other friendly character is adjacent to a target attacked by Rider of Rohan, modify his attack value by +1.

👉 **Vanguard:** Rider of Rohan can use the Move and Attack ability when adjacent to an opposing character. Whenever he uses the Move and Attack ability, modify his speed value by -2 instead of his attack value.

#030a Eomer and Steed

👉 **Lead by Example:** Give Eomer and Steed an epic action and choose up to 1 friendly character for each 200 points of the game's build total. When a chosen character uses Charge this turn modify their speed value by -2 instead of halving their speed value from Charge. If Eomer and Steed is one of the chosen characters, they can use Charge as a free action this turn.

☆ **Trusted Steed:** When Eomer and Steed use the Split ability, a bystander token named "Steed" is considered to be on the same click as Eomer and Steed can't be given an action to use the Merge ability.

👉 **Open Field Tactics:** Eomer and Steed can use Perplex, but may only modify the speed or attack values of friendly characters.

#031a Legolas and Gimli

👉 **A Red Sun Rises:** Give Legolas and Gimli an epic action and choose up to 1 friendly character per 200 points of the game's build total. Chosen characters modify their attack values by +1 this turn for each KO'd friendly character with a point value of 30 points or more.

☆ **Trusted Steed:** When Legolas and Gimli use the Split ability, a bystander token named "Arod" is considered to be on the same click as Legolas and Gimli and can't be given an action to use the Merge ability.

☆ **Stand and Fight:** When Legolas and Gimli use the Duo Attack ability, the second attack deals penetrating damage.

👉 **Something Is Out There:** Characters attacked by Legolas and Gimli can't use Shape Change or Super Senses during that attack.

#032a Aragorn and Brego

👉 **Let's Hope Our Luck Lasts the Night:** Give Aragorn and Brego an epic action; until the beginning of your next turn, modify by +1 the defense value of up to 1 character per 150 points of the game's build total that shares a keyword with them.

☆ **Trusted Steed:** When Aragorn and Brego use the Split ability, a bystander token named "Brego" is considered to be on the same click as Aragorn and Brego and can't be given an action to use the Merge ability.

☆ **The Ranger Speaks as One of Their Own:** During your first turn, choose a keyword; Aragorn and Brego can use Mind Control and Perplex, but may only target characters with which they share a keyword or have the chosen keyword.

👉 **Seen Enough of War:** When they are adjacent to more than one opposing character, Aragorn and Brego modify their attack and defense values by +1.

#033a King Theoden and Steed

👉 **Forth Eorlingas:** Give King Theoden and Steed an epic action; until the beginning of your next turn, up to one character per 200 points of the game's build and all friendly characters in your starting area can use Charge and Running Shot.

☆ **Trusted Steed:** When King Theoden and Steed use the Split ability, a bystander token named "Steed" is considered to be on the same click as King Theoden and Steed and can't be given an action to use the Merge ability.

👉 **They Will Break Like Water On Rock:** King Theoden and Steed can use Quake; when he does, the damage dealt to one opposing character hit by the attack is penetrating damage.

#034a Gandalf and Shadowfax

👉 **Turning of the Tide:** Give Gandalf and Shadowfax an epic action to use Outwit; after using it, they can use it again as a free action 1 time for each 200 points of the game's build total.

☆ **Trusted Steed:** When Gandalf and Shadowfax use the Split ability, a bystander token named "Shadowfax" is considered to be on the same click as Gandalf and Shadowfax and can't be given an action to use the Merge ability.

👉 **Lord of the Maeras:** Gandalf and Shadowfax can use Hypersonic Speed instead of the Move and Attack ability.

👉 **Beacon of Hope:** Gandalf and Shadowfax can use Pulse Wave; if the result of the attack roll is doubles, hit characters are also given an action token.

☆ **White Wizard:** Gandalf and Shadowfax can use Outwit, Perplex, and Probability Control.

#035 Boromir

👉 **Our Land Will Not Fall Into Enemy Hands!:** Give Boromir an epic action; Until the beginning of your next turn, modify the damage value of all friendly characters by +1 when attacking an opposing character within 6 squares of your starting area.

☆ **Reclaimed for Gondor:** Give Boromir a power action, remove any Flag Markers placed by Boromir from the map and place a Flag Marker in Boromir's square. Friendly characters adjacent to a Flag Marker modify their attack value by +1.

#036 Frodo and Gollum

👉 **Secret Ways:** Give Frodo and Gollum an epic action when they occupy hindering terrain; they and up to 1 friendly character per 150 points of the game's build total occupying hindering terrain can be placed in different squares of hindering terrain up to 8 squares away.

☆ **This Creature Is Bound to Me- And I To Him:** When Frodo and Gollum use Split, heal one replacement character of 1 damage after it is placed on the map.

👉 **Stinging Words, Stinging Sword:** Frodo and Gollum can use Exploit Weakness and Poison.

#101 Theodred

👉 **Defend the Borderlands:** Give Theodred an epic action and choose either the row or column of squares he occupies on the map;

modify the defense value of all friendly characters in the chosen squares by +1 until your next turn.

☆ **No Need to Fight a Defeated Foe:** Theodred can use Outwit, but the target can't be attacked while a power or ability is countered by this effect.

☆ **Prince of the Rohirrim:** Modify the attack and damage values of Theodred and adjacent friendly characters by +1 when they attack an opposing character that has not been previously attacked this turn.

#102 Sharku and Warg

☆ **Trusted Steed:** When Sharku and Warg use the Split ability, a bystander token named "Warg" is considered to be on the same click as Sharku and Warg and can't be given an action to use the Merge ability.

☆ **He...Took A Little Tumble:** Sharku and Warg can use Plasticity. When they hit with a close combat attack and actions resolve, they may use Force Blast as a free action against the same target, but if the result of the d6 is a 1 deal Sharku and Warg 1 unavoidable damage.

Mage Knight Resurrection†

#001 Moonborn Dunewolf

☆ **Born of Desert Darkness:** Moonborn Dunewolf can use Stealth. When Moonborn Dunewolf occupies hindering terrain, he can use Flurry.

#002 Dwarven Axeshield

🛡️ **Axeshield:** Dwarven Axeshield can use Toughness; once per turn, when he or his adjacent leader takes damage from a ranged combat attack, roll a d6 and on a result of 5 - 6 deal 1 damage to the attacker.

#003 Skeleton Skullwalker

☆ **Bones That Must Rise:** Give Skeleton Skullwalker a move action and, after actions resolve, place a hindering terrain marker in its square that remains on the map until Skeleton Skullwalker no longer occupies the square. Skeleton Skullwalker ignores the marker for movement purposes.

#004 Xandressan Windsman

🌀 **We Serve the Wind:** Xandressan Windsman can use Flurry and Force Blast; when he uses Force Blast, subtract 3 from the result of the d6 roll, minimum result 1.

#005 Altem Sentinel

☆ **I Undertake a Duty to Defend the Guild:** When a character fails to break away from Altem Sentinel, deal that character 1 damage.

#006 Goblin Pillager

+ **Sneaky, Sneaky!:** 🌀 ∞

👉 **Plunder:** Goblin Pillager can use Super Strength. When he moves, he may pick up objects held by adjacent opposing characters. Goblin Pillager may pick up an object when he is holding one; when he does so, choose one of the two objects and remove it from the game.

#007 Zombie Shambler

+ **Unslowed by Death:** 🌀 ■

☆ **Mage Drain:** Whenever an opposing character takes damage from Zombie Shambler's attack, roll a d6. On a result of 🎲 🎲 Zombie Shambler can use Outwit, but may only target that character.

🌿 **Withering Touch:** Adjacent opposing characters modify their defense values by -1.

#008 Gassalite Swordbrother

+ **Slip Between Swords:** 🌀 ●

🗡️ **Dance of the Blade:** Gassalite Swordbrother can use Flurry. When he does, he can use Sidestep immediately before making the second attack.

#009 Wolfkin Raider

☆ **I Accept Your Challenge!:** After a friendly character within 4 squares and line of fire takes damage from a close combat attack and actions resolve, you may place Wolfkin Raider in a square adjacent to the attacker or the target.

🛡️ **You Are Weak!:** Wolfkin Raider can use Toughness and Willpower.

#010 Shyft Ravager

+ **Six-Limbed Scramble:** 🌀 ■

☆ **Born of Sea and Swamp:** When it is not your turn, lines of fire drawn to Shyft Ravager when it occupies water terrain are hindered.

👉 **We Bring the Darkness With Us:** Shyft Ravager can use Poison and Smoke Cloud.

#011 Bonebreaker Shaman

☆ **Hear Their Bones Grind:** When an opposing character takes damage from Bonebreaker Shaman's attack and the result of the attack roll is doubles, the target can't move until your next turn.

🌟 **Mend the Tribe:** Bonebreaker Shaman can use Perplex and Support.

#012 Norowas

+ **Through the Storm:** 🌀 ■

☆ **Whispers in the Treetops:** Norowas can use Leap/Climb and Stealth.

🌟 **Inspiring Negotiator:** Norowas can use Leadership and Perplex. When he uses Perplex, he may only target a character from whom he removed an action token this turn, but he may modify a combat value by +2.

#013 Arythea

👉 **Domineer Ritual:** Give Arythea an epic action, and for each character on your force that takes damage before your next turn place a Ritual token on her card; at the beginning of your next turn, deal damage equal to the number of Ritual tokens on her card to a target opposing character, maximum damage 1 per 200 points of the game's build total.

☆ **Blood Polarization:** Arythea can use Incapacitate. When she does and actions resolve, roll a d6. On a result of 🎲 🎲, a hit target is dealt damage equal to the number of action tokens on it.

#014 Goldyx

Magestone Resonance: Give Goldyx an epic action, and choose up to 1 object per 200 points of the game build total. For each object, roll a d6 and on a result of 3-6, deal 1 penetrating damage to up to 2 opposing characters holding or adjacent to the chosen objects or occupying a chosen object's square.

Freeze and Flame: Goldyx can use Energy Explosion as if he had 1 target. When he does and actions resolve, he can use Incapacitate as a free action.

Healing Potion: At the beginning of your turn, heal a friendly adjacent character of 1 damage.

#015 Tovak

Man Can Kill Monster: Give Tovak an epic action; until your next turn, modify the damage value of all friendly characters by +1 when they attack a character with a greater point value.

A Miss Is Not the Final Strike: When Tovak makes a close combat attack and misses, he may immediately use Sidestep.

Wielding an Ancient Blade: Tovak can use Close Combat Expert. When he does and the attack roll is doubles, damage dealt is penetrating damage.

#016 Skyguard Captain

My Spear Will Lead the Way: Skyguard Captain can use Charge and Flurry.

My Blade Will Pierce Our Foes: Skyguard Captain can use Blades/Claws/Fangs. When he does, the attack does not generate knock back; on a result of $\square - \square$, after actions resolve, deal the same amount of damage to an opposing character adjacent to the target but not adjacent to Skyguard Captain.

#017 Orc Harrower

Cruel Strength: Orc Harrower can use Super Strength; when he attacks with a light object, the damage dealt is penetrating damage.

Bloody Harvest: Orc Harrower can use Blades/Claws/Fangs; when he does and the result of the d6 is $\square - \square$, damage dealt by the attack is penetrating damage.

#018 Technoshocker

Mechanized Stability: \odot \blacksquare

Shocker Overcharge: Give Technoshocker a double power action, roll a d6 and replace his damage value with the result and it is locked. When you do, give Technoshocker a ranged combat action as a free action.

#019 Solonavi Domineer

We Are All Pawns of the Pact: Solonavi Domineer can use Mind Control and, when he does, the hit target modifies either its attack or

damage values by +1 until actions resolve. Solonavi Domineer can use Mind Control as a free action and, when he does, instead modify his attack value by -1.

#020 Wolfhawk

Wolf's Taunt: Give Wolfhawk an epic action; Wolfhawk can use Incapacitate as a free action once for each 150 points of the game's build total, as if she had a range value of 8.

Beastbond: At the beginning of your turn, choose one standard power or combat ability possessed by a character on the map with the Animal, Monster, or Mystical keyword; Wolfhawk can use the chosen power or combat ability until your next turn.

On My Own: Wolfhawk can use Perplex; when she is not adjacent to a friendly character and uses Perplex, she can modify a target opposing character's combat value by -2.

#021 General Volkare

Raze the City Gates: Give General Volkare an epic action and choose either the row or column of the map he occupies; destroy up to 1 square of hindering or blocking terrain (or token representing that terrain) for each 100 points of the game's build total in the chosen area, and deal every opposing character occupying hindering terrain on the chosen area 1 damage.

The Bloody Banner: Once per turn, when General Volkare KO's an opposing character, you may place a Banner token in the square occupied by the KO'd character. When a Banner token is placed, remove all other Banner tokens from the map. At the beginning of your turn, up to 2 friendly characters occupying or adjacent to a Banner token may be healed of 1 damage. A Banner token may be destroyed as if it were a square of blocking terrain.

The Legion Is Under My Command: General Volkare can use Leadership, Mind Control, and Outwit; when he uses Mind Control, if the result of a successful attack roll is doubles, deal the targeted character 1 penetrating damage after it becomes an opposing character again.

#022 Khan Bonespike

Blood Roar: Give Khan Bonespike an epic action and choose up to 1 opposing character marked with an action token for each 200 points of the game's build total; deal each of the chosen characters 1 damage.

Khan's Rampage: Khan Bonespike can use Charge. When an adjacent opposing character is KO'd and actions resolve, Khan Bonespike can use Charge as a free action, and when he does, he can use Exploit Weakness.

We Will Spike the Weak!: Khan Bonespike can use Quake; when he does and hits a target character marked with one action token, place a second action token on the target.

#023 Exarch Balion

☆ **I Am the Will of Atlantis:** Exarch Balion can use Mastermind. Exarch Balion can use Mind Control, but may only target characters marked with an action token.

👉 **The Power Flows Through Me:** Exarch Balion can use Penetrating/Psychic Blast. When Exarch Balion is not marked with two action tokens, up to 2 friendly characters adjacent to him can use Poison.

☆ **Obey, and Be Rewarded:** Exarch Balion can use Empower, Enhancement and Outwit.

#024 Lord Varatrix

👉 **Echoes of the Past:** Give Lord Varatrix an epic action. He can use Perplex, targeting up to 1 character per 150 points of the game's build total regardless of range or line of fire, after which Lord Varatrix can make either a close or ranged combat attack as a free action.

☆ **We Never Stopped Walking the Land:** When Lord Varatrix is marked with 2 action tokens, he may be given a move action as a free action.

☆ **Stolen Power:** Lord Varatrix can use Outwit; when he does, roll a d6 and on a result of 4-6 he can use the countered power or ability until the end of your next turn.

#025 Raydan Marz

+ **Ghostfire:** 🌀 📍

👉 **I Have Returned!:** Give Raydan Marz an epic action; until your next turn, no die may be rerolled, and no attack can be evaded.

☆ **Avatar of the Prophet:** Raydan Marz can use Empower, Enhancement, Outwit, Perplex, and Probability Control. At the end of your turn, roll a d6 for each of these powers he used and on a result of 1 - 2, do not remove action tokens from him this turn.

👉 **Mana Chain:** Raydan Marz can use Penetrating/Psychic Blast. Each time Raydan Marz hits with a ranged combat attack and the attack roll is doubles, he may be given a ranged combat action as a free action counting range and line of fire from a square occupied by the hit target.

#101 Za'rax'as

👉 **Flurry of Blades:** Za'rax'as can use Flurry, Force Blast, and Leap/Climb; when he uses Flurry to attack the same target twice, damage dealt by the second attack is penetrating damage.

#102 Cavalier Freeblade

☆ **It Makes for a Good Story:** Whenever any other character on the map rolls a critical hit or a critical miss, you may remove all action tokens from Cavalier Freeblade.

☆ **Let Me Show You a Few Tricks...:** Cavalier Freeblade can use Battle Fury and Empower.

#103 Growlfang

☆ **Pain Waits In the Shadows:** Growlfang can use Stealth.

☆ **Attack the Helpless:** Growlfang can use Exploit Weakness; when he does, modify his damage value by +1 for each action token on the target.

#104 General Marz

👉 **Now Is the Time to Strike!:** Give General Marz an epic action; until your next turn, when a friendly character makes an attack, modify their attack value by +1 for each adjacent opposing character marked with one or more action tokens.

☆ **Slashshot:** When General Marz hits with a ranged combat attack, after actions resolve he may be given a close combat action as a free action, but can't attack the same target.

☆ **A Plan to Put the Empire Right:** General Marz can use Leadership and Outwit. He can use Leadership twice per turn.

#105 Harrowblade

👉 **Power of the Magestone Powder:** Give Harrowblade an epic action and choose up to 1 character per 200 points of the game's build total. Chosen characters can use Super Strength until the end of your next turn and can pick up objects held by adjacent opposing characters.

☆ **Sword of the Khans:** Immediately after Harrowblade KO's an opposing character he may use Sidestep and make a close combat attack as a free action.

#106 Quavon

👉 **Summon the Lost World:** Give Quavon an epic action and choose either Barrier or Smoke Cloud. Until your next turn, Quavon and up to 1 friendly character for each 200 points of the game's build total can use the chosen power and Quavon may use the chosen power as a free action.



👉 **Seeking the Mage-King's Throne:** Quavon can use Super Senses and Toughness. When he uses Super Senses and succeeds, you may place him within 6 squares and line of fire.

☆ **These Books Contain Many Secrets:** Quavon can use Outwit and Perplex; when he uses Perplex to modify the combat value of an opposing character by -1, he may modify the same combat value on himself or an adjacent friendly character by +1.

esolve.


The Hobbit: The Desolation of Smaug†

#001 Bilbo Baggins


+ Careful, Careful Steps:  

☆ **Lucky Burglar:** Modify Bilbo Baggins' attack value by +2 when he targets a character assigned a relic or resource and, if he hits, that character can't use the effects of that relic or resource until they have no action tokens.





#003 Mirkwood Jailer

 **Hold You Here As Long As We Have To:** If an opposing character is adjacent to both Mirkwood Jailer and a printed square of blocking or hindering terrain, that character can't break away automatically and subtracts 1 from its d6 roll when breaking away.

#004 Mirkwood Sentry

 **Night Watch:** When a friendly character named Thranduil is within 8 squares, opposing characters within 5 squares of Mirkwood Sentry can't use Stealth.


#005 Lake-town Archer


 **Line Up and Fire Together:** When Lake-town Archer is adjacent to two or more friendly characters with the word "Lake-town" in their name, Lake-town Archer can use   .

#006 Lake-town Sentry



☆ **Chain of Command:** When a friendly character named "Master of Lake-town" is within 8 squares, Lake-town Sentry can use Charge and Leadership. When he uses Leadership, he may only remove action tokens from characters named Lake-town Sentry regardless of their point cost.

#007 Hunter Orc


☆ **Battlefield Promotion: Mount Up!:** When Hunter Orc hits an opposing character, put a Mount token on this card and you may roll a d6, adding 1 for each Mount token on this card. On a result of 8 or more, remove all Mount tokens from this card and replace him with  #107 Hunter Orc on the same click number.


 **Find Them, Hunt Them Down:** When a friendly character named Azog is within 8 squares, Hunter Orc can use Willpower and modifies his attack value by +1.

#008 Azog

+ Out of the Way, Dwarf!/:  

☆ **Battlefield Promotion: Mount Up!:** When Azog hits an opposing character, put a Mount token on this card and you may roll a d6, adding 1 for each Mount token on this card. On a result of 9 or more,


remove all Mount tokens from this card and replace him with  #108 Azog on the same click number.

 **Wading Through the Battlefield:** Azog can use Flurry and Sidestep. Azog can use Sidestep between attacks using Flurry.


#009 Bard the Bowman

⊕ **Uncanny Aim:** When Bard the Bowman makes a ranged combat attack against a single character, the target can't use defense powers during the attack.

#010 Thorin Oakenshield


 **And Stay Down!:** Thorin Oakenshield can use Blades/Claws/Fangs and when he does, the minimum result of the d6 roll is his printed damage value. When an opposing character would be KO'd from Thorin Oakenshield's attack, any other game effects that would activate as a result of that KO are ignored.

#011a Beorn

☆ **Morph: Beorn:** Give Beorn a move or close combat action that deals no pushing damage; after actions resolve, replace this character with  #011b Beorn on the same click number.

☆ **A Friend to the Woods:** Beorn can use Perplex, but may only target friendly characters. When he uses it and targets a character with the Animal keyword, he may modify two different combat values by +1 or -1 each.

#011b Beorn


☆ **Morph: Beorn:** Give Beorn a move or close combat action that deals no pushing damage; after actions resolve, replace this character with  #011a Beorn on the same click number.

#012 Tauriel


+ Silent... and Deadly:  

☆ **Capable Warrior:** When Tauriel's force isn't a themed team, she is a wild card.

#013 Thranduil


 **What Brought You Into the Forest At All?:** Give Thranduil an epic action if he occupies hindering terrain and choose one friendly character with the Mirkwood keyword for every 100 points of the build total. Chosen characters can use Plasticity until your next turn. Opposing characters can't ignore hindering terrain to target chosen characters until your next turn.

☆ **King of the Woodland Realm:** Thranduil can use Leadership, but may only remove action tokens from characters with whom he shares a keyword.


 **Elven Army:** Thranduil can use Mastermind and Super Senses.

#014 Gandalf the Grey


+ **A Wizard Goes Where He Wants:** 

 **Dawn Take You All:** Give Gandalf the Grey an epic action and make a ranged combat attack targeting up to 1 opposing character within range and line of fire for each 200 points of the built total. Hit characters are given an action token and all targeted character can't be given power actions until your next turn.


 **Where Is A Wizard When You Need One?:** Gandalf the Grey can use Stealth and has .

 **Fight, You Fools!:** Gandalf the Grey can use Empower and Exploit Weakness.


#015 Alfrid

 **I Serve the Lake-town...In My Own Fashion:** Alfrid can't be the target of an attack unless the attacking character is 100 or more points or Alfrid is the only friendly character.


#016 Legolas Greenleaf


+ **At Home in the Woods:** 


#017 Thorin Oakenshield

 **We Must Retake Moria!:** When Thorin Oakenshield attacks an opposing character with the Dol Guldur or Monster keyword, modify his attack and damage values by +1.


#018 Master of Lake-town


 **Greed is Good:** Master of Lake-town can use Leadership. When does and succeeds, in addition to the normal effects, place a Greed token on this card. At the beginning of your turn, you may remove a Greed token from this card and increase your action pool by one.


 **Master of Esgaroth:** Master of Lake-town can use Mind Control. When he uses it as a close combat action, he may target all adjacent opposing characters that share a keyword with him, and characters that share a keyword with him are 0 points for totaling point values for Mind Control.

 **Master "Money Bags":** Master of Lake-town can use Outwit and Perplex.

#019 The Necromancer of Dol Guldur


 **Dark Spectre of Dol Guldur:** Give The Necromancer of Dol Guldur an epic action and choose one character for each 300 points of the build total. Until your next turn, chosen characters may only be given move actions.


 **Servant of Morgoth:** If The Necromancer of Dol Guldur is adjacent to a friendly character with the Nazgul keyword, he can use Steal Energy.


 **The True Lord of the Rings:** The Necromancer of Dol Guldur can use Pulse Wave as if he had a range value of 12. When he does,

you may give any hit character with the Ringbearer keyword an action token.

#020 Bilbo Baggins and Gandalf the Grey

 **Perhaps Because He Gives Me Courage:** When Bilbo Baggins and Gandalf the Grey KOs an opposing character and actions resolve, don't give them an action token for this action and modify their defense value by +1 until your next turn.


 **The World Is Out There:** At the beginning of your turn, choose an Improved Movement symbol. Bilbo Baggins and Gandalf the Grey can use Sidestep and Improved Movement with the chosen symbol until your next turn. They may use Sidestep before the second attack while using the Duo Attack ability.


 **You Promise I Will Come Back?:** Bilbo Baggins and Gandalf the Grey can use Defend and Probability Control.

#101 Bilbo Baggins


+ **A Ring In My Pocket...:** 


 **A Took As Well As a Baggins:** Bilbo Baggins is a wild card.

 **To Steal the Arkenstone:** When Bilbo Baggins is assigned a relic, modify his combat values by +1.


 **Burglar-Baggins:** Give Bilbo Baggins a power action when he is adjacent to a character assigned a relic. Bilbo Baggins can make a relic roll for that relic as if it were in his square and may modify the result by +1. If he succeeds the relic is now assigned to him instead.

#102 Thorin Oakenshield

 **To Win Our Harps and Gold From Him:** When an opposing character is assigned a resource, modify Thorin OakenShield's attack and defense value by +1.


 **Far Over Misty Mountains Grim:** Thorin Oakenshield can use Charge. Adjacent friendly characters modify their speed values by +2 when they are given a non-free action.

#103 Bard the Bowman



 **Master Archer of the Dale:** When Bard the Bowman targets a single character with a ranged combat attack, choose: modify his attack value by +2 or damage dealt from this attack is penetrating damage.


#104 Legolas Greenleaf

+ **Elven Marksman:** , 



 **Unparalleled Archer:** Legolas Greenleaf can use Energy Explosion and Precision Strike.

#105 Tauriel


+ **At Home In the Trees:** , 

 **Strong Arm of the Forest:** Tauriel can use Stealth. When Tauriel occupies hindering terrain, she can use Charge.

#106 Gandalf the Grey

 **Summon the Eagles:** Give Gandalf the Grey an epic action. For every 100 points of the build total, up to one friendly character has  this turn.

☆ **Second of the Istari:** When part of a theme team, Gandalf the Grey can use Leadership. Otherwise, Gandalf the Grey can use Probability Control.

 **Master of Fire In All Its Forms:** Gandalf the Grey can use Pulse Wave and Telekinesis.

#107 Hunter Orc

☆ **Orc:** When Hunter Orc uses the Split ability or any character uses the Merge ability, characters with the Orc keyword are considered to have the name Orc.

☆ **Trusted Steed:** When Hunter Orc uses the Split ability, a bystander token named "Warg" is considered to be on the same click as Hunter Orc and can't be given an action to use the Merge ability.



#108 Azog

☆ **Trusted Steed:** When Azog uses the Split ability, a bystander token named "Warg" is considered to be on the same click as Azog and can't be given an action to use the Merge ability.

☆ **Hunt Them Down!:** Adjacent friendly characters whose name includes "Warg" modify their speed values by +2.

Arkham Origins

#001 Batman

+ "Look out, he's up there!":  

☆ **Origins of the Dark Knight:** Batman can use Incapacitate. If he has KO'd an opposing character this game, when he uses Incapacitate, he may also deal his printed damage value, divided any way you choose among the hit targets.

✎ **Remote Batarang:** When Batman makes a ranged combat attack, he may draw lines of fire from any one square within range and line of fire, but the target must be within range of Batman.

✎ **Explosive Gel:** Give Batman a free action and destroy an adjacent wall or square of blocking terrain.

#002 Black Mask Thug

✎ **Minion: False Facer:** When a friendly character named Black Mask is within 8 squares, Black Mask Thug can use Shape Change.

#003 Electrocutoner



☆ **Hired Assassin:** During your first turn, choose an opposing character. If Electrocutoner KO's that character, you score an additional 50 victory points.

✎ **Electric Shock Gloves:** Electrocutoner can use Quake. When he does, hit characters are given an action token and are not knocked back.

#004 The Penguin Thug

✎ **Minion: I've Got Info for You, Boss:** When a friendly character named The Penguin is within 8 squares, The Penguin Thug can use Perplex, but only to decrease combat values of opposing characters.

#005 Robin

+ Flying Grayson:  , ∞

✎ **Bo Staff:** Robin can use Incapacitate. When he uses it to make a close combat attack and hits, Robin may use Incapacitate as a free action targeting the same character.

#006 The Joker Thug

✎ **Minion: Joker Says I'm Expendable:** When a friendly character named The Joker is within 8 squares, The Joker Thug can use Poison. When he does, The Joker Thug is dealt 1 unavoidable damage.

#007 Anarky

+ Hand-Made and Hand-Delivered:  , 

✎ **Firebomb:** Anarky can use Energy Explosion. When Anarky hits with a ranged combat attack, he can use Smoke Cloud as a free

action, but may only place hindering terrain markers in the target's square and squares adjacent to the target.

#008 Bane Thug

✎ **Minion: Soldiers of Fortune:** When a friendly character named Bane is within 8 squares, Bane Thug can use Willpower.

#009 The Joker

+ You Couldn't Catch a Cold!:  

☆ **Origins of a Madman:** The Joker can use Poison. If he has KO'd an opposing character this game, when he uses Poison, damage dealt is penetrating damage.

✎ **Joker Gas:** The Joker can use Smoke Cloud. When he uses Poison, The Joker may treat all opposing figures which ended the previous turn adjacent to one of his hindering terrain markers as adjacent.

✎ **I'll Test Your Code:** Give The Joker a free action and choose an opposing character within range and line of fire. Until your next turn, if that opposing character makes an attack, it may only target The Joker.

#010 Barbara Gordon

☆ **Origins of Oracle:** Barbara Gordon can use Perplex. If she has KO'd an opposing character this game, when she uses Perplex, she may count squares and draw lines of fire from any friendly character's square.

✎ **Budding Detective:** When Barbara Gordon is adjacent to a friendly character, give her a free action to immediately use Outwit until your next turn.

#011 Captain Jim Gordon

☆ **Origins of the Commissioner:** Captain Jim Gordon can use the Capture ability. The first time he releases a captive, choose a friendly character with a lower point value. That character can use the Capture ability as long as Captain Jim Gordon is on the map.

✎ **Round Them Up:** Adjacent friendly characters that share a keyword with Captain Jim Gordon can use Sidestep.

#012 E. Nigma

☆ **Origins of the Riddler:** E. Nigma can use Outwit. If he has KO'd an opposing character this game, when he uses Outwit, he can also use Perplex, but only to target the same character.

✎ **I Love a Good Riddle:** E. Nigma can use Probability Control. When he does and it isn't your turn, if the final attack roll is unsuccessful, give the attacker an action token.

#013 The Penguin

✎ **Information Broker:** The Penguin can use Leadership and Outwit. He may activate Outwit with a power action instead of a free

action and, when he does, he can count squares and draw lines of fire from the square of a friendly character that shares a keyword with him.

#014 Copperhead

+ **Serpentine Stalker:**   

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Copperhead KO's that character, you score an additional 50 victory points.



👉 **Hallucinogenic Poisons:** Copperhead can use Poison. Give Copperhead a Power Action and choose an adjacent opposing character; deal that character 1 penetrating damage and give it a Poison token if it doesn't already have one. Even if this power is lost, characters with a Poison token modify their attack and damage values by -1 and may be given a power action to remove that token.

#015 Black Mask

👉 **Vast Fortune:** Give Black Mask a power action and all adjacent friendly characters that have the Assassin keyword or share a keyword with him may immediately be given a move action as a free action.

👉 **Determined to Break You:** Black Mask can use Toughness and Willpower.

#016 Deadshot

+ **Up Close, At Range, No Difference:**  

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Deadshot KO's that character, you score an additional 50 victory points.

☆ **I Never Miss:** If Deadshot targets a single opposing character with a ranged combat attack, he can use Probability Control for that attack.

#017 Firefly

+ **Thermal-Graphic-Vision:**  

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Firefly KO's that character, you score an additional 50 victory points.

👉 **Watch it Burn:** When Firefly hits an opposing character, give that character a Burn token. Characters with a Burn token can't use Stealth. At the beginning of your next turn, remove the Burn token, deal that character 1 damage, and place a hindering terrain marker in a square that character occupies.

#018 Shiva

+ **At Home in Battle:**   

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Shiva KO's that character, you score an additional 50 victory points.







👉 **From the Shadows:** Shiva can use Stealth. When Shiva occupies hindering terrain at the beginning of your turn, she can use Charge and Exploit Weakness.

#019 Killer Croc

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Killer Croc KO's that character, you score an additional 50 victory points.

☆ **Up From the Sewers:** When Killer Croc occupies water terrain, he can use Charge and Sidestep.

#020 Deathstroke

+ **Nowhere to Run, Nowhere to Hide:**      

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Deathstroke KO's that character, you score an additional 50 victory points.






👉 **Remote Claw:** Deathstroke can use Incapacitate. When he does, he may also deal his printed damage value, divided any way you choose among the hit targets.

👉 **Super Soldier Serum:** Deathstroke can use Regeneration and Toughness. When he uses Regeneration, only subtract 1 from the d6 roll.

#021 Bane

☆ **Hired Assassin:** During your first turn, choose an opposing character. If Bane KO's that character, you score an additional 50 victory points.

👉 **TN1 Serum:** When this click is revealed while taking damage, stop turning the dial, roll a d6, and subtract 3 (minimum 1). Increase Bane's combat values by the result as long as Bane possesses this power. Bane can use Invulnerability. This power can't be countered.

👉 **RPG:** Bane can use Energy Explosion, Ranged Combat Expert, and    as if he had a range value of 8. Bane may only use   to ignore up to 1 square of blocking terrain or a wall.

Invincible Iron Man

#001a Iron Man

+ **Thermal Imaging Array:** ☉, 🟩, 🟨

☆ **Hyperjet Boots (300 Points):** Iron Man can use the Move and Attack Ability.

#001b Silver Centurion

☆ **Pulse Bolt Torpedo:** Once per game, give Silver Centurion a power action to put a Torpedo special terrain marker on the map in an adjacent square. When the Torpedo is on the map, you may give Silver Centurion a free action, put an Acceleration token on this card and then move the Torpedo equal to the number of Acceleration tokens on this card as if it were a character with 🏹 and 🎯. At the beginning or end of your turn, if the marker's square is occupied by an opposing character, you must remove the marker from the map and make a close combat attack roll against that character with an attack value of 11 and a damage value equal to the number of Acceleration tokens on this card, maximum 7, and these attack and damage values are locked.

☆ **Heat, Acid, and Radiation-Shielded:** Silver Centurion ignores damage dealt by Penetrating/Psychic Blast, Poison, and Pulse Wave. This power can't be ignored.

#002 Rescue

☆ **Pepper to the... You Know:** When Rescue uses the Carry ability, she may carry up to 3 single-base characters regardless of their combat symbols if each isn't on their starting click.

👉 **Magnetic Force Blast:** Rescue can use Incapacitate and Telekinesis.

☆ **I'm Not Letting You Turn Me Into a Weapon:** Rescue can use Perplex but can't modify damage values.

#003 Freak

☆ **No, I Can't Hurt You, My Friend:** Opposing characters modify their attack values by -2 and damage values by -1 when attacking Freak if they are named Iron Man, Tony Stark, or have the same name as a character friendly to Freak.

#004 Maggia Goon

🛡️ **Protection Racket:** When targeted with an attack, Maggia Goon may use the printed defense value of the character targeting him.

#005 Hammer Industries Drone

+ **Heat-Seeking Missiles:** ☉, 🟩

☆ **This Isn't a Rescue - It's An Ambush:** When Hammer Industries Drone carries a character with the Hammer Industries keyword and a

lower point value, modify the defense value of both characters by +1 until your next turn.

#006 Dreadnought

🛠️ **Donate Parts:** Give Dreadnought a Power Action. Heal an adjacent friendly character with the Robot keyword 2 clicks, and then deal 1 unavoidable damage to Dreadnought.

#007 Brothers Grimm

☆ **My Twin:** If there is exactly one other friendly Brothers Grimm on the map, modify this character's attack value by +1. If that character is adjacent, modify all of this character's combat values by +1 instead and you may give both Brothers Grimm a free action to be placed in each others' squares.

#008 Justin Hammer

☆ **I Know All the Players:** Characters with the Armor, Hammer Industries, or Robot keyword may be targeted by Justin Hammer's Outwit or Perplex if they are within 10 squares, regardless of range or line of fire.

🗨️ **It's All Above Board and Legal:** Justin Hammer can use Mastermind. He can use it to transfer damage to characters of 150 points or less if they are within 3 squares and have the Armor, Hammer Industries, or Robot keyword.

#009 Crossbones

🔫 **I Shot Captain America - You're Next:** Once per turn, when Crossbones hits with a ranged combat attack, he can use Sidestep and modifies his attack and damage values by +1 this turn. After he uses Sidestep and actions resolve, he may make another ranged combat attack against a different opposing character.

#010 Puck

🛞 **Cartwheel:** Puck can use Charge. When Puck moves in a direct path, after his movement ends, if an opposing character occupies the next adjacent square in that path, that character is knocked back 2 squares and Puck may then be placed adjacent to that character.

#011 Guardian

☆ **Alphans, Unite!** When your force includes 2 or more characters with the Alpha Flight keyword, modify their attack values by +1 if not already modified by this effect. When Guardian uses the Carry ability, he may carry two characters if at least one of them has the Alpha Flight keyword.

#012 Aurora


🌟 **Blinding Flash:** When Aurora hits with a ranged combat attack, a hit character modifies its attack value by -2 until your next turn.

#013 Northstar

👯 **Twin Connection:** When Northstar is adjacent to a friendly character named Aurora, they modify their attack values by +1 and

can both use Pulse Wave as if they had a range value of 8. This use of Pulse Wave does not affect friendly characters named Northstar or Aurora.

#014 Bulldozer

✦ **You Got the Guts to Deal with Me?** 

☆ **Masters of Evil (145 Points):** Bulldozer can use the Masters of Evil team ability.

☆ **Head Down, Head First:** At the end of your turn, choose a side of the square Bulldozer occupies. Lines of fire drawn to Bulldozer that pass through that side of the square are blocked until your next turn.



#015 Tony Stark



✦ **Argonauts:** Tony Stark can use Mind Control and Stealth. When he uses Mind Control, he may only target a single character with the Armor or Robot keyword, but may target friendly characters.

✦ **Extremis Takes Over:** When this click is revealed due to taking damage from an opponent's attack, stop turning the dial.

✦ **Extremis Healing Factor:** Tony Stark can use Regeneration and Toughness. At the beginning of your turn, if Tony Stark hasn't taken damage since your last turn, heal him of 1 damage. This power can't be countered.


#016 Pepper Potts


☆ **I Had To Rebuild You, Pepper:** When Pepper Potts would be KO'd by an opponent's attack, you may give an adjacent friendly character named Iron Man or Tony Stark an action token. If you do, replace this character with  #002 Rescue or  #202 Rescue on its orange starting line.

✦ **Alter Ego: Rescue:** Give Pepper Potts a power action that deals no pushing damage and replace this character with  #002 Rescue or  #202 Rescue on its orange starting line. This power can't be countered.

☆ **Let Me Help You Clear Your Head, Tony:** Adjacent characters named Iron Man or Tony Stark can't be targeted by Mind Control or Penetrating/Psychic Blast by characters 150 points or less.

#017 Happy Hogan

☆ **I'm Sorry My Enervator Caused This, Happy:** When Happy Hogan is healed of 1 or more damage, if he's adjacent to a character named Tony Stark, you may replace him with  #003 Freak on its orange starting line.

✦ **Alter Ego: Freak:** Give Happy Hogan a power action that deals no pushing damage and replace this character with  #003 Freak on its orange starting line. This power can't be countered.

✦ **Stark Chauffeur:** Characters named Iron Man or Tony Stark modify their speed and range values by +1 when they are within 8

squares of Happy Hogan. When Happy Hogan is the pilot of a vehicle, modify the vehicle's defense value by +1.

#018 Snowbird

☆ **Animal Form:** Give Snowbird a free action and choose one: Blades/Claws/Fangs, Flurry, Stealth, or Willpower. Snowbird can use that power and Battle Fury until your next turn.

✦ **Post-Cognition Flash:** Snowbird can use Probability Control, but only during an opponent's turn.

#019b Sasquatch

☆ **Arrive in Your Reality:** Once per game, Sasquatch can use Hypersonic Speed.

✦ **View from the Panoptichron:** Sasquatch can use Probability Control. When she uses it during your turn, she may target a character anywhere on the map.

#020 Detroit Steel



✦ **Targeting Solution:**  

☆ **Built Hammer Tough:** Friendly characters named Hammer Industries Drone modify their range values by +1 unless already modified by this effect.

✦ **Chaingun...for America!:** Detroit Steel can use Energy Explosion and Precision Strike.

#021 Sasha Hammer

☆ **Villainous Lineage:** When a friendly character named Crimson Cowl, Mandarin, or Justin Hammer is adjacent to Sasha Hammer, they each modify their attack values by +1 if not already modified by this effect.

☆ **Steal a Dead Man's Armor:** When a character with a different name, the Armor or Robot keyword, and 150 points or less would be KO'd, you may roll a d6. On a result of  .  , return that character to the map in Sasha Hammer's square, on a click number that's the same number of clicks from its starting line as her click number. That character is now a friendly character and Sasha Hammer is KO'd.

#022 Scarecrow

☆ **Murder of Crows:** Give Scarecrow a power action if there are no friendly Murder of Crows tokens on the map and place a Murder of Crows token in an adjacent square. That token becomes a bystander token as described on the back of this card.

✦ **Taking the Shiny:** When Murder of Crows hits with an attack, any relic assigned to the hit character is placed in this square.

#023 Unicorn

✦ **Uni-Horn:** All damage dealt by Unicorn generates knock back.

#024 Centurius

Directed Mutations: Friendly characters can't be the target of opposing characters' Perplex.

Evolutionizer: Centurius can use Perplex. When he does, he can use it normally, or instead modify an attack value by +2.

#025 Controller

Slave Discs: When an opposing character takes damage from Controller's close combat attack, mark that character with a Slave Disc token. Controller modifies his combat values by +1 and possesses an additional for each opposing character on the map with a Slave Disc token.

I am... the Controller!: Controller can use Mind Control and isn't dealt unavoidable damage from it. He can use it as a free action and, when he does, may only target opposing characters marked with a Slave Disc token.

#026 Blizzard

Ice Shard Storm: Blizzard can use Pulse Wave. When he does, hit opposing characters 75 points of less can't be moved or placed until your next turn and you may give an action token to one hit character that is 150 points or less.

Snow Flurries: Blizzard can use Barrier and Energy Shield/Deflection. When he uses Barrier, you may also place a hindering terrain marker in the square he occupies.

#027 Piledriver

Masters of Evil (125 Points): Piledriver can use the Masters of Evil team ability.

Fist Slam: Piledriver can use Quake. When he does, if he's holding an object, his damage becomes 3 and is locked instead of 2 and then remove that object from the game.

#028 Death's Head

Be Getting Out of My Way, Yes?:

Side Job: Each time Death's Head hits with an attack and actions resolve, you may deal 1 unavoidable damage to another friendly character within 3 squares. If you do, Death's Head may be given one action as a free action but can't attack any character he already attacked this turn.

Faked My Own Death: Death's Head can use Invulnerability and Regeneration.

Many Ways to Kill You, Yes?: At the beginning of your turn, you may choose Close Combat Expert or Ranged Combat Expert. Death's Head can use the chosen power this turn.

#029a War Machine

Variable Threat Adaptation: At the beginning of the game, choose a standard power. When an opposing character attacking War Machine can use the chosen power, modify its attack and damage values by -1 for that attack.

#029b War Machine

Retaliatory Strike: Each time War Machine is targeted with an attack, put a Retaliation token on this card. Give War Machine a free action and remove 2 Retaliation tokens; he then may make a ranged combat attack against a single target.

Alpha Strike: Give War Machine a double power action. Give War Machine 2 different actions as free actions.

#030 Mandarin

Rings of the Mandarin: While building your force, Mandarin may be assigned one or two different relics with by paying their point costs. If he does, your force may not contain a resource or other objects. Each time Mandarin takes damage from an opponent's attack, place a Ring token on his character card. Give Mandarin a power action, remove a Ring token from his character card, and you may assign a relic to him with if that relic is not already on your force.

Lethal Karate Blow: When Mandarin makes a close combat attack and hits, if he rolls a 10 or higher, modify his damage value by +2.

#031 Crimson Cowl

Crimson Cloak: Crimson Cowl can use Plasticity and the Carry ability.

Twenty-Five Masters of Evil: Crimson Cowl can use Leadership as if she had a point value of 150. When she does and succeeds, she may also remove an action token from an adjacent character that shares a keyword with her, regardless of their point value.

#032 Juggernaut

Unstoppable:

#033 Absorbing Man

Mystical Absorption: When Absorbing Man is adjacent to a character with a relic attached to them, give Absorbing Man a free action to copy the current effects of one of those relics until your next turn.

Material Absorption: Absorbing Man can use Toughness. Absorbing Man may use a standard defense power an adjacent character can use, instead of Toughness.

#034 Melter

Shoots Through Anything:

★ **Molten Armor:** If Melter targets a character with the Armor, Robot, or Vehicle keyword, modify his attack and damage values by +1 and, if he hits, he can use Outwit until your next turn, but when he does, may only target the hit character.

#035 Dreadknight

✎ **Lance Skewer:** Dreadknight can use Blades/Claws/Fangs. Give Dreadknight a close combat action and he may target any opposing character within his range and line of fire. When he does, he must roll a d6 for Blades/Claws/Fangs.

★ **Revert Hawkeye:** Give Dreadknight a free action and replace him with a character named Hawkeye of equal or less points that's 2 less clicks from its starting line. That character can't be given an action this turn.

#036 Ghost

★ **Corporate Saboteur and Spy:** When an opposing character takes damage from Ghost's attack, mark it with an Infiltration token. Characters with Infiltration tokens have no keywords until Ghost takes damage from their attack.

✎ **Invisible or Intangible, Not Both:** At the beginning of your turn, choose one to last until your next turn: characters 3 or more squares away can't draw a line of fire to Ghost; or Ghost can use Phasing/Teleport.

#037 Iron Monger 2.0

★ **Rewire You For Explosives:** When a friendly character is KO'd by an opponent's attack, you may deal 1 penetrating damage to each opposing character adjacent to that character.

★ **You're an Imitator, Not an Innovator:** If an opposing character within range and line of fire can use Outwit or Perplex, Iron Monger 2.0 can use that power until your next turn. This power can't be countered.

#038 Iron Man

★ **Personal Cloaking Device** When it's not your turn, lines of fire can't be drawn to Iron Man if he occupies hindering terrain or is adjacent to blocking terrain.

★ **Summon Ancestral Spirit:** Iron Man When Iron Man would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is ☐ or ☐, you may replace this character with a character from ☉#051 through ☉#056 or ☉#201 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

★ **Secret Identity, For Now:** Iron Man can use Shape Change. When he does and the result is ☐, he can't use Shape Change again this game, but can use Willpower instead.

#039 Thunderball

★ **Masters of Evil (137 Points):** Thunderball can use the Masters of Evil team ability.

✎ **Swinging Ball and Chain:** Thunderball can use Quake and when he does, he also targets all opposing characters within range and line of fire.

★ **People Underestimate Me:** If no other character on your force can use Outwit, Thunderball can use Outwit.

#040 Shaman

★ **"No Flight" Spell:** Once per game, give Shaman a free action and until he is KO'd, other characters with ✎ or ✎ have ✎ instead.

✎ **Medicine Bag of the Void:** Give Shaman a power action and place a standard light object in an adjacent square. This game, friendly characters can use Super Strength to pick up and hold this object.

☉ **Glacial Wall:** Shaman can use Barrier and Energy Shield/Deflection. When he uses Barrier, the blocking terrain markers can't be targeted with an attack by characters marked with one or more action tokens.

#041a King Hyperion

★ **Genocidal Rage:** Give Hyperion a power action and make a close or ranged combat attack targeting a single friendly character with a point value of 15 or more. If he KO's that character with this attack, after actions resolve, heal him of 1 damage, remove all action tokens from him, modify his combat values by +1 until your next turn and he may immediately be given an action as a free action that may be used to activate this power again.

#041b Hyperion

★ **Super Hearing and X-Ray Vision:** Hyperion can use ☉, ☐, ☐, ☐, ☐ if he targets a character with an action token.

#042 Iron Doom

☉ **Unquestionable Mastermind:** Iron Doom can use Leadership, Mastermind, and Super Senses. Other characters with a lower point value can't use either Leadership or Mastermind.

★ **Lord of the World:** Iron Doom can use Outwit and Perplex. Give him a free action and roll a d6 that can't be rerolled. On a result of ☐-☐, when he uses Outwit, he may counter a power possessed by an opposing character anywhere on the map.

#043 Iron Man and War Machine




+ **Light 'em Up:** ☉ ☐





★ **Reactor Full-Power:** When Iron Man and War Machine have two action tokens at the beginning of your turn, you may give them one

non-free action as a free action. If you do, they don't clear this turn and this power can't be used during your next turn.


Cover Me! No, You Cover Me!: After Iron Man and War Machine resolve a move action, they may use the Duo Attack ability as a free action.

#044 Absorbing Man and Titania

+ **Out of Our Way!:**   

☆ **Wreckage:** When Absorbing Man and Titania KO an opposing character, roll a d6. On a result of   , place a standard light object in the square that character occupied. On a result of   , place a standard heavy object instead.

☆ **Strongest Couple There Is:** Absorbing Man and Titania can use Plasticity and Super Strength. They may pick up and hold up to 2 standard objects at the same time. They may choose to use 0, 1, or 2 objects during each close combat attack they make.



 **Rubble Makers:** Give Absorbing Man and Titania a free action and they can place a standard object on the map into an adjacent square.

☆ **Grapple and Absorb:** Absorbing Man and Titania can use Blades/Claws/Fangs and Close Combat Expert. When they use the Duo Attack ability, they may use one of these powers during the first attack and the other during the second.

#045 Sin and Crossbones


☆ **Chaos...:** When an opposing character would be given an action token, you may instead assign that action token to a character adjacent and friendly to the first character if it has less than 2 action tokens. If an opposing character would be given 2 action tokens, you may instead assign those action tokens to a character adjacent and friendly to the first if it does not have any action tokens.

☆ **...and Mayhem:** If no friendly character has been attacked since your last turn, Sin and Crossbones may make a close or ranged combat attack as a free action during your turn.

 **Assassination Team:** If Sin and Crossbones have no action tokens and they occupy hindering terrain, they can use Ranged Combat Expert and  . When they do, they deal penetrating damage and they can't use Stealth until your next turn.

#046 Grey Gargoyle


☆ **Gradual Petrification:** When an adjacent opposing character would clear action tokens, that character only clears one action token instead of two.


 **Stone Swipe:** Grey Gargoyle can use Incapacitate. When he uses Incapacitate, he may give up to two action tokens to a hit target.

☆ **Stone Shatter:** Grey Gargoyle deals penetrating damage to characters with two action tokens.

#047 Titanium Man

+ **Heat-Seeking Munitions:**   


 **Titanic Strength:** Titanium Man can use Super Strength. When Titanium Man uses an object during an attack, modify his damage value by +1 and give a hit character an action token.

 **Electrical Arc:** When Titanium Man draws a direct line of fire to an opposing character for a ranged combat attack, the area of effect for that attack includes opposing characters occupying a square along that line of fire between him and the target character. Divide damage among all hit characters normally, then increase the damage dealt to each hit character by +1.

#048 Count Nefaria

☆ **Ionic Energy Recharge:** Once per game, give Count Nefaria a free action. Until your next turn, Count Nefaria ignores all damage dealt to him by opposing characters' attacks unless it is a critical hit.

 **Rapid Attack:** Count Nefaria can use Charge and Flurry.

 **Ionic Disruption:** Count Nefaria can use Invulnerability. He reduces damage dealt to him by close combat attacks by 3 instead of 2 unless it is a critical hit.

☆ **Potential Unleashed:** Count Nefaria can use Willpower and his other powers can't be countered.

#049 Iron Monger

☆ **Corporate Takeover:** Iron Monger is a wild card, but can only copy the team ability of an opposing character instead of a friendly one. When Iron Monger is copying a team ability, opposing characters can't use that team ability.

☆ **Psychological Warfare:** Iron Monger can use Perplex, but only to modify an opposing character's defense value by -2.


☆ **Use Your Greatest Weakness Against You:** Iron Monger can use Exploit Weakness and Penetrating/ Psychic Blast. When he uses either to target a character named Iron Man or Tony Stark, modify his damage value by +1.

#050 Wrecker

☆ **Masters of Evil (155 Points):** Wrecker can use the Masters of Evil team ability.






☆ **I Got the Power First, Ya Know:** Adjacent friendly characters with the Wrecking Crew keyword modify their attack values by +1 if not already modified by this effect.


☆ **Wrecking Crew, At Your Service:** At the beginning of your turn, you may destroy one wall or square of blocking terrain adjacent to any friendly character with the Wrecking Crew keyword. If you do, place a standard heavy object in the same square as a placed debris marker.

 **Enchanted Crowbar:** Wrecker can use Super Strength. When he's not holding an object and makes a close combat attack, modify his damage value by +1.




#051 Iron Pharaoh

☆ **Fight the Future:** Iron Pharaoh modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.


☆ **Golden Falcon, Soaring:** When Iron Pharaoh is first placed on the map, place a Falcon special terrain marker in an adjacent square. Give Iron Pharaoh a free action to place this marker up to 3 squares away from its current square. Iron Pharaoh can draw lines of fire and count range (up to 3 squares) from the Falcon marker using , , , , .

 **Pharaoh's Slave:** Iron Pharaoh can use Mind Control, but only to target characters of fewer points than himself. When he does, after actions resolve, deal 1 unavoidable damage to the character he hit with his Mind Control.





#052 Iron Viking

☆ **Summon Ancestral Spirit: Iron Man:** When Iron Viking would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is  or , you may replace this character with  #051 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.


☆ **Fight the Future:** Iron Viking modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

 **Long Axe:** Iron Viking can use Blades/Claws/Fangs and the Giant Reach ability. Instead of rolling a d6 for Blades/Claws/Fangs, he deals damage equal to half of his attack roll.

#053 Iron Paladin





☆ **Summon Ancestral Spirit: Iron Man:** When Iron Paladin would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is  or , you may replace this character with  #051 or  #052 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

☆ **Fight the Future:** Iron Paladin modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

 **Sword of Faith:** Opposing characters can't use defense powers when they are the target of Iron Paladin's close combat attack.

☆ **Spiked Shield:** Iron Paladin can use the Mystics team ability.





#054 Iron Slayer

☆ **Summon Ancestral Spirit: Iron Man:** When Iron Slayer would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is  or , you may replace this character with a character from  #051 through  #053 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.


☆ **Fight the Future:** Iron Slayer modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

☆ **Supernatural Hunter:** Iron Slayer modifies his attack and damage values by +1 when attacking a character with the Animal or Mystical keyword or that can use Blades/Claws/Fangs or Steal Energy.

#055 Iron Engine

☆ **Summon Ancestral Spirit: Iron Man:** When Iron Engine would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is  or , you may replace this character with a character from  #051 through  #054 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.





☆ **Fight the Future:** Iron Engine modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

 **Grounded Lightning Rod:** Iron Engine ignores penetrating damage dealt by nonadjacent characters.


☆ **Water Cannons:** When Iron Engine hits a character with a ranged combat attack, knock back each hit character a number of squares equal to half of Iron Engine's attack roll and place a special marker in each square these characters now occupy. This marker is water terrain and characters hit this way can't make a ranged combat attack during their next turn.


#056 Iron Soldier

+ **Scout Ahead:**  

☆ **Summon Ancestral Spirit: Iron Man:** When Iron Soldier would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is  or , you may replace this character with a character from  #051 through  #055 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

☆ **Fight the Future:** Iron Soldier modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.


 **Vickers Machine Gun:** When Iron Soldier hits with a ranged combat attack, after actions resolve, you may make another ranged combat attack against the same target as a free action.


 **Chemical Warfare:** Iron Soldier can use Smoke Cloud. If an opposing character begins its turn occupying a square containing one of these terrain markers, it must break away for movement purposes. If an opposing character ends its turn occupying a square containing one of these terrain markers, deal it 2 damage. Characters with the Armor or Robot keyword ignore these terrain markers.

#101 Iron Man


+ **Mode: Chameleon:**   

 **Stealth Suit:** Iron Man can use Stealth.


 **Chaff Pouches:** Iron Man begins the game with 2 Chaff tokens on this card. When Iron Man would be hit by an attack, you may remove a Chaff token from this card to use Super Senses, once per attack.


 **Radar-Shielded:** Iron Man can use Toughness. He increases his defense value by the number of action tokens on him.

#102 Bethany Cabe


 **Stark Bodyguard:** Bethany Cabe can use Defend. When Bethany Cabe is adjacent to a character with the Stark Industries keyword or named Iron Man or Tony Stark, modify all of their defense values (including hers) by +1 if not already modified by this effect.






#103 Absorbing Man


 **Absorbs Anything:** When Absorbing Man is hit with an object or is given a power action when adjacent to a heavy or light object, place that object on his character card and remove any other objects that are on it. When Absorbing Man has a light object on his character card, modify his attack and damage values by +1. When Absorbing Man has a heavy object on his character card, modify his attack and damage values by +2.

 **Uru Metal:** When Absorbing Man is dealt damage or healed, roll a d6. Absorbing Man ignores the damage dealt or healed unless it is the same as the result of the d6. This power can't be countered or ignored.


#201 Iron Man

 **Solar-Charged Steel Mesh:** At the beginning of your turn, if Iron Man has two action tokens on him, he may heal 1 damage as a free action.

 **Summon Ancestral Spirit: Iron Man:** When Iron Man would be KO'd, roll 2d6 that can't be rerolled. If the result on either die is  or , you may replace this character with a character from  #051 through  #056 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

 **Helmet Heads-Up Display:** Iron Man can use Energy Shield/Deflection and Super Senses. When it is not your turn, he can use Probability Control.

#202 Rescue

 **I Prefer To Help People, Tony:** Rescue can use Support and Toughness. When Rescue targets a wall, object or square of blocking terrain with a close combat attack, her damage value is 3.

#203 Hammer Industries Drone

+ **Targeting Computer:**  

#204 Dreadnought

 **Flamethrower and Electric Charge:** Dreadnought can use Poison and Energy Explosion with  .


#205 Justin Hammer


 **Working the System:** Justin Hammer can use Outwit and Perplex.

#207 Puck


+ **Exceptional Training:**  


#209 Aurora

 **Family Ties:** Give Aurora a free action when a friendly character named Northstar is within range and line of fire and modify Aurora's speed, attack, and damage values by +1 this turn. If Northstar was damaged by an attack since your last turn, modify her attack value an additional +1.

 **Still Faster Than You:** Aurora can use the Move and Attack ability.

#210 Northstar

 **Family Ties:** Give Northstar a free action when a friendly character named Aurora is within range and line of fire and modify Northstar's speed, attack, and damage values by +1 this turn. If Aurora was damaged by an attack since your last turn, modify his attack value an additional +1.

 **First Into the Fight:** Northstar can use Flurry and Sidestep.

AvX

#001 Captain America

+ **Combat Training:** 🌀 🟩, 🟩, ●

☆ **Avengers, Assemble!:** Captain America can use Leadership.

When he does and the result is 🟩, you may place a friendly character with the Avengers keyword, a lower point value, and within 4 squares adjacent to him, but only if you remove the action token from that character.

☆ **Super Soldier & Shield:** At the beginning of your turn, choose either Combat Reflexes or Energy Shield/ Deflection. Captain America can use that power until the beginning of your next turn.

👉 **Take Down:** Captain America can use Incapacitate as if he had ⚡ ⚡. When he does and hits 2 characters, he may give one hit character 2 action tokens instead of giving each of them one. If that character can't be given the second action token, deal 1 penetrating damage instead.

🦁 **T001 Avengers:** This team character can use Combat Reflexes and Defend.

#002 Iron Man

☆ **Enhanced Repulsors:** All of Iron Man's attacks generate knock back.

🌟 **Inventing on the Fly:** Once per turn, Iron Man can use Outwit or Perplex.

🦁 **T001 Avengers:** This team character can use Perplex. When they do an Black Panther is also attached, you may modify an opposing character's combat value by -2 instead.

#003 Thor

☆ **Call the Storm & Tear Open the Sky:** Thor can use Super Strength. When Thor targets and hits more than 1 opposing character with an attack, targets of the attack are dealt penetrating damage.

🦁 **T001 Avengers:** This team character can use Energy Explosion.

#004 Spider-Man

+ **Webs Get Me Anywhere:** 🌀 🟥, 🟩, 🟩, ●

☆ **Whatever a Spider Can:** When Spider-Man is the target of a ranged combat attack, he can use Super Senses, but evades the attack on a result of 🟩 - 🟩.

👉 **Strength and Speed of a Spider:** Spider-Man can use Incapacitate and the Move and Attack ability. When he uses the

Move and Attack ability, he modifies his attack value by -1 instead of -2.

🦁 **T001 Avengers:** This team character can use Super Senses.

#005 Wolverine

+ **Best There Is...:** 🌀 🟩

🦁 **T001 Avengers:** This team character can use Blades/Claws/Fangs and Regeneration.

#006 Scarlet Witch

☆ **No More Mutants:** Once per game, give Scarlet Witch a double power action and choose a team ability. Any other character that can use that team ability must roll a d6 that can't be rerolled and if the result is 🟩, 🟩, that character can't use the chosen team ability for the rest of the game.

👉 **Mystical Wards:** Scarlet Witch can use Energy Shield/ Deflection. When Scarlet Witch is hit with an attack, the roll is ignored and the attacker must roll again. This new roll can't be rerolled or ignored.

🌟 **Casting Spells:** Scarlet Witch can use Perplex, Probability Control, and Support.

🦁 **T001 Avengers:** This team character can use Probability Control.

#007 Black Panther

+ **Move Through the Jungle:** 🌀 🟩, ●

☆ **You Don't Get to Give Up:** Once during your turn, another friendly character within 4 squares that shares a keyword with Black Panther can use Willpower.

🌟 **King of Wakanda:** Black Panther can use Empower, Leadership, and Outwit. When he uses Leadership and the result is 🟩, in addition to the normal effects he may remove an action token from himself.

🦁 **T001 Avengers:** This team character can use Outwit. When they do and Iron Man is also attached, you may counter a team ability as if it were a power.

#008 Professor X

+ **Headmaster:** 🌀 🟩

☆ **You Think You Know Me:** When Professor X does not have 2 action tokens, he can use Shape Change.

👉 **I Can't Let You Do This:** Professor X can use Mind Control and is not dealt unavoidable damage from it. Opposing characters within range must be given double power actions instead of power actions.

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Only When I Have To: Professor X can use Mastermind. When he does, he may divide the damage dealt between 2 adjacent friendly characters if they each share a keyword with him.

I Love All of You: Professor X can use Empower, Enhancement, and Leadership. When he uses Leadership and succeeds, he may remove up to one action token from each adjacent friendly character with the X-Men keyword.

T001 Avengers & T002 X-Men: When this team character uses Solo Adventure to place Professor X on the map, he may immediately use Mind Control as a free action.

#009 Cyclops

+ **I Can Still See the Dream:**

Ongoing Optic Blasts: Cyclops can use Force Blast and Running Shot. When he uses Running Shot, after actions resolve, he can use Force Blast as a free action.

Let's Put the World Back On Track: Cyclops can use Leadership and Outwit. When he uses Leadership, adjacent characters with a shared keyword are considered to have a lower point value.

T002 X-Men: This team character can use Leadership. When they do and the result is a , remove an action token from them.

#010 Emma Frost

Scott Can Handle It: Emma Frost's powers can't be countered. When a friendly character with the X-Men keyword is more than 4 squares away, Emma Frost can use Sidestep.

It's Her Decision: Emma Frost can use Outwit and has a range value of 7.

Diamond Form: Emma Frost can use Exploit Weakness, Impervious, and Shape Change.

T002 X-Men: This team character can't be targeted by Mind Control or Penetrating/Psychic Blast.

#011 Namor

+ **Boiling Rage:**

Imperius Rex!: When Namor is hit with an attack or given a second action token, put a Rage token on his card. Before Namor rolls for an attack, you may remove a Rage token from his card so that the attack deals penetrating damage.

Entrenched Recovery: Namor can use Toughness. When Namor occupies water terrain, he can use Regeneration and, when it's not your turn, opposing characters can't draw a line of fire to him.

T002 X-Men: This team character can use Close Combat Expert and the Flight ability.

#012 Colossus

+ **Mantle of the Juggernaut:**

I Believe in The X-Men: Colossus can use Charge and Plasticity. If he has two action tokens, adjacent friendly characters that can use the X-Men team ability can use that team ability as a free action.

Steel-Skinned X-Man: Colossus can use Defend and Impervious.

T002 X-Men: This team character can use Charge. When they do, if Magik is also attached, they can use .

#013 Magik

Teleportation Discs: Give Magik a power action and choose an adjacent character. Place Magik in any square within range, place the chosen character in an adjacent square, and roll a d6. On a result of , the chosen character can't be given a non-free action until your next turn.

I've Beaten Belasco: Magik deals penetrating damage to characters with the Mystical keyword.

T002 X-Men: This team character can use Phasing/Teleport. If Colossus is also attached, they can use Energy Shield/Deflection.

#014 Magneto

Are You Sure About This, Scott?: Magneto can use Energy Shield/Deflection and Telekinesis. During the beginning of your turn, if Magneto has two action tokens, he can use Telekinesis as a free action, but may only use it to place friendly characters.

Magnetic Field: Magneto can use Force Blast. When he has no action tokens, he can use it as a free action.

T002 X-Men: Give this team character a power action and they can use Telekinesis twice as a free action.

#015 Danger

Island Defense Systems: When Danger has one action token, she can draw lines of fire and count squares for range from any square occupied by a friendly character with the Robot or Vehicle keyword.



Warden of Utopia: Danger can use the Capture ability, but may not have more than 1 captive.

T002 X-Men: The combat values of this team character can't be decreased by opposing characters.

#016 Hope Summers

Power Mimic: Give Hope Summers a free action. Choose a standard power possessed by any character within 4 squares. Hope Summers can use that power until your next turn as if she had a range value of 6.


Jet Pack: Hope Summers can use Charge and the Flight ability.


 **T001 Avengers &**  **T002 X-Men:** Give this team character a free action and choose the asset ability of any character that could be attached to the team base but isn't. This team character can use that asset ability until your next turn.

#101 Cable

☆ **Save Hope:** Adjacent friendly characters named Hope Summers modify their defense value by +1 if not already modified by this effect.

☆ **Coming After All of You:** Cable modifies his attack and damage values by +1 when attacking a character with the Avengers keyword or team ability.

 **Timeslide:** Cable can use Phasing/Teleport and Shape Change.


 **There's Always "Plan B":** Cable can use the Duo Attack ability. When he does, during the second attack, he can use Precision Strike.

#102 Lei-Kung the Thunderer



+ **Years of Training:**  

☆ **Teacher & Pupil:** During the beginning of your turn, give Lei-Kung the Thunderer a free action and choose a friendly character within 3 squares, with the Martial Artist keyword, and with a lower point value. The chosen character may modify either their attack or defense value by +1 until your next turn.

 **Strikes Like Lightning:** Lei-Kung the Thunderer can use Charge, Flurry, and Plasticity.

 **Crashes Like Thunder:** Lei-Kung the Thunderer can use Quake. When he does, hit characters are also given an action token.


#103 White Phoenix Hope


 **Revert: Hope Summers:** Give White Phoenix Hope a free action and replace her with a  #016 Hope Summers on the same click number -2. The replacement character can't be given an action this turn.

☆ **Rebirth:** White Phoenix Hope can use Support. When she does, choose: Her attack value becomes 12 or do not subtract 2 from the result of the d6 roll to heal.


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#001 Tidehunter




 **Ravage:** Tidehunter can use Incapacitate as a double power action to make a close combat attack targeting all opposing characters within 4 squares on the same elevation level as Tidehunter. Hit characters can't ignore pushing damage during this action.

 **Gush:** Tidehunter can use Penetrating/Psychic Blast and the Sharpshooter ability as if he had a range of 4.


#002 Witch Doctor


 **Deathward:** Give Witch Doctor a ranged combat action that deals no damage and targets a single opposing character. If the attack hits, he may make additional ranged combat attacks that deal no damage against the same target until he misses. Each of these additional attacks can't be evaded, but modify the target's defense value by +1 for each attack. After actions resolve, deal damage to the target equal to Witch Doctor's damage value +1 for each additional attack that hit. If any successful attack roll was doubles during this action, that attack generates knock back.

 **Voodoo Restoration:** Witch Doctor can use Regeneration. When he does, all adjacent friendly characters are healed as many clicks as Witch Doctor is healed.


 **Maledict:** Witch Doctor can use Outwit, but may only counter defense powers. When he does, after actions resolve roll a d6 and on a result of  , deal the targeted character 1 damage.


#003 Faceless Void


 **Chrono Sphere:** Once per game, give Faceless Void an epic action and all opposing characters within 4 squares are given up to 2 action tokens. Placement of these action tokens does not cause pushing damage. After the resolution of this action, remove all action tokens from Faceless Void.

 **Time Lock:** Whenever Faceless Void hits an opposing character with an attack, roll a d6. On a result of 6, give that character an action token.


#004 Razor


 **Eye of the Storm:** Give Razor an epic action to make a ranged combat attack targeting the opposing character on the highest click number within range. For this attack, modify Razor's attack and damage value by +1 for each action token assigned to the target.

 **Plasma Field:** Razor can use Pulse Wave. When he does, friendly characters are not effected by this use of Pulse Wave.

 **Unstable Current:** Razor can use the Mystics team ability.

#005 Lich

 **Chain Frost:** Give Lich a ranged combat action as if he had "4 targets". After actions resolve, he may make another ranged combat attack targeting up to 3 opposing characters that were not hit by the first attack but are within 3 squares and line of fire of a hit target. All hit characters from these attacks are dealt 1 penetrating damage and are given an action token.


 **Ice Armor:** Give Lich a power action and choose a friendly character within 3 squares and line of fire. Until the beginning of your next turn, the chosen character can use Toughness and any opposing character that attacks the chosen character with a close combat attack is given an action token after actions resolve.


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Superman and the Legion of Superheroes

#001 Cosmic Boy


 **MagnoBall Champion:** Give Cosmic Boy a power action and he can use Telekinesis twice as a free action. When Cosmic Boy has two action tokens, he can use Telekinesis as a free action.

 **Elected Leader:** Cosmic Boy can use Leadership. When he does, all characters with the Legion of Super Heroes keyword are considered a lower point value.


#002 Saturn Girl

 **Strongest Mind:** Saturn Girl can use Mind Control and, if she has no action tokens, she can use it as a free action. When she uses Mind Control, she isn't dealt unavoidable damage from it and she increases her attack value by +1 for each action token assigned to her target.

#003 Lightning Lad


 **Arc Lightning:** Give Lightning Lad a power action and make a ranged combat attack against a single target using his printed damage value. Each time he hits, after actions resolve, he may then make a ranged combat attack as a free action against another single target as if he occupied the previously hit character's square, replacing his range value with his printed range value minus the number of hits he has made this turn with this power and also using his printed damage value.

#004 Science Police Officer


 **Tactical Deployment:** When an opposing character within 8 squares is given a free action, if that character has been given a non-free action this turn, after actions resolve, deal that character 1 unavoidable damage.

#005a Daxamite


+ X-Ray Vision:  

 **Under Darkseid's Control:** When a friendly character named Darkseid is on the map, modify Daxamite's attack value by +1 and Daxamite's defense value by -1.

#005b Mon-El


 **Man of Valor:** Mon-El can use Defend and adjacent friendly characters modify their defense values by +1.



#006 Triplicate Girl

 **Splitting Bodies:** When Triplicate Girl is adjacent to 2 or more friendly characters named Triplicate Girl and makes an attack roll, she may roll 3 dice instead of 2 and then choose 1 die to ignore. When Triplicate Girl is adjacent to 2 or more friendly characters


named Triplicate Girl and an opposing character targets her with an attack, roll a d6 and decrease the opponent's attack total by the result.


#007 Shrinking Violet

 **Morph: Shrinking Violet:** Give Shrinking Violet a move or close combat action that deals no pushing damage. After the action resolves, replace her with any character with this trait on the same click number.


 **Size-Change Attack:** Shrinking Violet can use Close Combat Expert. When she does, after actions resolve, she has  until your next turn.

#008 Phantom Girl


 **Intangibility and Disruption:** Phantom Girl can use Phasing/Teleport. When she uses Phasing/Teleport and passes through any squares occupied by characters holding an object, she may remove any of those objects from the game. When she uses Phasing/Teleport and passes through any squares occupied by characters assigned any relics or resources, those characters can't use those relics or resources until your next turn.


 **Phasing Attack:** Phantom Girl can use Incapacitate. When she is given a move action, after actions resolve, she may be given a close combat action as a free action, targeting any one opposing character occupying a square she moved through.

#009 Blight

 **Blighted:** Blight can use Mind Control and Phasing/Teleport. When it uses Mind Control, modify its attack value by +1 for each adjacent friendly character with the Blight keyword.

#010 Polar Boy

 **Unaffected by Heat:** When Polar Boy or an adjacent friendly character is targeted by a ranged combat attack, the attacker can't use Energy Explosion.

 **Blinding Snow:** Polar Boy can use Incapacitate. When he does and hits a character with no action tokens, give that character 2 action tokens instead.


#011 Sensor Girl

+ Reality Sense:   

 **Illusions Seem Real:** Sensor Girl can use Perplex, but only to modify an opposing character's attack or defense value.

 **Not Where You Think:** Sensor Girl can use Probability Control and Shape Change.

#014 Daemonite

 **Jump Into a New Body:** Daemonite can use Regeneration. At the beginning of your turn, Daemonite can use Regeneration as a free action, but subtracts 3 from the d6 roll instead of 2.

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✦ **Daemonite Biology:** Daemonite can use Shape Change. When Daemonite makes a successful Shape Change roll, it may use a standard attack power possessed by the character who originally targeted Daemonite until the end of your turn, even if that power is lost.

#015 Timber Wolf

+ **Animal Instincts:** 🐾 🐾

👉 **Shooting Claws:** Timber Wolf has a range value of 6. Whenever he hits with an attack, you may roll a d6. If you do, Timber Wolf's damage value becomes the result and is locked until the attack resolves.

👉 **Healing Factor:** Timber Wolf can use Regeneration. He can use it normally, or he can use it as a free action if he's been given a close combat action this turn.

#016 Giganta

👉 **She Keeps Getting Bigger!:** When Giganta uses the Giant Reach ability and makes a close combat attack, all squares within a range of her click number minus 1 and line of fire are considered adjacent.

#017a Cheetah

+ **Never Corner a Cat:** 🐾 🐾

☆ **Hatred For My Prey:** Once per game, give Cheetah a free action and choose an opposing character. As long as that character is on the map, Cheetah modifies her combat values except range by +1. If that character is named Wonder Woman, Cheetah can use Exploit Weakness.

#017b Cheetah

+ **Catlike Reflexes:** 🐾 🐾

☆ **We've Danced this Dance Before:** Cheetah can use Combat Reflexes. If Cheetah has no action tokens, she can use Exploit Weakness.

👉 **Pounce My Prey:** Cheetah can use Leap/Climb. When Cheetah resolves a move action, you may give her a close combat action as a free action.

✦ **Pressing My Advantage:** Cheetah can use Outwit, but only to target characters that have two action tokens.

#018 Ultra Boy

+ **Ultra Vision:** 🕶️ 🕶️

👉 **One...:** At the beginning of your turn, choose one to last until you choose for this power again: Ultra-Boy can use Running Shot, or he can use Charge.

👉 **...Power...:** At the beginning of your turn, choose one to last until you choose for this power again: Ultra-Boy can use Penetrating/

Psychic Blast, or he can use Energy Explosion, or he can use Super Strength.

👉 **...At a Time:** At the beginning of your turn, choose one to last until you choose for this power again: Ultra-Boy can use Impervious, or he can use Energy Shield/Deflection and Super Senses.

#019 Amethyst

☆ **Genworld Portal:** Once per game, when Amethyst hits an opposing character, you may choose that neither character may make a ranged combat attack and she and that character may only target each other with close combat attacks until one of them is KO'd.

#020 Blok

☆ **For My Love:** When Blok is adjacent to a friendly character named White Witch or Black Witch, that character can use Mastermind, but only to transfer damage to Blok, regardless of his point value.

👉 **Out of the Way:** Blok can use Charge and Ouaque. When he uses Charge, he can use 🐾 🐾.

👉 **Energy Absorption:** Blok can use Invulnerability. When Blok is targeted by a ranged combat attack, he can use Impervious instead.

#021 Wildfire

☆ **For Dawnstar:** If a friendly character named Dawnstar has taken damage from an attack since your last turn, modify Wildfire's attack and damage values by +1 if he targets a character that hit Dawnstar since your last turn.

👉 **This Battle Ends Here!:** Wildfire can use Penetrating/Psychic Blast and Pulse Wave. He can use Pulse Wave normally, or you may give him a double power action to use it and his printed damage value is dealt to all hit characters.

👉 **Energy Reforming:** When this click is revealed, stop turning the dial. Wildfire can use Impervious and Regeneration. When he uses Regeneration, either the minimum result is 1 or he can use it as a free action and subtracts 3 from the d6 roll instead of 2.

#022 Gates

👉 **Teleport Disks:** Gates can use Phasing/Teleport. Gates can carry up to 4 friendly characters, regardless of speed symbols. If all carried characters share a keyword with him, don't modify his speed value from the Carry ability.

👉 **Instantaneous Shift:** Gates can use Super Senses, but succeeds on a result of 🕶️ 🕶️.

#023 Mr. Majestic

+ **Majestic Sees All:** 🕶️ 🕶️

☆ **Molecular Sight:** Mr. Majestic ignores Shape Change. When Mr. Majestic uses the Move and Attack ability, he modifies his attack value by -1 instead of -2.

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#024 Lex Luthor

☆ **Smarter Than All of You Combined:** Lex Luthor's powers can't be countered. Adjacent friendly characters with a lower point value have .

 **If You Want a Job Done Right:** Lex Luthor has  and can use Invulnerability and Running Shot.

#025 Mano

☆ **Anti-Matter Touch:** Mano can use Poison. He can use it normally, or he can deal damage to only 1 opposing character and that damage is penetrating damage.

 **Disintegrate Walls:** Give Mano a free action and destroy an adjacent wall or square of blocking terrain.

#026 Mister Miracle

+ **You Can't Keep Me Here:**   .

☆ **Greatest Escape Artist of Three Worlds:** When Mister Miracle would be hit by an attack, if you give him an action token he evades the attack instead.

☆ **Freethinker of Apokolips:** Mister Miracle can use Outwit and Shape Change. Mister Miracle can use Empower, but only to modify the damage value of a friendly character named Big Barda.

#027 Kalibak

☆ **Defeating You Will Prove My Worth to Father:** Once per game, give Kalibak a double power action. Place him adjacent to an opposing character with a higher point value and he may make a close combat attack targeting that character as a free action.

☆ **I am the One True Son of Darkseid:** If a character named Darkseid or Orion is on the map, modify Kalibak's attack value by +1 and his defense value by -1.

#028 Lightray

☆ **Radiant Burst:** When Lightray is KO'd, before removing him from the game, make a ranged combat attack with an attack value of 10 that can't be rerolled. The area of effect for this attack is all characters within 5 squares, and each hit character is dealt 3 penetrating damage.


☆ **Infectious Optimism:** Lightray can use Perplex, but only to target friendly characters.

#029 Tharok







☆ **Cyborg Leader:** Tharok can use Leadership. When he does, characters with the Fatal Five keyword are considered a lower point value.


 **Arm Configurations:** Tharok can use Blades/Claws/Fangs, Energy Explosion, and Penetrating/Psychic Blast.

#030 Dawnstar





 **Interstellar Tracking:** At the beginning of your turn, choose an opposing character within 10 squares. Lines of fire drawn to that character this turn are only blocked by blocking terrain.





#031 Chameleon Girl

☆ **Durlan Physiology:** Chameleon Girl can use Shape Change and Stealth. At the beginning of your turn, give Chameleon Girl a free action and choose one from    and also choose one from   . Chameleon Girl has the chosen symbols until you choose again.

 **Different Creatures:** At the beginning of your turn, choose one: Chameleon Girl can use Incapacitate and Poison, she can use Combat Reflexes and Exploit Weakness, or she can use Flurry and Sidestep.

#032 Colossal Boy



☆ **Size Change:** At the beginning of your turn, give Colossal Boy a free action and choose one from: , , or . He has the chosen symbol until your next turn. When he has , he can use Impervious when targeted by ranged combat attacks.


☆ **You Harmed Year:** If a friendly character named Chameleon Girl has taken damage since your last turn, Colossal Boy can use Battle Fury, Charge, and    . When he uses Charge in this way, he can use it as a free action, he doesn't halve his speed value from it and may only target opposing characters that hit Chameleon Girl last turn.

#033 Stargirl


☆ **Teacher and Student:** When Stargirl is 110 points, adjacent friendly characters with a shared keyword and a lower point value modify their attack values by +1. When Stargirl is 75 points and is adjacent to a friendly character with a shared keyword and a higher point value, modify her attack value by +1.

☆ **Cosmic Belt or Cosmic Rod:** At the beginning of your turn, roll a d6 and Stargirl can use the indicated effects until your next turn:

 : Stargirl has a range value of 4 and can use Combat Reflexes, Incapacitate, and the Sharpshooter ability.

 : Stargirl can use Energy Shield/Deflection and Ranged Combat Expert.

 : Stargirl chooses either result above.

 **Stunning Blow:** When Stargirl uses Incapacitate, after actions resolve, deal her printed damage divided any way you choose among the hit characters.

☆ **Star Pupil:** Give Stargirl a free action and choose a standard attack or damage power that can be used by an adjacent friendly character with a higher point value and a shared keyword. Stargirl can use the chosen power until your next turn.

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#034 Starman

☆ **Pop Culture Collector:** After objects have been placed, you may place any 2 objects in each other's squares. Starman modifies his relic rolls by +1.

☆ **Star Rod and Jujitsu:** Starman can use Energy Shield/Deflection and Super Senses. When he is targeted with a close combat attack and either evades it or it misses, give the attacker an action token after actions resolve.

#035 Shadow Lass

☆ **Absolute Darkness:** Shadow Lass can use Smoke Cloud. Friendly characters that only occupy squares with these markers can't have lines of fire drawn to them, and opposing characters that only occupy squares with these markers can't draw lines of fire.

#036 Glorith

☆ **From Sorcerer's World:** Glorith can use Super Senses. Glorith can copy a second team ability, if it is possessed by a character with the Mystical keyword.

🛡️ **Temporal Shielding:** Glorith can use Barrier. If Glorith is adjacent to a blocking terrain marker she placed, she can use Toughness.

⌚ **Time Manipulation:** Glorith can use Perplex and Probability Control.

#037a The Riddler

☆ **Riddle Me This, Batman!:** The Riddler can use Perplex regardless of range and line of fire, but can only target opposing characters.

#037b Edward Nigma

☆ **Photographic Memory:** Edward Nigma ignores hindering terrain when drawing lines of fire to characters who didn't move during their last turn.

📄 **Hidden Clues:** Edward Nigma can use Mind Control and Shape Change. When he uses Mind Control, after actions resolve, hit characters are given up to 2 action tokens that don't deal pushing damage.

👤 **I Know Your Secret, Mr. Wayne:** Opposing characters within line of fire can't use Shape Change, the Alter Ego, or Morph powers or abilities.

#038 Black Manta

☆ **Technology and Patience:** Black Manta can use the Carry ability. Lines of fire drawn to Black Manta by opposing characters are blocked if they cross water terrain.

#039 Bizarro

☆ **Me Am Not Bizarro!:** Bizarro costs 25 points for each Orrazib token you place on his card, up to 12 tokens. When Bizarro takes damage, remove one Orrazib token from his card. When Bizarro is healed, add one Orrazib token to his card (no more than the initial amount). When there are no Orrazib tokens on this card, KO Bizarro. At the beginning of your turn, roll a d6 and click Bizarro that many times. This ability can't be ignored.

+ **Hypersonic Speed:** 🌀🌪️

#040 Emerald Empress

☆ **Emerald Eye of Ekron:** At the beginning of the game, place an Emerald Eye of Ekron relic token in Emerald Empress's square. This object doesn't count towards your force and is described on the back of this card. Emerald Empress automatically succeeds when rolling for the Emerald Eye of Ekron. When Emerald Empress is assigned the Emerald Eye of Ekron and has two action tokens, she can use her speed powers as a free action.

⚙️ **Emerald Eye of Ekron: Immobile. Relic Roll:** 📄. This character can use Mind Control, Incapacitate, 🌀🌪️ and isn't dealt unavoidable damage from Mind Control. When this character takes damage from an attack, Emerald Eye of Ekron is placed in an adjacent square. Characters may attempt to be assigned Emerald Eye of Ekron more than once per game.

#041 Universo

📄 **Hypnosis:** Universo can use Mind Control as if he had ⚡⚡⚡. When he does, increase his attack value by the number of targets and, after actions resolve, heal him of 1 damage for each character with the Legion of Super Heroes keyword he hit with that attack.

👤 **I've Learned a Few Things:** Universo can use Incapacitate. When he does, after actions resolve he can use Smoke Cloud as a free action.

🛡️ **Master of Misdirection:** Universo can use Energy Shield/Deflection and Super Senses.

#042 Helspont

☆ **High Lord of all Daemonites:** Helspont can use Leadership. When he does, treat all characters named Daemonite within 5 squares as if they were adjacent.

☆ **Immortal Power:** Helspont can use Shape Change. When Helspont makes a successful Shape Change roll, immediately heal him of 1 damage.

📄 **I Infiltrated You Long Ago:** Give Helspont a double power action and select an opposing character of a lower point value. Place Helspont and the chosen character in each other's squares, and after actions resolve, Helspont may be given a close or ranged combat attack as a free action.

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★ **Smarter Than Lord Emp:** Helspont can use Outwit and Perplex. When he does, if he targets a character with the WildC.A.T.s keyword, he can use that power a second time this turn.

#043 Orion

★ **Ping! Ping! Ping!:** At the beginning of your turn, if Orion has any action tokens, you may give him a free action and heal him of 1 damage.

★ **We Are At War:** When Orion targets a character who possesses the Apokolips keyword, modify his attack value by +1. When he targets a character named Darkseid, modify his damage value by +1 and ignore any defense powers the target can use.

✈ **Astro-Harness:** Orion can use Phasing/Teleport, Running Shot, and the Flight ability.

👊 **Dog of War:** Orion can use Exploit Weakness and Flurry.

#044 Darkseid

+ **Omega Effect:** ☉ 📺 🌐 ⚡

★ **For Darkseid!:** Friendly characters with the Apokolips keyword and not named Darkseid modify their attack and damage values by +1 when they have one action token.

★ **Lord of Apokolips:** When Darkseid is dealt penetrating damage, it can be reduced. If Darkseid didn't use Outwit during your last turn, his powers can't be countered.

✈ **Boom Tube Technology:** If Darkseid has no action tokens, he can use Running Shot and 🌐. If he has one action token, he can use Phasing/Teleport, and when he does, he may be given a ranged combat attack as a free action after actions resolve.

★ **Bow Before Darkseid:** Darkseid can use Outwit and Leadership. When he uses Leadership, he may remove 2 action tokens from an adjacent friendly character instead of 1 and if he does, that character is dealt 1 unavoidable damage at the end of the turn.

#045 Computo

★ **Tapped Into Every Computer On Earth:** Give Computo a free action and choose an opposing character within 8 squares. The chosen character must be holding an object, be within 1 square of an object, or be assigned a relic or resource. Place an ID token on the chosen character's card. When Computo uses Outwit or Perplex, he may target characters with an ID token anywhere on the map.

👊 **Large Robotic Arms:** Computo can use Flurry, Precision Strike, and Quake.

👊 **Programmed to Help:** Computo can use the Legion of Super Heroes team ability. Computo ignores damage dealt to him and is dealt 1 unavoidable damage instead. This power can't be countered or ignored.

#046 Superboy

★ **The Inspiration of the 31st Century:** Superboy can use Leadership and Super Strength. Friendly adjacent characters with a lower point value can use Willpower.

✈ **Punch You Before You See it Coming:** Superboy can use Force Blast and Hypersonic Speed. When he uses Hypersonic Speed, he can only make close combat attacks.

#047a White Witch

★ **Magicks Resistance:** White Witch ignores the Mystics team ability.

★ **Battlefield Promotion: Aufero Magus Infusco!:** When White Witch damages one or more opposing characters with the Mystical keyword or assigned a resource, after actions resolve place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 7 or higher, replace this character with [Legion] #047b on the same click number.

✈ **Mystical Energy:** During your turn choose one: Give White Witch a power action, and each opposing character's combat values can't be modified until your next turn; or give White Witch a free action, and each opposing character can't be given more than one free action until your next turn.

🛡 **Shielding Magicks:** White Witch can use Barrier, Energy Shield/Deflection, and Super Senses.

#047b Black Witch

★ **Sorcerer's World:** After objects are placed, Black Witch may exchange any standard objects that are 5 or more squares from her starting area with distinct relics from outside the game totaling no more than 20 points.

★ **For Us, My Love:** Black Witch can use Defend. Friendly characters named Blok modify their defense value by +1.

★ **Dark Magicks:** Black Witch can use Steal Energy. When Black Witch attacks an opposing character with the Mystical keyword, she can use Steal Energy with ranged combat attacks.

#048 Tellus

★ **Link Telepathically:** Friendly characters within 4 squares can draw lines of fire and count range and squares from the square of any one friendly character within 4 squares of Tellus.

🛡 **Telekinetic Shield:** Tellus can use Energy Shield/Deflection, Super Senses and Toughness.

#049 Solomon Grundy

+ **Solomon Grundy Want Pants, Too!:** 📺 📺

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☆ **Immortal Plant Element:** At the beginning of your turn, you may give Solomon Grundy a free action and heal him 1 damage if he occupies printed hindering or water terrain.

☆ **The End of Solomon Grundy:** At the beginning of the game, place 3 Resurrection tokens on Solomon Grundy's card. Solomon Grundy places 1 Resurrection token on his character card each time he hits an opposing character. When Solomon Grundy would be KO'd and has at least one Resurrection token on his card, instead click him to click #9, heal him of 1 damage for each Resurrection token on his card and remove all Resurrection tokens from his card. This ability can't be ignored.

☆ **Gentle Mind or Raging Beast?:** At the beginning of the game and when Solomon Grundy would be KO'd, choose one to last until he chooses again: he can use Outwit, or he can use Battle Fury and modifies his damage value by +1.

☆ **Never Really the End:** Solomon Grundy can use Regeneration.

#050 Toyman

☆ **I Love My Toys!:** Characters with the  icon are Toys. Toyman may begin the game with 1 Toy attached to his base at no additional cost. Toyman increases his defense value by 1 for each Toy attached. Toyman can have up to 2 Toys attached.

👉 **Power Boost:** Toyman can use Perplex. He can use it normally, or he can use it as a power action to modify the same combat value except damage of all friendly Toys on the map.

#051 Takion

☆ **Conduit of the Source:** Once per game, give Takion a free action and choose: Perplex or Probability Control. Opposing characters can't target Takion with the chosen power this game.

👉 **Faster Than Thought:** Takion can use Hypersonic Speed and Pulse Wave. When he uses Hypersonic Speed, he can use Pulse Wave instead of a ranged combat attack.

☆ **Manipulating Energy:** Takion can use Probability Control. When Takion is hit with a ranged combat attack, he may immediately place a blocking terrain marker in an adjacent square; that marker remains on the map until destroyed or your next turn, even if this power is lost.

#052 Highfather

☆ **The Pact:** At the beginning of the game, you may announce a pact. If you do, the highest point character on your force and the highest point character on your opponent's force (300 points or less) can't target opposing characters with an attack until one of them has taken damage from an attack or they are the only 2 characters on the map. This ability can't be ignored.

👉 **Genesis Reborn:** Give Highfather a power action and replace him with [Legion] #051 Takion on the same click number.

☆ **Izava, the Creator:** Highfather can use Leadership, Probability Control, and Support. When he uses Support, the target's combat values are modified by +1 until the end of your next turn.

#053 Big Barda and Mister Miracle


☆ **We've Learned to Survive:** If Big Barda and Mister Miracle have taken damage from a close combat attack, modify their defense value by +1 when they are targeted with a close combat attack this turn. If Big Barda and Mister Miracle have taken damage from a ranged combat attack, modify their defense value by +1 when they are targeted with a ranged combat attack this turn.

☆ **Power Couple:** If Big Barda and Mister Miracle are on the map through the Merge ability, give Big Barda and Mister Miracle a free action and choose any trait ability that the original characters could use. They can use that trait this turn, and the trait can't be chosen more than once per game.

👉 **You'll Never Slow Me Down:** Big Barda and Mister Miracle can use Invulnerability and Super Senses.



☆ **His Peace and Her Rage:** Big Barda and Mister Miracle can use Close Combat Expert and Probability Control. If Big Barda and Mister Miracle didn't attack a character last turn, they can use Shape Change.

#054 Persuader

☆ **Atomic Axe:** Persuader can use Blades/Claws/Fangs and Combat Reflexes. When he rolls a d6 for Blades/Claws/Fangs and the result is  or less, he deals penetrating damage.

👉 **Cut Through Anything:** Persuader can use Precision Strike and Quake.

#055 Validus

☆ **Monstrous Body:** Validus can use Super Strength and can't be targeted by Penetrating/Psychic Blast. At the beginning of your turn, roll a d6, and on a result of  , Validus can immediately use Pulse Wave as a free action with a locked damage value of 2, ignoring friendly characters.

👉 **Brain Bolts:** Validus can use Penetrating/Psychic Blast. When an opposing character with an action token takes damage from Validus's attack, give that character an action token.

#056 Mordru


☆ **Morph: Change Size:** Give Mordru a power action, or when he takes damage from an opponent's attack, you may replace him with [Legion] #101 Mordru on the same click number.


☆ **Mystical Relics:** When Mordru makes a relic roll, modify the result by +2. Once per game give Mordru a double power action and place a relic 15 points or less from outside the game in his square.


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 **Limitless Magic:** Give Mordru a free action and choose a standard attack power. Mordru can use that power until the beginning of your next turn.

 **Molecular Magic:** Mordru can use Invincible. Give Mordru a free action if he has two action tokens and place a standard light object from outside the game in his square.

 **Lord of Chaos:** Mordru can use Probability Control. Opposing characters within range and line of fire can't use Probability Control or the Mystics team ability.

#057 Lydea Mallor


 **The Growing Darkness:** At the beginning of the game for all friendly characters with this trait, you may remove one attached game element from an opponent's resource and, if it is a relic, assign it to a character with this trait. At the beginning of your turn, roll 2d6 for all friendly characters with this trait. If the result is lower than the sum total of all of these characters' click numbers, then modify all opposing characters' combat values by -1 until your next turn.

 **Wrapped in Shadow:** Lydea Mallor can use Smoke Cloud and Stealth. Once per turn, when Lydea Mallor occupies hindering terrain and is given a non-free action, before the action begins or after actions resolve, you may place Lydea Mallor in any square of hindering terrain within 5 squares and line of fire.

 **Space Warp:** When this click is revealed, stop turning the dial. Lydea Mallor can use Phasing/Teleport. When she does, after actions resolve, she may immediately use Regeneration as a free action.


#058 Kalibak

+ **Nothing Stands In My Way:**   

 **The Growing Darkness:** At the beginning of the game for all friendly characters with this trait, you may remove one attached game element from an opponent's resource and, if it is a relic, assign it to a character with this trait. At the beginning of your turn, roll 2d6 for all friendly characters with this trait. If the result is lower than the sum total of all of these characters' click numbers, then modify all opposing characters' combat values by -1 until your next turn.

 **Space Warp:** When this click is revealed, stop turning the dial. Kalibak can use Phasing/Teleport. When he does, after actions resolve, he may immediately use Regeneration as a free action.


#059 Guardian


 **The Growing Darkness:** At the beginning of the game for all friendly characters with this trait, you may remove one attached game element from an opponent's resource and, if it is a relic, assign it to a character with this trait. At the beginning of your turn, roll 2d6 for all friendly characters with this trait. If the result is lower than the sum total of all of these characters' click numbers, then modify all opposing characters' combat values by -1 until your next turn.

 **Power Manipulation:** Guardian can use Penetrating/ Psychic Blast and Telekinesis.


 **Space Warp:** When this click is revealed, stop turning the dial. Guardian can use Phasing/Teleport. When he does, after actions resolve, he may immediately use Regeneration as a free action.

#060 Orion


 **The Growing Darkness:** At the beginning of the game for all friendly characters with this trait, you may remove one attached game element from an opponent's resource and, if it is a relic, assign it to a character with this trait. At the beginning of your turn, roll 2d6 for all friendly characters with this trait. If the result is lower than the sum total of all of these characters' click numbers, then modify all opposing characters' combat values by -1 until your next turn.


 **Space Warp:** When this click is revealed, stop turning the dial. Orion can use Phasing/Teleport. When he does, after actions resolve, he may immediately use Regeneration as a free action.

#061 Superman


 **The Growing Darkness:** At the beginning of the game for all friendly characters with this trait, you may remove one attached game element from an opponent's resource and, if it is a relic, assign it to a character with this trait. At the beginning of your turn, roll 2d6 for all friendly characters with this trait. If the result is lower than the sum total of all of these characters' click numbers, then modify all opposing characters' combat values by -1 until your next turn.

 **Kryptonian Heritage:** Superman can use Super Strength.




 **Freeze!:** Superman can use Incapacitate. When he does, after actions resolve, he may make a close combat attack as a free action.

 **Space Warp:** When this click is revealed, stop turning the dial. Superman can use Phasing/Teleport. When he does, after actions resolve, he may immediately use Regeneration as a free action.

#099a Airplane

 **Mobile Toys:** When you build your force, Airplane has all keywords possessed by a friendly character named Toyman. Give Airplane a free action and attach it to an adjacent friendly [Legion] #050 Toyman. When attached, you may give Airplane a move action to detach and move on the map. When on the map, you may give Airplane a move action as a free action if it is within and remains within 3 squares of [Legion] #050 Toyman. Airplane can't use the Carry ability.

 **Buzzing Blitzkrieg:** When Airplane is attached to Toyman, opposing characters targeting Toyman with an attack decrease their attack value by 1 for each Airplane attached.

 **Mounted Machine Gun:** Airplane can use Energy Explosion. When Airplane is within 3 squares of a friendly character named Toyman, modify its attack value by +1. When Airplane is KO'd, roll a d6. On a result of  , give all friendly characters named Toyman an action token.


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
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#099b Race Car


Mobile Toys: When you build your force, Race Car has all keywords possessed by a friendly character named Toyman. Give Race Car a free action and attach it to an adjacent friendly [Legion] #050 Toyman. When attached, you may give Race Car a move action to detach and move on the map. When on the map, you may give Race Car a move action as a free action if it is within and remains within 3 squares of [Legion] #050 Toyman.



★ **They Double as Roller Skates:** Toyman can use  when Race Car is attached and modifies his speed value by +1 for each attached Race Car.

This Thing is FAST! Race Car can use the Move and Attack ability. If Race Car is within 3 squares of a friendly character named Toyman, it can use Hypersonic Speed instead. When Race Car is KO'd, roll a d6. On a result of , , give all friendly characters named Toyman an action token.

#099c Cymbal-Banging Monkey

Mobile Toys: When you build your force, Cymbal-Banging Monkey has all keywords possessed by a friendly character named Toyman. Give Cymbal-Banging Monkey a free action and attach it to an adjacent friendly [Legion] #050 Toyman. When attached, you may give Cymbal-Banging Monkey a move action to detach and move on the map. When on the map, you may give Cymbal-Banging Monkey a move action as a free action if it is within and remains within 3 squares of [Legion] #050 Toyman.

★ **Distraction:** Toyman can use Super Senses when Cymbal-Banging Monkey is attached, but only succeeds on a result of . Add 1 to your result for each attached Cymbal-Banging Monkey.



Thunderclap: If Cymbal-Banging Monkey ends a move action adjacent to an opposing character, Cymbal-Banging Monkey can use Quake as a free action. When Cymbal-Banging Monkey is KO'd, roll a d6. On a result of , , give all friendly characters named Toyman an action token.

#099d Teddy Bear

Mobile Toys: When you build your force, Teddy Bear has all keywords possessed by a friendly character named Toyman. Give Teddy Bear a free action and attach it to an adjacent friendly [Legion] #050 Toyman. When attached, you may give Teddy Bear a move action to detach and move on the map. When on the map, you may give Teddy Bear a move action as a free action if it is within and remains within 3 squares of [Legion] #050 Toyman.


★ **Extra Stuffing:** Damage dealt to Toyman is reduced by 1 for each attached Teddy Bear.




Hidden Explosives: Give Teddy Bear a move action and after actions resolve, if it is adjacent to an opposing character, Teddy Bear can use Pulse Wave as a free action with a range value of 6 and, after actions resolve, Teddy Bear is KO'd. When Teddy Bear is KO'd, roll

a d6. On a result of , , give all friendly characters named Toyman an action token.

#099e Superman Action Figure

Mobile Toys: When you build your force, Superman Action Figure has all keywords possessed by a friendly character named Toyman. Give Superman Action Figure a free action and attach it to an adjacent friendly [Legion] #050 Toyman. When attached, you may give Superman Action Figure a move action to detach and move on the map. When on the map, you may give Superman Action Figure a move action as a free action if it is within and remains within 3 squares of [Legion] #050 Toyman.

★ **Distraction:** Toyman has  when Superman Action Figure is attached. Toyman modifies his damage value by +1 if two Superman Action Figures are attached.

You INSPIRE Me! When Superman Action Figure is not attached, he can use Leadership. When he does, he may only remove action tokens from characters with the  symbol. When Superman Action Figure is KO'd, roll a d6. On a result of , , give friendly characters named Toyman an action token.

#101 Mordru

+ **Mystical Senses:**  

★ **Morph: Change Size:** Give Mordru a power action, or when he takes damage from an opponent's attack, you may replace him with #056 Mordru on the same click number.

★ **Taphephobia:** When Mordru is adjacent to 2 or more squares of blocking and/or hindering terrain, he can use Sidestep.

Drain You of Power: Mordru can use Pulse Wave. When he uses Pulse Wave and hits, heal him of 1 damage. Mordru's other powers and combat abilities can't be countered.

Mystical Shielding: Mordru can use Barrier, Energy Shield/Deflection, and Toughness.

#102 Mon-El

Power Ring: Mon-El can use Barrier, Energy Explosion, Energy Shield/Deflection, and Penetrating/Psychic Blast.

★ **Last of the Green Lantern Corps:** All Mon-El's hits generate knock back. When an opposing character is knocked back from his attack, after actions resolve, he can use Barrier as a free action until your next turn, but may only place up to 2 blocking terrain markers.

#103 Shrinking Violet

★ **Morph: Shrinking Violet:** Give Shrinking Violet a move or close combat action that deals no pushing damage. After the action resolves, replace her with any character with this trait on the same click number.

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#201 Cosmic Boy


☆ **Welcome to the Legion:** When you build your force, choose one character of 50 points or less. That character gains the Legion of Super Heroes keyword and  this game. If your force includes other characters with this trait, you may increase the point value of your chosen character by 50 points if this character doesn't use this trait.

 **Magnetic Shield:** When Cosmic Boy occupies hindering terrain, he and adjacent friendly characters can use Toughness.


☆ **Long Live the Legion!:** Cosmic Boy can use Perplex and Leadership. When he uses Leadership, on a result of  he may also remove a token from any adjacent friendly character with the Legion of Super Heroes keyword.

#202 Saturn Girl

☆ **Welcome to the Legion:** When you build your force, choose one character of 50 points or less. That character gains the Legion of Super Heroes keyword and  this game. If your force includes other characters with this trait, you may increase the point value of your chosen character by 50 points if this character doesn't use this trait.


 **I Can Cloud Your Minds:** When this power is revealed, and at the beginning of your turn, choose Combat Reflexes or Energy Shield/Deflection. Saturn Girl can use that power until your next turn.

#203 Lightning Lad

☆ **Welcome to the Legion:** When you build your force, choose one character of 50 points or less. That character gains the Legion of Super Heroes keyword and  this game. If your force includes other characters with this trait, you may increase the point value of your chosen character by 50 points if this character doesn't use this trait.


☆ **Winathian:** When Lightning Lad is adjacent to a friendly character named Lightning Lass or Lightning Lord, modify his attack and damage values by +1.

#204 Ultra-Boy

 **Flash Vision:** Ultra-Boy can use Energy Explosion and Penetrating/Psychic Blast as if he had a range value of 6.

#205 Amethyst

☆ **Mystical Wards:** Amethyst ignores the Mystics team ability. When a character is given an action to activate a power and attacks Amethyst, she can use Shape Change.

 **Crystal Shield:** Amethyst can use Energy Shield/Deflection and Toughness.

#206 Triplicate Girl


☆ **Triplicate Girl and Duo Damsel:** When you set up your force, place two Triplicate Girl bystander tokens, as described on this card, on the map adjacent to Triplicate Girl. They replace their combat values with Triplicate Girl's current printed combat values and they can use any powers that Triplicate Girl can use. When one of them is

KO'd, Triplicate Girl can use Willpower for the rest of the game. When Triplicate Girl would be KO'd, KO a friendly bystander token named Triplicate Girl instead, if there is one, and heal Triplicate Girl to click #7. This ability can't be ignored.


☆ **Fighting as One:** Triplicate Girl can use Empower, but only to affect characters named Triplicate Girl.

#207 Shrinking Violet

☆ **Morph: Shrinking Violet:** Give Shrinking Violet a move or close combat action that deals no pushing damage. After the action resolves, replace her with any character with this trait on the same click number.

☆ **Shrinking Down...:** During the beginning of your turn, you may choose that Shrinking Violet has  until your next turn. If you do, modify her speed value by -3 until your next turn.

#208 Phantom Girl

 **Disrupt Electronics:** Phantom Girl can use Phasing/Teleport. If during a move action Phantom Girl passes through a square containing an opposing character with the Robot or Vehicle keyword, deal that character 1 penetrating damage. If that character is a vehicle with a Pilot, after actions resolve, eject the Pilot.

#209 Science Police Officer

☆ **Computer-Assisted Reaction System:** Science Police Officer can use Outwit, but can't use it to counter defense powers.

#210 Daxamite

+ **Vision Powers:**  

☆ **Vulnerable to Lead:** If Daxamite is hit with a standard object and takes damage, all of his powers are countered until your next turn.

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Legion of Doom Fast Forces

#001 Lex Luthor

☆ **The Best Technology:** Lex Luthor can use Stealth. Opposing characters using the Superman Ally team ability can't ignore hindering terrain when drawing a line of fire to a character within 4 squares of Lex Luthor.

✦ **Smartest Man Alive:** Lex Luthor can use Leadership, Outwit and Perplex. When using Leadership and Mastermind, he is considered to be 200 points.

#002 Bizarro

☆ **Green Kryptonite Enhancement:** When a friendly character named Lex Luthor is within 4 squares and line of fire, modify Bizarro's attack and defense values by +1.

✦ **Bizarro Help You!:** Bizarro can use Super Strength. When he does, light objects modify his damage value by +3 instead of +1, and ultra heavy objects modify his damage value +1 instead of +3.

#003 Cheetah

☞ **Catlike Reflexes:** Cheetah can use Super Senses. When she evades an attack, you may place her adjacent to the attacker.

#004 Black Manta

☆ **Marine Marauder:** At the beginning of the game, you may place Black Manta in any water terrain within 8 squares. When Black Manta occupies water terrain, modify his speed and defense values by +2.

✦ **Concussive Eye Beams:** Black Manta's ranged combat attacks always generate knock back.

☞ **Protection of the Depths:** Black Manta can use Regeneration. When he does and occupies water terrain, if the d6 result is or , he can use it again as a free action.

#005 Solomon Grundy

+ **Born From the Swamp:**  

☆ **Born on a Monday:** When Solomon Grundy is KO'd, remove him from the map and place him on his character card. While on his card, at the beginning of your turn, you may heal Solomon Grundy of 1 damage and if he is on click 1-6, you may place him in any starting area or square of hindering terrain. Opponents receive victory points each time Solomon Grundy is KO'd.

☞ **Curse of Slaughter Swamp:** When Solomon Grundy is dealt damage, roll a d6. Ignore damage up to half the result.

✦ **Never Dying:** At the beginning of your turn, you may heal Solomon Grundy of 1 damage.

#006 Giganta

+ **Taller than Everyone:**  

✦ **Giant Rampage:** Giganta can use Charge, Flurry, and Sidestep.

✦ **Thunderous Stomp:** When Giganta moves 3 squares or less and actions resolve, she can use Quake as a free action.

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