

SUPERMAN
KAL-EL

JUSTICE LEAGUE

TRUTH AND JUSTICE
Allied Champions are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. Once per round, after an ordered activation with Superman, you may remove a Justice Marker from this card to activate up to 2 allied Unique Heroes, after which your turn ends.

UNIQUE HERO
KRYPTONIAN
CHAMPION
VALIANT
MEDIUM 5

7 7 1
6 6 7
460

DC

WONDER WOMAN
DIANA PRINCE

JUSTICE LEAGUE

AMBASSADOR OF JUSTICE
Allied Warriors are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. At the start of each round, you may remove 1 Justice Marker from this card. If you do, your figures have +1 Attack and Defense this round.

UNIQUE HERO
AMAZON
WARRIOR
INSPIRING
MEDIUM 5

6 6 1
5 5 5
310

DC •Royal

BATMAN
BRUCE WAYNE

JUSTICE LEAGUE

PRESERVING JUSTICE
Allied Vigilantes are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. After any player rolls a d20, you may remove a Justice Marker from this card to add or subtract 3 from the roll.

UNIQUE HERO
HUMAN
STRATEGIST
DRIVEN
MEDIUM 5

5 4 1
5 5 5
230

DC

HAWKWOMAN
SHAYERA HOL

JUSTICE LEAGUE

RALLY FOR JUSTICE
If Hawkwoman inflicts 1+ wounds on an enemy with her normal attack, you may choose an ally within clear sight that you have not previously chosen for Rally for Justice this round. You may either maneuver the chosen figure up to 4 spaces, or place 1 of the following previously removed markers back onto its card: Order Marker, Green Battery Marker, or Justice Marker. Order Markers are placed unrevealed.

UNIQUE HERO
THANAGARIAN
OFFICER
FIERCE
MEDIUM 5

6 5 1
5 5 6
260

DC

BLACK CANARY
DINAH LANCE

JUSTICE LEAGUE

LEAGUE CHAIRWOMAN
Allied Strategists are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 4. At the start of your turn, you may move any unrevealed Order Markers from this card to any other cards on your team.

UNIQUE HERO
METAHUMAN
LEADER
DETERMINED
MEDIUM 5

6 4 1
5 5 5
220

DC

GREEN ARROW
OLIVER QUEEN

JUSTICE LEAGUE

ARROWS OF JUSTICE
Allied Vigilantes are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 4. If there is a Justice Marker on this card, after Green Arrow uses a normal attack action on a non-adjacent figure, you may roll a d20. On a 14+, he may use another normal attack action. Green Arrow may not attack more than 4 times a turn.

UNIQUE HERO
HUMAN
VIGILANTE
CHARMING
MEDIUM 5

5 4 8
5 4 4
210

DC •Archer

GREEN LANTERN
HAL JORDAN

JUSTICE LEAGUE

GREEN LANTERN'S LIGHT
If you win initiative, for the entire round, figures have -1 Attack and Defense when engaged with Green Lantern.

UNIQUE HERO
HUMAN
OFFICER
FEARLESS
MEDIUM 5

6 4 4
6 6 6
300

DC •Lantern

FLASH
BARRY ALLEN

JUSTICE LEAGUE

SWIFT JUSTICE
During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. After rolling for initiative, you may remove a Justice Marker from this card to add 8 to your roll.

UNIQUE HERO
METAHUMAN
PROTECTOR
BOLD
MEDIUM 5

12 4 1
7 5 5
270

DC •Science •Speedster

AQUAMAN
ARTHUR CURRY

JUSTICE LEAGUE

SUMMON THE SEVEN SEAS
While there is a revealed Order Marker on this card, all spaces within 1 space of Aquaman and the space he occupies are considered water in addition to their other terrain types. When making a normal attack action while he occupies water, Aquaman may separately attack any adjacent figures.

RIE TIDE RUSH
Instead of a normal move action, you may remove any number of unrevealed Order Markers from this card. For each you remove, you may choose up to 2 figures within 4 clear spaces of Aquaman to place on empty spaces adjacent to him.

RELEASE THE KRAKEN!
Once per game, instead of an attack with Aquaman, you may choose a water space. Roll a d20 once for each of Aquaman's wounds. For each result of 14+, any enemies on or within 1 space of the chosen space receive 1 wound.

UNIQUE HERO
ATLANTEAN
CHAMPION
VALIANT
MEDIUM 5

6 6 3
6 6 6
360

DC •Royal

MARTIAN MANHUNTER
J'ONN J'ONZZ

JUSTICE LEAGUE

LEAGUE LINK
Allied Investigators are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. After an activation with Martian Manhunter, you may roll 4 combat dice + 1 for each Justice Marker on this card. For each shield, maneuver an ally up to 4 spaces, during which they gain Stealth.

SHIFTING SHAPES
Martian Manhunter may change his Size at any time. After rolling combat dice for Martian Manhunter, you may remove a Justice Marker from this card to swap skulls and shields.

PHASING 14
Martian Manhunter can move through anything. If an enemy targets Martian Manhunter during its activation, roll a d20. On a 14+, until the next activation, Martian Manhunter cannot be targeted and is not considered engaged to that enemy.

UNIQUE HERO
MARTIAN
INVESTIGATOR
CURIOUS
MEDIUM 5

6 6 4
6 6 5
370

DC •Telepath

DARKSEID
UXAS

APOKOLIPS

COMMAND AND CONQUER
Instead of Darkseid's ordered activation, you may activate 1 allied Unique Hero or up to 2 allied Parademon Squads. If the activated units do not defeat a figure, you may inflict 1 wound on a figure you activated. If they receive that wound, activate Darkseid, after which your turn ends.

DARKSEID IS
If Darkseid would be defeated in any way except by this ability, instead he takes no damage. Roll a d20. On a:
• 10 or lower, Darkseid receives a wound.
• 11-18, Darkseid inflicts 1 wound on another figure.
• 19+, Darkseid heals 1 wound.

OMEGA EFFECT X
During cleanup, you may reveal Order Marker X on this card to roll 4 combat dice. Choose 1 figure or empty space within 4 spaces of Darkseid for each skull rolled. Inflict a wound on a chosen figure, or place a previously removed Injustice Marker on their card, or place an allied Common Parademon onto a chosen space.

UNIQUE HERO
NEW GOD
ANTAGONIST
ABSOLUTIST
LARGE 7

5 8 5
7 7
520

DC

DESAAD

APOKOLIPIAN TORTURE
If Desaad rolls all skulls for a normal attack, the defender may remove an unrevealed Order Marker from their card. If they do not, they take 2 wounds. If they do, view that Order Marker. If it is numbered, place it, unrevealed, on any New God card on your team. You may reveal it normally on your turn instead of another Order Marker of the same number. During cleanup, return the Order Marker.

DARKSEID'S ELITE
Once per turn and during cleanup, after an Apokolips faction or Invader figure on your team rolls combat dice, you may reroll 1 die that is not a skull.

UNIQUE HERO
NEW GOD
TORMENTOR
SADISTIC
MEDIUM 5

5 6 1
4 1
240

DC •Science

PARADEMON SHOCK TROOPERS

APOKOLIPS

RULE THE SKIES
Each time an enemy passes over a Parademon Shock Trooper, you may roll a damage die against that enemy.

APOKOLIPIAN WEAPONRY
When a Parademon Shock Trooper has all skulls for a normal attack, inflict 1 wound on the defender.

COMMON SQUAD 2
PARADEMON
INVADER
INTREPID
MEDIUM 5

4 1 1
5 2
80

DC

INVINCIBLE
MARK GRAYSON

GUARDIANS OF THE GLOBE

DESPERATE ATTACK
After Invincible's attack action, if he or an ally within 4 clear spaces has 2+ wounds, you may roll 2 damage dice against an adjacent figure.

BRUTAL INSPIRATION
If an enemy takes 1+ wounds from Invincible on your turn, allies within clear sight of Invincible have +1 Defense until the start of your next turn.

SUPERHUMAN ENDURANCE
When defending, add 1 block. At the start of each round, heal 1 wound.

UNIQUE HERO
VILTRUMITE
CHAMPION
DETERMINED
MEDIUM 5

7 6 1
4 6
360

IMAGE

ATOM EVE
SAMANTHA EVE WILKINS

GUARDIANS OF THE GLOBE

MATTER TRANSMUTATION
Start the game with 3 Transmutation Markers. After Atom Eve's move action, you may place 1 of her Transmutation Markers on this card or on the card of an enemy within 4 clear spaces. Before defending with Atom Eve or an ally within 4 clear spaces, you may remove 1 Transmutation Marker from this card to add 1 block.

GUARDIANS TEAM-UP
Before the ordered activation of a Champion or figure in the Guardians of the Globe faction, you may activate Atom Eve. You may not make additional figure activations this turn.

ATOMIC ALTERATION
Enemies have -1 Defense for each of Atom Eve's Transmutation Markers on their cards. If an enemy takes 1+ wounds from an attack, remove all of Atom Eve's Transmutation Markers from its card.

UNIQUE HERO
SUPERHUMAN
PROTECTOR
GUARDED
MEDIUM 5

4 4
6 4
4 4
200

IMAGE

OMNI-MAN
NOLAN GRAYSON

GUARDIANS OF THE GLOBE

OMNI-ASSAULT SPECIAL ATTACK
Range 1. Attack 5.
Instead of Omni-Man's move through attack phases, he may maneuver up to 4 spaces and attack up to 3 times with this special attack at any point during this maneuver.

SUPERHUMAN ENDURANCE
When defending, add 1 block. At the start of each round, heal 1 wound.

UNIQUE HERO
VILTRUMITE
CHAMPION
CONFLICTED
MEDIUM 5

8 1
8 1
4 8
440

IMAGE

CAPTAIN AMERICA
STEVE ROGERS

AVENGERS ASSEMBLE AVENGERS

During setup, you may add up to 3 allied Unique Heroes to the Avengers faction. While there is a revealed Order Marker on this card, allied Avengers in clear sight of Captain America have +1 Attack and Defense.

SHIELD THROW SPECIAL ATTACK
Range 5. Attack 4.
This special attack action includes up to 3 attacks. The same figure may not be attacked more than once.

VIBRANIUM ALLOY SHIELD
When defending, Captain America has +1 block.

UNIQUE HERO
HUMAN
SOLDIER
VALIANT
MEDIUM 5

6 5 1
5 6
240

MARVEL •Patriotic •Super Soldier

IRON MAN
TONY STARK

AVENGERS UNITED AVENGERS

During setup, you may add up to 3 allied Unique Heroes to the Avengers faction. Instead of Iron Man's ordered activation, you may activate up to 2 Avengers that have not been activated by this ability this round, and then your turn ends.

COMMS ADVANTAGE
Iron Man and all allied Avengers are considered in clear sight of each other. If you won initiative this round, enemies within 5 clear spaces of Iron Man have -1 Defense when defending against Avengers.

DOUBLE ATTACK
Iron Man may attack twice per normal attack action.

UNIQUE HERO
HUMAN
VISIONARY
SARCASTIC
MEDIUM 5

6 4 5
6 4
270

MARVEL •Power Armor •Science

BLACK WIDOW
NATASHA ROMANOVA

AVENGERS CONTINGENCY AVENGERS

When Black Widow is defeated or another card on your team has its last figure defeated, you may move any unrevealed Order Markers from that card to any other cards on your team. For the rest of the round, after an ordered activation with an Avengers or Agent ally, you may activate Black Widow, after which your turn ends.

CLOSE COMBAT DEXTERITY
Instead of Black Widow's move through attack phases, she may make a move action, and may make 2 adjacent normal attacks at any point during this move action.

ELECTRIC STUN BATON
Before Black Widow attacks an adjacent figure with her normal attack, you may choose for that attack to be Electric. If Black Widow inflicts 1+ Electric wounds on an adjacent Unique Hero, you may roll a d20, adding 1 to the roll for each wound inflicted. On a 14+, remove 1 unrevealed Order Marker from the defender's card.

UNIQUE HERO
HUMAN
AGENT
RESOURCEFUL
MEDIUM 5

6 5 5
5 4
230

MARVEL

HAWKEYE
CLINT BARTON

WEST COAST AVENGERS AVENGERS

During setup, you may add 1 allied Unique Hero to the Avengers faction. Once per turn, if there are 1+ Order Markers on this card, instead of using an attack phase with an Avengers ally, Hawkeye may maneuver up to 3 spaces and use his attack phase.

SPECIAL ARROW SPECIAL ATTACK
Range 5. Attack 4.
After choosing a Common or Unique enemy to attack, either add 1 hit and make that attack a damage type of your choice, or choose 1 of the defender's abilities to negate for this attack action.

MOVING TARGET
When defending, Hawkeye has +1 block. After combat, if he was the defender, Hawkeye may maneuver up to 3 spaces.

UNIQUE HERO
HUMAN
LEADER
COCKY
MEDIUM 5

6 4 8
4 4
220

MARVEL •Archer

FALCON
SAM WILSON

EYES IN THE SKY AVENGERS

If Falcon is not engaged, you may add 2 to your initiative roll for each enemy within 6 clear spaces of Falcon, to a maximum of +6.

DOUBLE ATTACK
Falcon may attack twice per normal attack action.

AERIAL ADVANTAGE 50
When determining height advantage between Falcon and a non-flying figure, add 50 levels to Falcon's elevation.

UNIQUE HERO
HUMAN
SOLDIER
LOYAL
MEDIUM 5

6 4 5
4 3
190

MARVEL •Patriotic

DOCTOR STRANGE
STEPHEN STRANGE

EYE OF AGAMOTTO AVENGERS

After Doctor Strange inflicts 1+ wounds with a normal attack, you may view all Order Markers on the defender's card and move up to 1 of them to another card controlled by the same player.

MASTER OF THE MYSTIC ARTS
If Doctor Strange has 3+ Life remaining, enemies within 6 clear spaces cannot add to their Attack or Defense or reroll any dice.

MAGICAL DEFENSE 1
When an enemy without Magical Affinity attacks Doctor Strange, he ignores all but 1 wound from that attack.

UNIQUE HERO
HUMAN
SORCERER
WISE
MEDIUM 5

6 4
5 5
290

MARVEL

WAR MACHINE
JAMES RHODES

ASSEMBLED AVENGER ATTACK AVENGERS

When attacking normally, War-Machine has +1 Attack, to a max of +4, for each ally in the Avengers faction or with the Power Armor keyword that could also attack the defender with a normal attack.

ARMORED ALLIES
Before activating War Machine or an allied Tony Stark, you may maneuver the other up to 4 spaces.

AIR ASSAULT 12
After War Machine uses Flying, you may choose up to 2 figures he passed over. Roll a d20 for each figure. On a 12+, the chosen figure receives a wound.

CLOAKING
If there are 2 or fewer wounds on this card, War Machine gains Stealth and is never in clear sight of non-adjacent enemies.

UNIQUE HERO
HUMAN
AGENT
DISCIPLINED
MEDIUM 5

6 4 6
6 4
260

MARVEL •Power Armor

WASP
JANET VAN DYNE

WASP STING SPECIAL ATTACK AVENGERS

Range 2. Attack 1.
Instead of Wasp's move and attack phases, she may maneuver up to 4 spaces. Wasp may attack up to 2 times with this special attack at any point during the maneuver. Defenders cannot roll defense dice.

TINY STEALTH
Wasp is never in clear sight of non-adjacent enemies and only takes swipes from Tiny figures.

DARING DECOY
Wasp is a priority target. Figures engaged with Wasp can only attack priority targets.

UNIQUE HERO
MUTATE
ADVENTURER
BOLD
TINY 2

6 1 1
5 1
4 50 1

MARVEL

HULK
BRUCE BANNER

HULK BEST THERE IS!
During setup, if Hulk has no allies in the Avengers faction, choose an allied Unique Hero as Hulk's Rival. After an ordered activation with Hulk's Rival or an allied Avenger, if that figure inflicted any wounds on its activation and is in clear sight of Hulk, you must immediately reveal an Order Marker on this card, if possible, to activate Hulk. After this activation, your turn ends.

UNIQUE HERO
MUTATE
DESTROYER
ANGRY
LARGE 8

5 7 1
8 7
450

JUMP, THROW, SMASH!
Instead of Hulk's move phase, you may choose Hulk or an adjacent figure. Place the chosen figure 3-8 spaces away from its initial space and, if the chosen figure is not Hulk, roll a damage die against it. You may then choose 1 figure or object adjacent to the chosen figure and roll a damage die against it. Hulk takes swipes when moved by this ability.

THUNDERCLAP SPECIAL ATTACK
Attack 4. Sonic.
Choose 2 spaces in a straight line from Hulk. All figures other than Hulk on or within 1 space of the line are affected.

MARVEL •Gamma

AVENGERS

THOR
THOR ODINSON

GOD OF THUNDER STRIKE
Once per game, instead of Thor's attack phase, you may roll a d20 for each figure within 2 spaces. On a:
•12-14, that figure receives 1 Electric wound.
•15-17, that figure receives 2 Electric wounds.
•18+, that figure receives 3 Electric wounds.

MJOLNIR SPECIAL ATTACK
Attack 4.
Choose one non-adjacent figure within 6 clear spaces and any number of figures adjacent to Thor to be affected by this special attack.

UNIQUE HERO
ASGARDIAN
WARRIOR
VALIANT
MEDIUM 5

6 8 1
8 8
430

MARVEL •Deity •Royal

AVENGERS

MISTER FANTASTIC
REED RICHARDS

FANTASTIC LEADER 4
Before an ordered activation with Mister Fantastic, you may roll a d20. On a:
•4-11, activate 1 other Adventurer Hero;
•12-17, activate up to 2 other Adventurer Heroes; or
•18+, activate up to 3 other Adventurer Heroes.
You may not activate additional figures this turn.

STRETCH WALK SPECIAL MOVE
Move 3. Height 25.
Mister Fantastic gains Flying and Stealth.

RUBBER WRAP
When a Small, Medium, or Large enemy adjacent to Mister Fantastic would move, you may stop its movement.

UNIQUE HERO
MUTATE
ADVENTURER
BRILLIANT
MEDIUM 7

6 5 2
5 4
235

MARVEL •Science

FANTASTIC FOUR

INVISIBLE WOMAN
SUE STORM

FANTASTIC FORCE FIELD 4
Allies within 4 clear spaces of Invisible Woman have +2 Defense, or +4 Defense if they are Adventurers.

INVISIBILITY
Invisible Woman can move through all characters and is never in clear sight of enemies.

UNIQUE HERO
MUTATE
ADVENTURER
COMPASSIONATE
MEDIUM 5

5 4
5 4
215

MARVEL

FANTASTIC FOUR

THING
BEN GRIMM

CLOBBERIN' TIME
Before Thing's attack phase, you may choose an allied Adventurer Hero within 4 clear spaces. Thing has +1 Attack for each wound the chosen figure has. If Thing adds at least 4 to his Attack this way, he may attack twice per normal attack action.

ROCK WALL DEFENSE 4
If Thing has 4+ shields while defending against an adjacent normal attack, Thing ignores all wounds and inflicts 1 wound on the attacker.

UNIQUE HERO
MUTATE
ADVENTURER
GRUFF
MEDIUM 5

5 6 1
6 6
325

MARVEL

FANTASTIC FOUR

HUMAN TORCH
JOHNNY STORM

FLAME ON 4
The first time Human Torch begins to fly each turn, after any swipes, roll a d20 against each adjacent figure. On a 4+, that figure receives 2 Heat wounds.

SUPERNOVA SPECIAL ATTACK
Attack 7. Heat.
All figures within 2 spaces of Human Torch are affected. After using this special attack, flip this card.

UNIQUE HERO
MUTATE
ADVENTURER
BRASH
MEDIUM 5

6 5 6
4 4
225

MARVEL

FANTASTIC FOUR

DOCTOR DOOM
VICTOR VON DOOM

DOOM'S PROXY
For the entire game, all Doombots may use any ability on this card and have +1 Life.

ARMY OF DOOM
Instead of his ordered activation, you may activate up to 2 figures that are either *Doombots* or *Doctor Doom*. During this activation, instead of its attack phase, you may defeat that *Doombot* and, before removing its figure, roll 3 damage dice against an adjacent figure.

MYSTIC BOLT
Instead of an attack action, you may roll a combat die against a figure within 5 clear spaces. If you roll a skull, you may either inflict a wound on that figure, or place that figure on a space within 3 spaces of its original placement.

EVENT HERO
HUMAN
CONQUEROR
EGOMANIACAL
MEDIUM 5

6 5
6 5
525

MARVEL •Science

LATVERIA

DOOMBOT

DECOY OF DOOM
If you control *Doctor Doom* and he is defeated, roll a d20. On a 6+, heal *Doctor Doom* all but 1 wound, defeat 1 *Doombot* you control, and place *Doctor Doom* on the space that *Doombot* occupied. You may only roll once for all Decoy of Doom abilities each time *Doctor Doom* is defeated.

SELF-DESTRUCT
Whenever Doombot is defeated by an enemy attack, before removing this figure, you may roll 1 damage die against an adjacent figure.


UNCOMMON HERO
ROBOT
DECOY
LOYAL
MEDIUM 5

2 5
6 5
95

MARVEL •Inorganic

LATVERIA

LEONARDO **TURTLE POWER** **TMNT**



UNIQUE HERO
TURTLE
NINJA
DISCIPLINED
MEDIUM 5

5 1
6 5
220


IDW •Mutagen

After an ordered activation with Leonardo, you may choose up to 3 other Unique Hero Ninja allies. One at a time, remove an unrevealed Order Marker from each chosen figure's card to activate that figure. You may not activate additional figures this turn. Turtles activated with Turtle Power have +1 Attack for the rest of the turn.

TWO SWORDS AS ONE 14
After Leonardo attacks normally, you may roll a d20. On a 14+, count all shields as hits.

COMBAT FLIP 14
During Leonardo's transition and after combat against an enemy, you may maneuver him up to 2 spaces. During this maneuver, Leonardo has Flying and Stealth, but may not move more than 14 levels up or down.

DONATELLO **BRILLIANT ADVANTAGE** **TMNT**



UNIQUE HERO
TURTLE
NINJA
BRILLIANT
MEDIUM 5

5 4 1
6 4
160


IDW •Mutagen •Science

Add 1 to your initiative roll for each ally adjacent to Donatello. If you win initiative, you may inflict a wound on a figure within 4 clear spaces of Donatello.

STAFF TRIP 14
After Donatello's move phase, you may choose an adjacent enemy and roll a d20. On a 14+, you may push the chosen figure 1 space, ignoring swipes.

COMBAT FLIP 14
During Donatello's transition and after combat against an enemy, you may maneuver him up to 2 spaces. During this maneuver, Donatello has Flying and Stealth, but may not move more than 14 levels up or down.

MICHELANGELO **COWABUNGA! 14** **TMNT**



UNIQUE HERO
TURTLE
NINJA
ENTHUSIASTIC
MEDIUM 5

5 4 1
6 4
170


IDW •Mutagen

Once per turn, after activating Michelangelo, you may roll a d20, adding 1 to the roll for each ally or enemy adjacent to Michelangelo. On a 14+, activate Michelangelo again.

LOCK AND STRIKE
When defending against an adjacent normal attack, each excess block inflicts 1 wound on the attacker. If a figure receives 1+ wounds from this ability, its activation ends.

COMBAT FLIP 14
During Michelangelo's transition and after combat against an enemy, you may maneuver him up to 2 spaces. During this maneuver, Michelangelo has Flying and Stealth, but may not move more than 14 levels up or down.

RAPHAEL **BATTLE RUSH** **TMNT**



UNIQUE HERO
TURTLE
NINJA
ANGRY
MEDIUM 5

5 5 4
6 4
200


IDW •Mutagen

After rolling for initiative, you may maneuver Raphael up to 5 spaces.

NINJA FURY 14
After Raphael uses a normal attack action on an adjacent figure, you may roll a d20. On a 14+, he may use another normal attack action against an adjacent figure, to a maximum of 3 normal attack actions per activation.

COMBAT FLIP 14
During Raphael's transition and after combat against an enemy, you may maneuver him up to 2 spaces. During this maneuver, Raphael has Flying and Stealth, but may not move more than 14 levels up or down.

SPLINTER **NINJA TURTLE SENSEI** **TMNT**



UNIQUE HERO
RODENT
MENTOR
WISE
MEDIUM 4

5 4 1
6 4
250


IDW •Mutagen

Once per round, when an unrevealed Order Marker is removed from the card of a Ninja Turtle you control, you may place that Order Marker on this card or the card of a Ninja Turtle you control.

MASTER'S DEVOTION
Once per game, if an ally in the TMNT faction would be defeated and Splinter is unengaged, you may instead place Splinter adjacent to that ally and ignore any wounds that ally would receive.

BREAKING BALANCE
After combat against an adjacent enemy, if the enemy had more hits than blocks and Splinter is not defeated, you may inflict a wound on that enemy.

APRIL O'NEIL **UNDERCOVER INVESTIGATION 4** **TMNT**



UNIQUE HERO
HUMAN
SIDEKICK
RESOURCEFUL
MEDIUM 5

5 3 1
3 3
50


IDW •Mutagen

At the start of the round, you may maneuver April up to 4 spaces. After an allied Fighter or Ninja rolls a d20, if there is an enemy within 4 clear spaces of April, you may add 4 to the roll.

TMNT ALLIANCE
Once per round, when an unrevealed Order Marker is removed from the card of an ally in the TMNT faction, you may place that Order Marker on this card.

TMNT PROTECTION
If an enemy targets April for an attack, you may reveal an Order Marker on this card to have a TMNT ally gain a move action. If that ally ends that move action adjacent to the enemy, roll 2 damage dice against that enemy.

BEBOP **"WE WILL DESTROY EVERYTHING!"** **FOOT CLAN**



UNIQUE HERO
MUTATE
ENFORCER
CLUELESS
MEDIUM 5

6 1
6 5
310


IDW •Mutagen

Before an ordered activation with Bebop, you may activate an Enforcer Hero within 4 clear spaces of Bebop. If you do, you may not activate additional figures this turn.

SHODDY GUN SPECIAL ATTACK
Range 5. Attack 4.
If you roll more shields than skulls, this ability is negated for the rest of the game.

TOO DUMB TO FALL
Once per round, if Bebop would be defeated by receiving wounds, he instead avoids all damage. Choose an opponent to temporarily take control of Bebop and maneuver him up to 4 spaces.

ROCKSTEADY **CLUMSY SMASH** **FOOT CLAN**



UNIQUE HERO
MUTATE
ENFORCER
CLUELESS
MEDIUM 5

5 7 1
6 6
290

IDW •Mutagen

After combat where Rocksteady makes a normal attack against a Small or Medium figure, knockback the defender up to X spaces. X equals the number of wounds inflicted with the attack. Then roll a damage die against each figure adjacent to the defender, even if it was not moved.

SHODDY GUN SPECIAL ATTACK
Range 5. Attack 4.
If you roll more shields than skulls, this ability is negated for the rest of the game.

TOO DUMB TO FALL
Once per round, if Rocksteady would be defeated by receiving wounds, he instead avoids all damage. Choose an opponent to temporarily take control of Rocksteady and maneuver him up to 4 spaces.

BARON ZEMO
HEINRICH ZEMO

MASTERS OF EVIL

EVIL ALLIES


During setup, you may add up to 3 allied Unique Heroes to the Masters of Evil faction. During Baron Zemo's ordered activation, instead of either his move or attack phase, he may activate a Masters of Evil ally that has not been activated by this ability this round.

SEEKING VENGEANCE

When attacking, Baron Zemo and Masters of Evil allies may reroll one blank.

ADHESIVE X TRAP

When a figure within 5 clear spaces of Baron Zemo is activated, you may reveal Order Marker X on this card. If you do, that figure cannot move, attack, or use any ability this turn.



UNIQUE HERO
HUMAN
MASTERMIND
BRILLIANT
MEDIUM 5

5 4 5
4 4
180

MARVEL Science

ENCHANTRESS
AMORA

MASTERS OF EVIL

BEAUTY AND THE BRAWN


During setup, you may choose an allied Unique Hero with Super Strength and a Range of 1 to be Enchantress's Bodyguard. If Enchantress would receive 1+ wounds from an attack while her Bodyguard is adjacent to her, you may have her Bodyguard receive those wounds instead.

AMORA'S CHARMS

Before activating Enchantress, you may choose a Unique Hero within 4 clear spaces of Enchantress and roll a d20. Add 4 if the chosen Hero is Enchantress's Bodyguard. On a 15+, take control of that Hero and activate it, then return control. You may not activate additional figures this turn.

MAGICAL DEFENSE 1

When an enemy without Magical Affinity attacks Enchantress, she ignores all but 1 wound from that attack.



UNIQUE HERO
ASGARDIAN
ANTAGONIST
CHARMING
MEDIUM 5

5 5 5
5 5
320

MARVEL

EXECUTIONER
SKURGE

MASTERS OF EVIL

WEAK-MINDED 4

If any player rolls a d20 to take control of Executioner, that player may add or subtract 4 from the roll.

BLIND OBEDIENCE

After using Executioner's normal attack action, if there are no revealed Order Markers on his card, you may roll a damage die against the defender.

GIANT GRIT 4

Executioner has +1 Defense against figures that are not Huge. When damage dice are rolled against Executioner, you may have each skull rerolled once. When Executioner is chosen for an ability that would inflict wounds on him and a d20 is rolled, subtract 4 from the roll.



UNIQUE HERO
ASGARDIAN
WARRIOR
SAVAGE
LARGE 6

6 7 1
6 7
340

MARVEL

RADIOACTIVE MAN
CHEN LU

MASTERS OF EVIL


RADIATION BLAST SPECIAL ATTACK

Attack 4. Toxic.

All figures within 3 clear spaces are affected. If a figure receives 1+ wounds, roll 1 damage die against that figure. This special attack can only be used once per round.

CONTROLLED EMISSIONS 13

If Radioactive Man ends his activation adjacent to no allies, you may roll a d20 for each figure engaged with Radioactive Man. On a 13+, that figure receives 1 Toxic wound.



UNIQUE HERO
MUTATE
ENFORCER
REPENTANT
MEDIUM 5

5 5 4
5 5
160

MARVEL

SHREDDER
OROKU SAKI

FOOT CLAN

UNLEASH THE FOOT

Ninja and figures with the Mutagen keyword on your team are added to the Foot Clan faction. At the start of your turn, you may move 1 unrevealed Order Marker from this card to any other card on your team. After an ordered activation with a Unique Hero in the Foot Clan, you may maneuver up to 2 Unique Foot Clan figures you control that have not moved previously this turn up to 4 spaces each.


RUTHLESS BARRAGE SPECIAL ATTACK

Range 1. Attack 4.

Instead of Shredder's move through attack phases, he may maneuver up to 6 spaces. Shredder may attack up to 2 times with this special attack at any point during the maneuver. Defenders with 2 or fewer Life remaining have -2 Defense.

KNIFE IN THE DARK

At the end of your turn, you may roll 1 damage die against an enemy adjacent to 2+ Foot Clan members on your team.



UNIQUE HERO
HUMAN
NINJA
ARROGANT
MEDIUM 5

6 5 1
6 5
250

IDW

FOOT CLAN ELITE


FOOT CLAN

OUT OF THE SHADOWS 11

During cleanup, you may defeat any number of Foot Clan Elite. When a Foot Clan Elite is defeated, you may place it on this card. For the entire game, before rolling for initiative, if all your Order Markers are on cards in the Foot Clan faction, you may roll a d20 for each Foot Clan Elite on this card. On an 11+, return that Foot Clan Elite to play by placing it within 4 spaces of an allied Unique Foot Clan Hero.

STEALTH SWIPE

Figures cannot use Stealth to ignore swipes from a Foot Clan Elite.



UNIQUE SQUAD (4)
HUMAN
NINJA
RELENTLESS
MEDIUM 5

6 1 1
4 4
150

IDW

GODZILLA

ATOMIC BREATH SPECIAL ATTACK

Attack 4. Toxic.

Before activating Godzilla, place an Atomic Charge marker on this card, up to a max of 8. Remove 4 Atomic Charge markers from this card to use this special attack. Choose 8 spaces in a straight line from Godzilla. All figures on the line and in clear sight of Godzilla are affected by this special attack. Each skull rolled counts as 2 hits.

WAKE OF DESTRUCTION

While moving Godzilla, you may defeat any adjacent objects that are unoccupied. Godzilla may move through all figures, and does not take swipes from figures that are not Huge. After moving Godzilla, roll 1 damage die against each figure Godzilla moved through.

KING OF THE MONSTERS

Godzilla has +4 Attack if he has not moved this turn or if he attacks an object or Huge figure.



EVENT HERO
KAIJU
DESTROYER
FEROCIOUS
HUGE 17

7 20 1
5 6
1000

TOHO

KING GHIDORAH

THREE-HEADED MONSTER

King Ghidorah has 3 attack actions per attack phase, or 2 attack actions if there are 7+ wounds on this card.

WING LIGHTNING BOLTS

Once per round, instead of an attack action, you may roll 6 combat dice. For each skull rolled, choose a figure within 6 clear spaces of King Ghidorah to receive 1 Electric wound. You cannot choose the same figure 2+ times unless it is Huge.

GRAVITY BEAMS SPECIAL ATTACK

Range 7. Attack 7.

This special attack can only be used once per round. All figures adjacent to the target, other than King Ghidorah, are also affected but ignore 1 hit from the attack. For each object defeated in the attack, inflict 1 wound on each defender.



EVENT HERO
KAIJU
INVADER
CRUEL
HUGE 20

6 13 2
6 6
1000

TOHO

HUMAN TORCH
JOHNNY STORM

FANTASTIC FOUR

UNIQUE HERO
MUTATE
ADVENTURER
BRASH
MEDIUM 5

5 5 1
4 4

MARVEL

The card features a portrait of the Human Torch on the left. The stats are represented by six colored hexagons: a green hexagon with '5', a red hexagon with '5', a grey hexagon with '1', a blue hexagon with '4', a red hexagon with '4', and a blue diamond-shaped hexagon with '4'. The card also includes a 'MARVEL' logo at the bottom left, a 'MUTATE' icon (a green flame) at the bottom center, and a 'MEDIUM' icon (a blue hexagon with '5') at the bottom right. A large, faint number '4' is visible in the background of the card's main area.