HEROCLIX®

A Player's Guide

Effective: 5/15/2011

Items labeled with a 💻 are available exclusively through Print-and-Play

Any page references refer to the HeroClix ~~2010~~ 2011 Core Rulebook

How To Use This Document

This document is divided into two parts. The first part details every clarification that has been made in HeroClix for all game elements. These 44 pages are the minimal requirements for being up to date on all HeroClix rulings.

Part two is a reference guide for players and judges who often need to know the latest text of any given game element. Any modification listed in part two is also listed in part one; however, in part two the modifications will be shown as fully completed elements of game text.

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Section 1   Rulebook

General

- Many figures have been published with rules detailing their abilities. The specifics of these abilities are overridden by the description of the ability in the ~~Blackest Night~~HeroClix *Powers and Abilities Card*.
- Typographical errors (such as a missing period) that do not impact the way in which a game effect would be played are not listed in Part 1 as errata, though the corrected form of the game effect would appear in Part 2.

~~Actions~~

- ~~No figure may be given more than one non-free action per turn.~~

~~Attack~~

- ~~The glossary entry for attack begins: "Part of an action…"~~
- ~~Damage from a critical miss is not part of the attack.~~

Battle Map Removal

- Characters that are removed from the battle map are not affected by Battlefield Conditions.
- Characters that are removed from the battle map are not affected by game effects that characters on the battle map ~~possess~~use (unless it says otherwise).
- Characters that are removed from the battle map may not use their own powers, abilities, or feats except as stipulated by the effect removing them from the battlefield.

Combat Values

- When an attack roll is rerolled, the combat values used for the first roll will be used for the second roll.

Compatibility

- All **HeroClix** game lines are compatible with all other **HeroClix** game lines. **HeroClix** has two game systems. **HeroClix: Alpha** characters can be played in **HeroClix** by treating every colored power as a standard power (not the description on the character card) and by using the character card for the keywords.

Critical Hits

- A critical hit increases the damage dealt to any character hit by an attack that deals damage.

Damage Dealt

- Page 9, under No Damage begins: "An attack that deals no damage ignores modifiers to the damage value."

- ~~Unless specified otherwise, game effects that increase damage dealt are calculated before game effects that reduce it.~~
- ~~If multiple game effects would allow for damage dealt to a character to be reduced, only one game effect can activate, to be decided by the character's controlling player.~~
- ~~Page 9, under Unavoidable Damage reads: "Unavoidable damage is damage dealt that can't be evaded, reduced, modified, ignored, or transferred to another character."~~

Damage Taken

- The amount of damage a character takes is always considered the specific number of clicks applied before stopping. If a character is KO'd or has a game effect that causes the clicking to stop, the damage taken is determined accordingly.~~total amount that would be taken assuming the figure is not KO'd or the dial is otherwise stopped while turning.~~

Event Dials

- Event dials included as part of your force are still subject to having the approval of your opponents.

~~Feats~~

- ~~The first paragraph of Using Feats reads: "To use a feat, the prerequisites must be present on the character's combat dial at the time that the player gives the character an action or otherwise uses the feat."~~

Free Actions

- ~~Any game effect that grants the character a free action can never use that free action to initiate the action that granted the free action in the first place. (For example, the power action of Multiattack cannot be used to give the character a power action for another Multiattack).~~
- If a game effect allows you to perform a specific power or ability as a free action, then that effect is not considered to be the type of action which would normally be given. (For example, when Zoom uses Flurry during Hypersonic Speed, there is no close combat action given.)
- Free actions may be used during the beginning of turn and during the end of turn.

~~Giant Characters~~

- ~~A giant character must be one square away from blocking terrain to destroy it with a close combat attack.~~

Ignoring

- A character which ignores a game effect may still be targeted with that game effect. Any special attributes of that effect will be ignored. For example, a character with the Repulsor Shield feat that is hit with an attack using

Ranged Combat Expert would not ignore the attack, it would ignore the +2 damage dealt provided by the Ranged Combat Expert power.

- Game effects which alter the way a figure is KO'd or otherwise defeated cannot be ignored.

Initiative

- There are many mechanics which require player(s) to select things at the beginning of the game. The initial roll-off between players to determine who goes first is used to determine which player performs all of their "start of game" decisions first.

Keywords

- Diacritics (such as the dots above an ü) are the same as their standard letter counterpart. For example, Blüdhaven is the same as Bludhaven
- Hyphens do not alter a keyword. For example, Legion of Super Heroes is the same as Legion of Super-Heroes.

Knock Back

- Powers and abilities that would prevent knock back are checked for before damage from the attack is applied.
- Knock back is not considered to be movement.
- On page 10, under the "Knock Back Off Elevated Terrain" heading, the third sentence begins: "Characters using the Flight ability…"
- The edges of the map are treated in a similar fashion to walls or blocking terrain for knock back purposes.

Lines of Fire

- When a character has the ability to ignore the effects of other characters for line of fire purposes, it refers only to the fact that character bases do not affect the line of fire. This ability alone would not allow the character drawing a line of fire to ignore powers or abilities by other characters.
- When a character draws a line of fire to an object held by a character, they do not need to draw a line of fire to the character holding the object, only the square itself. Therefore, abilities like Stealth would not prevent the line of fire from being drawn.
- Some special powers allow a character to use a standard power against one or more adjacent characters. When adjacency is specified in this way, the character using the special power does not need to have line of fire on the target(s).
- When a line of fire crosses an intersection, check the line of fire as if it crossed each of the 2 squares that make up the intersection (as if the line were just a little left and then as if it were just a little right). The line of fire across the intersection is considered the same as the line of fire that is least restrictive to the character drawing the line of fire.
- Any game effect that has a line of fire drawn to it is considered a target.

Modifiers

- Modifiers can always be applied to a character. However, if another game effect causes the character to be unable to have its values modified, then the modifiers are ignored.
- When a modifier during an attack is based on a figure meeting a particular criteria (usually the targeted character), then that modifier only applies to the targeted character(s) but would not apply to any targeted characters that did not meet the criteria.

Movement

- A character can move through a square occupied by a friendly character, but it can't move through a square occupied by an opposing character.
- A character which "cannot be moved" may not be given a move an action to move 0 squares as that is movement.
- A character with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the moving character has another power or ability that allows it to ignore the effects of other opposing characters on movement.

Multi-Based Characters

- If a multi-base character has any of its base in hindering terrain and the rest of its base in clear terrain, it is starting its movement in hindering terrain regardless of which end the movement is lead with.
- If a multi-base character has some of its base in hindering terrain and some of its base in clear terrain, only the part that is in hindering terrain would gain any benefits of hindering terrain for line of fire purposes.
- When a multi-based character moves between walls and/or blocking terrain, the character's narrowest edge must be able to fit between the two terrain features.
- Squares on opposite sides of a multi-base figure are not adjacent.

Naming

- Abbreviated titles are considered the same as their long forms for determining a character's name. For example, Dr. Octopus and Doctor Octopus are considered the same name.

Objects

- A particular special object can be chosen only once by each player per game.

Powers/Abilities

- When a game effect refers to "a standard {combat type} power" it is referring to a standard power in that combat type's stat. For example, "a standard attack power" would include Quake but would not include Charge (even though there is an attack in Charge, it is not an "attack power").

- ~~When a special power indicates that a character "can use" a standard power in some way, the use of that standard power must be decided as an action is given and remains in use (or not in use) for the duration of that action including any free actions that are granted by the given action.~~
- ~~Powers and abilities which allow a character to use a standard power in an altered way only change those aspects of the standard power specifically listed.~~
- When a character card contains descriptive text for a standard or named power, refer to the Powers and Abilities Card for the text of the power.
- Powers and abilities which allow a character to use a standard power in an altered way are still considered to be standard powers for other game effects.
- ~~Powers and abilities that may only be used once per turn, round, or game may be used accordingly for each way the character may use the effect. (For example, a character may use Probability Control once per turn through its own power then again using the themed team mechanic.)~~
- ~~On page 15, the last paragraph under the heading "Powers and Abilities" begins: " Whenever a power or ability is countered..."~~
- If a character is being affected by a power or ability when it is replaced for another (i.e., Alter-Ego, Morph, etc.) the new character remains affected.
- If a character has activated a long-lasting game effect when it is replaced for another (ie, Alter-Ego, Morph, etc.) the new character continues the effect only if the new character also can use that effect.
- ~~If the duration of the effect of a power or ability is specified (ie, blocking terrain markers from Barrier), the effect ends when the power or ability is lost or countered. If the duration is not specified (ie, action tokens from Incapacitate), the effect remains when the power or ability is lost or countered.~~

Pushing

- ~~On page 7, the first sentence of this heading ends: "… deal one pushing damage to that character after actions resolve."~~
- ~~Pushing damage triggered by or during an action must be resolved before the end of the game can be determined.~~

Replacements

- ~~Replacement values apply to a character for as long as that character meets the replacement's requirements.~~

Starting Lines

- Some characters have red, blue, and/or yellow starting lines instead of a green starting line. These characters will also have different point values listed on their base and character card. To play the character at a specific point value, use the starting line that matches the color of the point value.
- If a character does not have any starting lines, the starting line is treated as if it were to the left of click 1.

Terrain

- Walls that are destroyed in the middle of an action are considered destroyed immediately within the action. The adjacent terrain does not become hindering terrain until the end of that action.
- If one type of terrain exists behind other types of terrain, each terrain type must be destroyed separately.
- An "area of terrain" is a square or group of squares that are enclosed by a single colored line. Two sets of colored lines that overlap or are adjacent are separate areas of terrain.
- Special terrain (orange squares) that require a character to occupy the square, require that the entire base must be occupying the terrain.
- Game effects which would allow a figure to relocate terrain may not be used on terrain printed on the map.
- Web Special Terrain Marker: A character occupying this square must break away for movement purposes. Immediately after the character occupying this square no longer occupies it, remove this marker from the map.
- The red border on elevated terrain is elevated terrain of that level.

Turns

- The "beginning of turn" ends with the first non-free action assigned to a character, unless that action specifically states that it can be given during the beginning of the turn.
- Effects that occur at the end of the turn may be performed in any order, but you may not give your figures actions after you have cleared tokens.

Victory Points

- ~~If no opposing player damaged a defeated character, split the victory points evenly among all opponents.~~

Walls

- All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall "sticks out" into a doorway, it doesn't, and thus diagonal attacks can pass through without being blocked.
- A square of blocking terrain on the opposite side of the wall does not block the line of fire to that square when targeting a wall with a ranged attack.
- If blocking terrain exists on the opposite side of a wall, destroying the wall does not destroy the blocking terrain. Only place a rubble token on the side of the wall without the blocking terrain. A separate attack must be made to destroy the blocking terrain.
- ~~To destroy a wall, the line of fire must past through both squares on either side of the wall or the intersection points of these squares.~~

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Section 2   Powers

Barrier
- Blocking terrain markers can be destroyed as per the rules for destroying blocking terrain. They would be replaced with rubble tokens when destroyed. The rubble tokens are removed from the game the same time that the normal blocking terrain markers are removed from the game.

~~Blades/Claws/Fangs~~
- ~~The last sentence ends: "then that damage value is locked until the attack resolves."~~

Charge
- Characters using Charge still follow standard rules of movement, including break away and the ability to carry other characters. However, a carried character must be dropped before the Charging character uses the Free Action portion of Charge to attack.
- ~~A Charge out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Charge.~~
- ~~Moved to "Section 1: Movement"~~
- ~~Before the attack roll is made, a character may cancel its Charge ability to intentionally allow for knock back.~~
- ~~When a character uses Charge and the Carry ability, the standard rule of "replace, then modify" applies. The speed would first be halved and then, if another character is carried, it would be reduced by 2.~~
- ~~The last sentence reads "A character using this power ignores knock back."~~

Combat Reflexes
- Using this power does not prevent knock back from occurring, if doubles are rolled.
- A character that is normally immune to knock back that has Combat Reflexes can choose to take knock back when hit with a successful attack. ~~When this option is selected, the attacking player still gets to choose the direction of the knock back (if a choice can be made).~~

~~Earthbound/Neutralized~~
- ~~Any abilities that a character can use because of the combat symbol they possess are unavailable when Earthbound/Neutralized as the character's combat symbols all change when this power is in use.~~

Energy Explosion
- When knock back occurs from this attack, all characters that take damage from this attack are knocked back normally in the direction away from the attack~~er~~ starting with those farthest from the attacker. If the attacker itself takes damage, it is not knocked back.
- All damage from the Energy Explosion attack is dealt at once. If a character were hit by both an EE attack and

splash damage, then that character would be dealt 2 damage. If the character had Toughness it would be dealt 2 damage, minus 1 for the Toughness for a total of 1 damage.

~~Enhancement~~
- ~~A Damage Value increased by Enhancement may be used to attack objects and walls in a ranged combat attack.~~

Flurry
- ~~When attempting to destroy terrain, a character using Flurry must still deal a minimum of 3 damage using one attack.~~
- Any ~~optional~~ powers that are not in use when the first attack is made with Flurry cannot be used for the second attack. Any powers in use for the first attack are in use on the second attack unless the power has been lost.

Force Blast
- Though not an attack, this power targets the figure(s) being knocked back.

Hypersonic Speed
- All references to "Hypersonic Speed, Option 1" refer to the power Hypersonic Speed.
- ~~If a character can pick up an object during the move portion of the action before they attack, they would be required to use it if they make a close combat attack. They would not be able to use an object for a ranged attack as doing so requires a ranged combat action (the power only provides a ranged combat attack).~~
- If the target character is ~~eliminated~~ defeated by the attack, it is removed from the board immediately and the attacking character can occupy that square.
- ~~A flying Hypersonic Speed character which can carry another figure may do so while performing this action, however the carried character is "off the board" for the entire movement, including the portion of the movement when the attack takes place. As such, powers and team abilities of the carried character (like Probability Control, Enhancement, etc.) cannot be used by the carried character during the movement.~~
- The Hypersonic Speed character commits to the square from which the attack will be made prior to making the attack~~. If the attack becomes illegal (e.g., Shape Change, Skrulls, etc.), the attack can be made against a different target, though a different square cannot be selected~~.

~~Incapacitate~~
- ~~This last sentence reads: "…its damage value becomes 0 and is locked."~~

Leadership
- Game effects which refer to a Leadership result of 4-6 are actually referring to a successful Leadership roll, which is now a result of 5-6.
- ~~This power reads: "…even if the player has more than one character that can use Leadership."~~

Mastermind
- Damage transferred with Mastermind can only be directed to one character, even if the damage transferred is more than enough to KO the adjacent character.

Mind Control
- If a character affected by Mind Control KOs another opposing character, or is KOd itself, the controlling player receives the victory points.
- When a character is affected by Mind Control its powers and team abilities, even those powers and team abilities cancelled by the opposing player, may be used as normal. , any of its Ppowers previously countered with Outwit remain countered. Powers that may only be used once per turn, round, or game may be used accordingly per Mind Controller.
- A character that is targeted with Mind Control cannot use any feats during the Mind Control action.

Outwit
- When a Special Power is used to counter all powers on a character, it causes new powers to appear on the dial to also be countered, as the character's dial changes.
- If a countered power no longer shows on the dial, but then returns to the dial before the beginning of the Outwitting player's next turn, the power is still countered.
- Outwit counters powers which is different from ignoring a power. Powers like Pulse Wave ignore damage reducing powers while Outwit could be used to counter the damage reducing power. See the Glossary in the rulebook for more information.

Phasing/Teleport
- A character using Phasing/Teleport that has the abilityis able to carry characters can carry characters through blocking terrain and such as it uses Phasing/Teleport.
- A character using Phasing/Teleport that has the abilityis able to pick an object up can do so while using Phasing/Teleport.

Probability Control
- The rule of thumb for using Probability Control is "your own dice on your turn, your opponents dice on your opponent's turn." The typical roll of something like Super Senses would be the defender's roll on the attacker's turn, and so neither team would be able to use Probability Control.
- Rolling either a critical hit or a critical miss does not prevent the roll from being subject to Probability Control.

Penetrating/Psychic Blast
- Any reference to "Psychic Blast" refers to "Penetrating/Psychic Blast".

Pulse Wave
- The sixth sentence of this power reads: "If lines of fire can be drawn to two or more characters, this character's damage value becomes 1 and is locked."
- Powers ignored by Pulse Wave are not considered countered. Powers out of the range of the Pulse Wave

attack still affect it normally. If a character using Perplex or Outwit is within range of the Pulse Wave attack, that power is considered "in range" and is ignored during this attack.
- While Pulse Wave ignores powers and abilities, it does not counter them. Therefore, terrain created as a result of using a power is considered terrain and affects Pulse Wave normally, even if the character generating that terrain is within range of the Pulse Wave. Characters holding an object due to a feat or power would still be able to hold the object and even use the held object (if it helps defensively).
- Characters with feats or team abilities that affect what happens upon their KO (such as Fantastic Four or Lazarus Pit) are still ignored during the Pulse Wave action. They still have a team symbol and are considered members of their teams, so characters outside the range of the Pulse Wave can benefit.
- Any game effects that would prevent a character from being knocked back, if they are ignored by the Pulse Waver, would mean the character is knocked back.
- The character using Pulse Wave does not have any of its powers, traits, abilities, or feats ignored during the Pulse Wave attack.

Quake
- When using Quake against multiple opposing characters and one or more of the characters becomes an illegal target (due to Shape Change, Skrull, etc), the attack is still made against all legal targets. If there are no legal targets then the attack cannot be made.

Running Shot
- Characters using Running Shot still follow standard rules of movement, including break away and the ability to carry other figures. However, a carried figure must be dropped before the character using Running Shot uses the Free Action portion of Running Shot to attack.
- A Running Shot out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Running Shot.
- Moved to "Section 1: Movement"
- When a character uses Running Shot and the Carry ability, the standard rule of "replace, then modify" applies. The speed would first be halved and then, if another character is carried, it would be reduced by 2.

Shape Change
- If Character B makes a successful Shape Change roll against Character A's attempt at targeting Character B, then Character A cannot target Character B with an attack for the rest of the turn.
- If a successful roll of Shape Change is made, but the action declared is not illegal, then the action must continue as stated.

- ~~Shape Change activates only when the character is the target of an attack. Indirect damage, like from Energy Explosion "splash", Poison, or Mastermind, would not activate the power.~~

~~*Smoke Cloud*~~
- ~~When a power lets a character use Smoke Cloud but limits the terrain markers to squares the character moved through, the character can place markers in squares it moves through as a result of being moved with TK.~~

Steal Energy
- A character using Steal Energy while on their first click is not considered healed when an opposing character takes damage from a close combat attack.

Stealth
- Adjacency is not an issue when determining a line of fire to a character using Stealth and occupying hindering terrain. Powers like Probability Control, Perplex, and Outwit, which use a line of fire to determine if the effect can take place, cannot target a character using Stealth that occupies hindering terrain, even if the character with the ability is the character using Stealth itself.
- A giant character that uses Stealth cannot have a line of fire drawn to it when ~~in~~ occupying hindering terrain, regardless of the elevation of an opposing attacking figure.

~~*Super Strength*~~
- ~~If a character is given an action that requires break away and that break away attempt fails, then there is no movement and an object would not be able to be picked up, even if it is adjacent to the character at the start of the action.~~

Telekinesis
- ~~The fourth sentence reads: "For options 1 and 2, a target character ignores the effects of elevated and hindering terrain on movement."~~
- ~~Option 2 includes the sentence: "A target character needs to roll break away (if necessary) and would not ignore the effects of other characters on movement."~~
- ~~Characters moved with Telekinesis do not suffer damage from hitting terrain (you cannot slam a character into a wall or hurl them off a building with Telekinesis).~~
- ~~A character may use Telekinesis to move a character holding an object.~~
- ~~When using Telekinesis to move an object into a square occupied by a character, that character does not block line of fire to that square.~~
- A character that has been placed via Telekinesis cannot use Telekinesis until the end of the turn.
- A friendly character ~~moved~~ placed via Telekinesis can still ~~take~~ be given a non-free action the turn it was moved (though it cannot use Telekinesis).
- ~~Option 3's second sentence reads: "This character makes a ranged combat attack against the opposing character."~~
- ~~For options 1 and 2, the path of movement is limited to 8 squares.~~
- A figure may not target itself with ~~Option 2~~Telekinesis.

- Any reference to an "option" of Telekinesis is resolved as follows. Option 1: A is an opposing character; Option 2: A is a friendly character or A is object placed with no attack; Option 3: A is an object placed to make an attack.
- The last sentence reads: "If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack targeting the character occupying B, dealing object damage and destroying the object."
- When designating an object as A and making an attack, the only line of fire required is to square B. The attacked character does not have a line of fire drawn to it and, as such, would not benefit from a hindering terrain bonus (even if the target is using Stealth while occupying hindering terrain). It is still a target of a ranged combat attack, though, so powers like Energy Shield/Deflection, Shape Change and Super Senses would still activate.

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Section 3   Abilities

Capture
- The rules for Capture can be seen in Section 11 of this document.
- If a character is holding an object when captured, the object is placed in the square the character occupied when captured. If there is an object already in the square, the dropped object would be removed from play.
- If a character using this ability loses it, then any captives are rescued.

Colossal Size
- ~~Colossal Size begins: "(NON-OPTIONAL) Characters with the 🏃 and 🏃 damage symbols do not block lines of fire to or from this character."~~
- ~~Colossal size includes this sentence: "This character can make close combat attacks against elevated characters, even when this character is grounded."~~
- ~~The fourth sentence ends: "…but terrain effects still apply normally."~~
- ~~Colossal Size includes: "When this character has two action tokens, it can be given a non-free action. After the action resolves, deal it 1 unavoidable damage and do not remove action tokens from it at the end of the turn."~~

Flight
- ~~The last two sentences read: "A character using this ability can move through squares adjacent to and occupied by opposing characters. An elevated character using this ability ignores knock back damage if its knock back path crosses the boundary of elevated terrain."~~

Move And Attack
- ~~Once you have begun using Hypersonic Speed with this ability, adjacency to an opposing figure will not prevent its use.~~

Duo Attack
- The free actions used in this ability may active the same effect.

Multiattack
- The Capture ability may not be used via the free action granted by Multiattack.
- The free actions used in this ability may active the same effect.

Sharpshooter
- This ability allows the character to make a ranged combat action/attack while based. If the attack targets, then targets of the attack must be the adjacent character(s). Regardless of targets, non-adjacent characters can be affected by the attack (such as would be the case with powers like Pulse Wave and Energy Explosion).

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Section 4   Characters and Special Powers

General

- Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element. This policy does not apply to 3D elements, though it does apply to the cards that accompany them.
- Flight Stands – many characters have flight stands, once used as an indicator of a character being able to use Flight and Carry. Unless specified otherwise below, characters follow the rules of their speed symbol. A flight stand alone does not indicate the ability to use Flight or Carry.

Batman Alpha

#011 Huntress
- This character's point value is 50.

#014 Alfred
- This character's point value is 30.

Secret Invasion

#002 Moloid
- Overwhelm is an attack power, not a speed power.

#006a Yellowjacket
- Yellowjacket's trait says: "Yellowjacket possesses the Avengers team symbol. He doesn't possess the Skrulls team symbol."

#006b Yellowjacket
- Yellowjacket's trait says: "Yellowjacket possesses the Skrulls team symbol. He doesn't possess the Avengers team symbol."

#007 Atlantean Warrior
- Being able to use Stealth with Aquatic Invader does not cause all lines of fire to be blocked – hindering terrain must still affect the line of fire.

#008a Ms. Marvel
- Ms. Marvel's trait says: "Ms. Marvel possesses the Avengers team symbol. She doesn't possess the Skrulls team symbol."

#008b Ms. Marvel
- Ms. Marvel's trait says: "Ms. Marvel possesses the Skrulls team symbol. She doesn't possess the Avengers team symbol."

#015 Energizer
- Once markers are removed, the square returns to the terrain type that is showing on the map.

#016 Hercules
- Olympian, The Incredible Herc, and Peerless Warrior all have ~~an Indomitable defense symbol~~, not ~~the standard defense symbol~~.

#021 Iron Man
- The second sentence of Extremis reads: "When Iron Man is not using Outwit, he can use Super Senses."

#022 Goliath
- When using Throw, the damage dealt that is multiplied by 2 to get the knock back distance is the final damage dealt after all modifiers have been considered, including critical hits and damage reducing powers.

#024 Spider-Slayer
- The last sentence of Tracking Systems reads: "…if it ends the second move adjacent to the chosen character."

#028 Attuma
- When using Tidal Wave, Attuma can use Quake, so long as at least one opposing characters is targeted.
- Undersea Conqueror succeeds on a roll of 5-6 instead of 4-6.

#030 Punisher
- When using Chaingun, all target characters must be within Punisher's range.
- Resolve each follow up attack from Chaingun before moving on to the next attack. If Punisher loses Chaingun after any attack, no further attacks with Chaingun can be made.

#032a Dum Dum Dugan
- Dum Dum Dugan's trait says: "Dum Dum Dugan possesses the S.H.I.E.L.D. team symbol. He doesn't possess the Skrulls team symbol."
- Deputy Director (Leadership), Perplex and Marksman (Ranged Combat Expert) are all damage powers, not defense powers.

#032b Dum Dum Dugan
- Dum Dum Dugan's first trait says: "Dum Dum Dugan possesses the Skrulls team symbol. He doesn't possess the S.H.I.E.L.D. team symbol."
- The terrain selected by Dum Dum Dugan for S.W.O.R.D.fall does not return to its previous state even when Dum Dum Dugan is KO'd.
- The last sentence of S.W.O.R.D.fall reads: "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 untilthe end of the game. ~~This area is considered to be clear grounded terrain until the end of the game.~~"
- The selected area from S.W.O.R.D.fall does not remain clear grounded terrain regardless of other game

conditions. Terrain markers, objects, etc. would all behave as hindering/blocking terrain as normal.

#033 Dr. Strange
- If Wand of Watoomb is used to target more than one character with Perplex (like with the feat Brilliant Tactician), a d6 would be rolled once and each target of Perplex would have a single combat value modified accordingly.

#037 Triton
- Aquatic Scout's second sentence begins "When Triton occupies water terrain, any line of fire drawn to him…"

#040 Doom
- When using Powerless to counter all powers or all abilities, Doom must still draw a line of fire to the target.
- Outwitting all abilities of a character with Powerless refers to the Combat Abilities listed on the Powers and Abilities card.

#042a Captain Mar-Vell
- Captain Mar-Vell's trait says: "Captain Mar-Vell possesses the S.H.I.E.L.D. team symbol. He doesn't possess the Skrulls team symbol."

#042b Captain Mar-Vell
- Captain Mar-Vell's trait says: "Captain Mar-Vell possesses the Skrulls team symbol. He doesn't possess the S.H.I.E.L.D. team symbol."

#043 Psycho-Man
- The first sentence of Control Box says "Psycho-Man does not take damage based on the point value of his target(s) when he uses Mind Control."

#045 Namor
- Undersea Ruler succeeds on a roll of 5-6 instead of 4-6.

#048a Elektra
- Elektra's trait says: "Elektra possesses the Hydra team symbol. She doesn't possess the Skrulls team symbol."
- The first keyword is "The Hand"

#048b Elektra
- Elektra's trait says: "Elektra possesses the Skrulls team symbol. She doesn't possess the Hydra team symbol."
- Elektra has the keywords "Skrulls, Spy"

#049 Ringmaster
- The limitation on Mind Control for Top Hat applies only when Ringmaster is using the special power to increase the number of targets he can affect.

#051 Nick Fury
- When Nick Fury uses L.M.D., he is moved to a corner of the map whether the damage was dealt from an attack or not.
- When Nick Fury uses L.M.D. and the attack involves knock back, the attack would be resolved first, then the Nick Fury would be put in an unoccupied square, then the knock back would take place.

#053 Skrull Emperor
- The character card has Shape Change listed on it.
- The only difference in the use of Outwit for Scheme is that it can affect multiple characters. Other requirements – like having a line of fire to each target – are still required.
- If a special power is selected to be countered with Scheme, all characters with a special power of the selected name would be countered, even if the effects are different or in a different combat slot.
- The special power Emperor reads: "When he uses Leadership, in addition to the normal effects, on a result of 3-6 add an additional action to your action total ."

#057 Jarvis
- This character has both the Skrulls and Avengers team symbols.

#058 Power Man and Iron Fist
- Wallbuster, Deadly Hands of Kung Fu (Blades/Claws/Fangs), and Power Man are all Duo Attack powers, not standard attack powers.

#099 Susan Richards
- Susan Richard's character card has a point cost of 120.
- Although Susan Richards ignores terrain for her ranged attacks when she uses To the Negative Zone, characters can still use terrain for the attack. For example, a character with Camouflage would still have lines of fire to it blocked.

#100 Spider-Woman
- Spider-Woman's character card has a point cost of 79.

#104 The Thing
- The last sentence of Yer Ever-Lovin' Pal reads: "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
- When using Kneel Before Doom!, each character targeted by Doom that is hit would only be dealt his damage value – no additional damage for adjacency would be dealt to the targets.
- The first sentence of Kneel Before Doom! reads: "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."
- The special option Outwit from Lord of Latveria cannot be used with Dissent to counter a team ability anywhere on the battlefield.

#112 Sue Storm
- Characters taking knock back from Get Away from Him! are moved away from the square Sue Storm drew a line of fire to for the attack.

#113 Johnny Storm
- Pour It On! reads: "Johnny Storm can use Energy Explosion, when he does, characters successfully hit are

dealt damage equal to the number of times it was hit by this attack times two."

#115 Victor Von Doom
- Unquestioned has an Indomitable defense symbol, not the standard defense symbol.

Arkham Asylum

#011 The Riddler
- Riddle Me This begins "The Riddler can use Incapacitate once per turn."
- Riddle Me This ends "if the chosen number comes up on both dice, give the target enough action tokens so that it has two actions tokens."
- When Riddler uses Perplex with They'll Never Get This One, the restriction prevents him from targeting friendly characters altogether.

#019 Lashina
- The keyword "Apokalips" is "Apokolips".

#027 Firefly
- Flamethrower ends "… same square that the target occupied at the time of the attack."

#030 Amon Sur
- Self Preservation's second sentence begins "When Amon Sur takes damage from an attack, …"

#034 Robin
- Batline only allows Robin to ignore clear elevated terrain. Walls, hindering and blocking terrain (even on elevated terrain) would not be ignored.

#041 Frankenstein
- The Monster's Steam Gun is a named power for Super Strength. It is not a special power.

#042 Ventriloquist
- Scarface reads: "Ventriloquist can use Incapacitate, but his damage value becomes 1 and is locked until the action is resolved instead of dealing no damage. Ventriloquist can use Incapacitate, but his damage value becomes 1 and is locked instead of 0 until the action is resolved.".

#057 Saturn Queen
- To use Mind Squeeze, the Incapacitate action must be completely resolved, including Saturn Queen taking a token and push damage if necessary. When she uses Mind Control as a free action, all other aspects of the Mind Control action – requirements on range, line of fire, Shape Change rolls, etc. – must be met in order to attempt the attack.

#061 Clown Prince of Crime
- If Clown Prince of Crime is Possessed, the possession ends when ⚔ symbols appear as if the character were KO'd.
- He's Escaped Again! cannot be ignored.

- Any game effect that would remove Clown Prince of Crime from the game activates He's Escaped Again!

#099 Batman
- From Among the Gargoyles ends with "when he occupies the rim square and a line of fire is being drawn to him."
- Dark Knight reads "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."

#104 Grodd
- Grodd's character card does not have a team symbol on it.

Hammer of Thor

#009 Pip the Troll
- Space Gem begins "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…"

#015 Fire Demon
- March to Ragnarok! begins "When a friendly character named Surtur or Ragnarok Surtur is within 8 squares…"

#026 Pluto
- Soul Syphon reads "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."

#034 Hogun
- Hogun the Grim begins "Whenever Hogun is given a non-free action…"

#044 Air-Walker
- Air-Walker's character card has a red experience level.

#051 Odin
- Odin's character card has a red experience level.

#056 Surtur
- Expendable Resources begins: "Once at the beginning of your turn..."

#058 Gertrude Yorkes and Old Lace
- Lend a Dino begins: "Once per action after an adjacent friendly character's close combat attack…"

#061 Thor's Mighty Chariot
- When his trait allows him to "make ranged combat attacks against any opposing characters that it has a clear line of fire to" it is only allowing Thor's Mighty Chariot to make a ranged attack while adjacent to an opposing character (against a character that is not adjacent). It does not override the need for Thor's Mighty Chariot to have the target in range.

#099 Thorbuster
- See Section 1, Modifiers

- When using To Fight A God and targeting more than one qualifying character, Thorbuster's damage value is only increased +2 once, not once per target.

#104 Son of Surtur
- Fan the Flames begins: "Once at the beginning of your turn..."

#105 Thor, the Reigning
- The special power Odinsleep includes "(Non-optional)" at the beginning.

Marvel HeroClix Classics 1

The following table maps HeroClix Classic characters to their original printing. Please see the original character for any errata or clarifications

#1-01	Spider-Man	#001
#1-02	Dr. Octopus	#034
#1-03	Tombstone	#003
#1-04	Iron Man	#021
#1-05	Iron Fist	#004
#1-06	Punisher	#030
#1-07	Mr. Fantastic	#101
#1-08	Invisible Woman	#102
#1-09	Dr. Doom	#105
#1-10	Human Torch	#103
#1-11	The Thing	#104
#1-12	Mole Man	#031

The Brave and the Bold

#011 League Elite
- Vital Strike reads "… when resolving a successful attack…"

#015 Parademon Drill Sergeant
- The last sentence of Darkseid's Motivational Techniques reads: "If the attack roll misses all targets, deal the attacking character 1 unavoidable damage."

#035 Power Girl
- Power Girl's character card includes the trait "Power Girl can use Super Strength."

#037 Extant
- Aged or De-Aged reads: "Extant can use Incapacitate, but his damage value becomes 1 and is locked until the action is resolved instead of dealing no damage.Extant can use Incapacitate, but his damage value becomes 1 and is locked instead of 0 until the action is resolved.".

#048 The Flash and Green Lantern
- This character has 8, not 0.

#049 Superman and The Flash
- "And the Winner Is…" says "…only use the powers and name of the chosen character this game."

#052 Blue Beetle and Booster Gold
- The first sentence of Yes, I Guess I'll Carry You reads: "Blue Beetle and Booster Gold can't carry other characters."

#054 Mister Miracle and Oberon
- "Your Head is My Jumping-Off Point!" allows Mister Miracle and Oberon to be TK'd via this power even though they have a multi-base.

#055 Shazam! and Black Adam
- Hercules/Amon (Super Strength) and Call Down the Lightning have , not .
- The third sentence of Reluctant Team-Up says "If you chose 140 points, this character has and is KO'd when the first red KO line is crossed."
- The second sentence of Reluctant Team-Up says "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)."
- Moved to "Section 1: Ignoring"

Blackest Night

#001 Mera
- Mera's trait reads: "Mera **also** has the Speed Symbol."

Marvel HeroClix Classics 2

The following table maps HeroClix Classic characters to their original printing. Please see the original character for any errata or clarifications

#2-07	Iron Man	#002
#2-08	Black Widow	#027
#2-09	Gennady Gavrilov	#212
#2-10	Iron Man	#077
#2-11	Nick Fury	#091
#2-12	Iron Monger	#090

Watchmen

#007 Hooded Justice
- Stongman reads: "Hooded Justice can use Super Strength, but he cannot pick up or carry hold heavy objects."

#011 Dr. Manhattan
- Surrender to Me Personally reads: "When Dr. Manhattan hits a character while using Incapacitate.."

#013 Walter Kovacs
- Leave Me Alone! reads: "Walter Kovacs can use Stealth."

#019 Big Figure
- This Place Is Gonna Explode! begins: "During your opponent's turn..."

#020 Larry and Mike

- Henchmen begins: "When a friendly character using the Underworld team ability…"

#025 Dr. Manhattan

- The last sentence of Atomic Disassembly reads: "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."

Web of Spider-Man

#018 Carnage

- Symbiote Blade reads "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."

#032 Vector

- The second sentence of Kinetic Control reads: "Opposing characters within 3 squares may be placed with Telekinesis as if they were friendly characters."

#035 J. Jonah Jameson

- The character using the Spider-Man team ability immediately stops using it (and any copied team abilities) when J. Jonah Jameson can draw a line of fire to it, even if that is in the middle of an action. Any effects that the copied team ability have already caused (such as an action not counting toward the allotted actions for the turn) would not be reversed.
- While a character using the Spider-Man team ability is within J. Jonah Jameson's line of fire, it is considered to not be copying any friendly team ability.

#042 Bullseye

- The first sentence of Any Object A Weapon reads: "Bullseye can use Super Strength, but he cannot pick up or ~~carry~~ hold heavy objects."

#050 Red Hulk

- The first sentence of Major Earthquake reads: "Give Red Hulk a power action and make a close combat attack targeting each other character (including friendly characters) within 3 squares."

#051 The Spot

- Out of the… Spots? reads: "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."

#056 Mysterio

- Mind-Numbing Gas reads: "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."

#064 Cosmic Spider-Man

- Cosmic Spider-Man's attack power should read: "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."
- Cosmic Spider-Man has the speed symbol instead of .

#100 Spider-Man

- Web Swing Through the City ends: "…ends his movement occupying a square of elevated terrain on the rim."

#104 Daken

- Clicks 2 and 4 have a defense value of 16. Click 6 has a defense value of 15.

DC HeroClix Classics 1

The following table maps HeroClix Classic characters to their original printing. Please see the original character for any errata or clarifications

#1-01	The Batman	#004
#1-02	Two-Face	#021
#1-03	Penguin	#007
#1-04	The Caped Crusader	#002
#1-05	The Joker	#019
#1-06	Comissioner Gordon	#020
#1-08	Robin	#005
#1-22	Scarecrow	#010
#1-23	Bane	#012
#1-24	Mr. Freeze	#023

Brightest Day

#005 Captain Boomerang

- The end of Boomerang's Path reads: "...Make a ranged combat 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."

#007 Osiris

- Quest for Black Adam reads "Once per game, when Osiris hits with a critical hit that hasn't been re-rolled..."

DC 75

#014-016 Beast Boy

- Morph: Beast Boy reads: "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."

#019 Ruling-Caste Dominator
- The name of this figure should read as "Ruling-Caste Dominator" on the base.

#025 Sargon The Sorcerer
- Illusionary Swap reads: "…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…" instead of "any two non-Immobile objects in the game with each other, as long as one of the objects occupies or is being carried by a character…".

#031 Batman
- The first sentence of Smoke Cloud Maneuver ends: "…he can use Smoke Cloud as a free action until the beginning of his next turn."

#043 Larfleeze
- The last sentence of Orange Constructs reads: "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."
- When Orange Construct objects are moved with the Orange Constructs trait, they move as characters with the 🏃 speed symbol for terrain purposes.
- Summon the Orange Lantern Corps begins: "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."

#046 John Stewart
- The Architect reads: "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."

#051 Wonder Woman
- Cavalry Charge! reads: "Wonder Woman can use Charge. When she uses 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 ends: "…occupying a square of elevated terrain on the rim."

#057 Bane
- The first sentence of Venom Pump reads: "Once during your turn as a free action, you may choose 1, 2 or 3."

#059 Wonder Twins
- The information on the Bucket of Water reads: "(Bucket of Water special object. 0 points, Light Object. When not carriedheld, a square containing this object is not considered hindering terrain because of this object, it is considered water terrain instead.)"
- Wonder Twin Powers, Activate! begins: "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."

#100 Sinestro
- Sinestro does not have a ☆ symbol on his base.

#105 Icemaiden
- The name of this figure should read as "Icemaiden" on the base.

#W04 Hal Jordan
- Hal Jordan has a ☆ symbol on his base.

#W08 Wonder Woman
- Wonder Woman has a speed value of 6 on click #10.

Giant-Size X-Men

#001 Madrox
- The More the Merrier reads: "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."

#012 Cypher
- Crack Enemy Communications causes the figures to copy the team ability in the same ways as a wild card.

#018 Caliban
- The keyword "Horsemen of the Apocalypse" is "Horsemen of Apocalypse".

#033 Blob
- The Immovable Object reads: "Blob can't be knocked back, carried, or placed by Telekinesis."

#36 Professor X
- In Contact with Cerebro reads: "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 from the square of any single friendly character with whom he shares a keyword."
- I've Learned Your Secrets has ✗, not ☆.

#051 Hulk
- The second sentence of Here's Your Friend Back begins: "If it hits a character…"

#057 Cyclops/Phoenix
- Slym and Redd reads: "They can be given up to two free actions…"

#G05 Nemesis
- Bio Nuclear Blast's third sentence begins: "Make a ranged combat attack that does not target…"

#G06 Frost Giant
- Spear Throw begins "Once per game as a ranged combat action…"

Section 5   Special Characters

General

- When a special character's printed rules indicates that they possess an ability that is documented in the latest rulebook, the rules from the rulebook override the printed rules for the character.
- When a special character's printed rules indicate that they can only take one action per turn, it is only referring to non-free actions.

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Section 6   Team Abilities

General
- Any team abilities that refer to a "team member" actually refer to "a character using this team ability."

AVENGERS
Clarifications: *see Free Moves*

BATMAN ENEMY
Clarifications: *see Sinister Syndicate.*

BROTHERHOOD OF MUTANTS
Clarifications: *see Free Moves*

CRIME SYNDICATE
- The character using this team ability is subject to all the standard rules regarding Probability Control with the additional requirement of placing a token on a character in order to use the ability.

DEFENDERS
- This team ability reads: "Characters using the Defenders team ability can replace their defense value with the unmodified defense value of an adjacent friendly character using the Defenders team ability."
- The Defenders team ability works in the same manner as the "Defend" power, except that it can only be used with other Defenders team members.
- This team ability can be used during Support.

Free Moves
- When a character with this team ability is given a move action, that action does not get subtracted from the players action pool for that turn. The acting character is still assigned a token and would be dealt pushing damage as normal, if this is not their first token.
- This team ability does not alter what kinds of actions can be assigned to the character. If it has been carried this turn, you could not assign it a move action, as it is "free". It is not a free action, it is an action which is free from the perspective of your action pool (the number of actions you can assign on a turn).
- If a character with this team ability is given a move action that requires break away, it may still use this ability. On a failed break away roll, it would still get a token and the action will not come from the action pool.

HYDRA
- This team ability reads: "When a friendly character making a ranged combat attack is adjacent to one or more characters using the Hydra team ability, each opposing character targeted by the attacker modifies its defense value by -1 for each character using the Hydra team ability if the characters using the Hydra team ability also have a clear line of fire to the target."

HYPERTIME
- If a character fails its roll while trying to become adjacent to the Hypertime team member, it may continue its move from the current position. If there are no legal squares in

which the character that failed its roll against the Hypertime team ability may move, the character must end its movement in the first available legal square along the path it took when moving adjacent to the Hypertime team member, even if that square is the square in which the character began its movement.
- This team ability only applies when a character goes from not being adjacent to a Hypertime character to becoming adjacent to a Hypertime character. If one is adjacent to a Hypertime character at the beginning of an action, for example, and rolls successfully for break away, then a Hypertime roll would not be necessary if the character moves and maintains adjacency to that Hypertime character.
- When attempting to move into adjacency with two or more opposing characters using this team ability, one roll is made.
- The character attempting to move into adjacency is the character which makes the roll.

JUSTICE LEAGUE
Clarifications: *see Free Moves*

JUSTICE SOCIETY
Clarifications: *see Defenders*

MASTERS OF EVIL
- The damage applied to a character with this team ability on the third turn it acts is not pushing damage. Willpower (or other effects that allow a character to ignore pushing damage) would not apply to the unavoidable damage this team ability generates.
- The second action a character with this team ability takes is normal pushing damage, for which Willpower and other similar effects would work fine.

MYSTICS
- As the damage from this team ability is not an attack, it would not cause retaliation damage if it were applied to another Mystics character.
- This team ability would still activate as the character is KO'd.
- If a Mystics character somehow deals damages to itself in an attack and does not cancel this ability, it will still activate and damage itself.

POLICE
Clarifications: *see Hydra*

POWER COSMIC
- This team ability reads: "Characters using the Power Cosmic team ability do not take pushing damage and their powers cannot be countered. This team ability can't be used by wild cards."
- Powers that allow you to ignore other powers would still be effective against a character using this team ability. Exploit Weakness, for example, does not counter damage reducing

powers, but ignores them, so it would still work against a character with this team ability.

QUINTESSENCE
Clarifications: *see Power Cosmic.*

S.H.I.E.L.D.
- Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character. These bonuses are always subject to the Rule of Three.
- The action token is assigned to the S.H.I.E.L.D. characters (for power actions) when they use this team ability regardless as to whether the attack was successful or not.
- The S.H.I.E.L.D. character does not have to have a line of fire to the target in order to use this ability.
- The S.H.I.E.L.D. character's action is to be declared with the announcing of the action that includes the ranged combat attack.

SINISTER SYNDICATE
- This team ability reads: "Characters using the Sinister Syndicate team ability can replace their attack value with the unmodified attack value of an adjacent friendly character using the Sinister Syndicate team ability."
- The Sinister Syndicate team ability works in the same manner as the "Defend" power, except that it can only be used with other Sinister Syndicate team members and it applies to attack value rather than defense value.
- This team ability can be used during Support.

SKRULLS
- Other than the roll that is required, this team ability works the same as Shape Change.

SUICIDE SQUAD
- The team ability will activate for each adjacent friendly character KO'd.

SUPERMAN ENEMY
- The first sentence ends "…to use Outwit."
- The second sentence reads: "That character can use Outwit until the beginning of your next turn, if it cannot use Outwit already and continues to use this ability."
- This power can be used for each set of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets to use Outwit. 75 is higher than 44, but 75 already can use Outwit—it cannot use it again. 60 is higher than 44, so 60 can use Outwit.

TITANS
Clarifications: *see X-Men*

ULTIMATES
- This team ability reads: "Characters using the Ultimates team ability treat hindering terrain as clear terrain for movement and line of fire purposes."

ULTIMATE X-MEN
- Each team member chooses an opposing team ability or character. This choice is made on a character by character basis, and may be different from other members of the team.
- If a wild card uses this team ability, they may select their own target team ability/figure for the bonus. Once the choice is made, the wild card may not change that selection even if they use a different team ability.
- Designating a single character for this team ability grants the bonus only against that single character, even if more than one of that character is in play.

Wild Cards
- If the last character on a force possessing a team ability is KO'd, or all instances of the team ability are lost, countered, or otherwise absent, any wild card characters that are currently using the team ability can continue to use it until the end of that action. With the start of the next action, that team ability is not able to be used.
- A wild card can only use a team ability that is possessed by a friendly character on their force. It cannot use a team ability that another character is able to use (but does not possess).
- When using another team ability, a wild card team member is considered part of that team for team ability purposes; for everything else, it is a member of the team printed on its base.
- The rule regarding using only one team ability per action refers only to the usage of the wild card team ability. If a character is a wild card and also is a member of another team, it can essentially use 2 team abilities as it can use its natural team ability as well as its wild card team ability.
- If a character is a wild card in addition to another team ability, being a wild card does not affect their ability to use that other team ability in any way.
- Wild cards cannot use a team ability if they are already using an identical mechanic through another game effect.

X-MEN
- This team ability reads: "When two character that can use the X-Men team ability are adjacent to each other, give one of them a power action and roll a d6. Heal the second character of 1 damage. If the result was 1-4, deal the character given the power action 1 unavoidable damage."
- In order for a character to use the X-Men team ability, the adjacent character must be able to be healed.

Section 7   Alternate Team Abilities

General

- Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element.
- Alternate Team Abilities must be used and costed for all qualified team members on your force.
- Alternate Team Abilities cannot be used by a character during a free action granted by being successfully hit with Mind Control.
- Unless an Alternate Team Ability says otherwise, the team ability it grants is in addition to any other team ability the character can currently use.

JUSTICE LEAGUE INTERNATIONAL

- This alternate team ability includes: "(This can only be used once per damage dealt.)"

NEW MUTANTS

- The prerequisite for this alternate team ability is "Generation X or New Mutants"

THE SOCIETY

- If a character attempts to use Outwit against a Society member and the Outwit fails due to a successful roll of the team ability, the Outwit can be used against a different opposing character.
- The required keywords for this ATA are: "Secret Society of Super Villains or Society".

THUNDERBOLTS

- A player using this ATA may change their chosen team ability with each new round of a tournament.
- The definition of a "Marvel team ability" is a team ability listed at the end of Section 15 of this document.

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Section 8   Objects

General

- Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be different from a legal WizKids-released version of the element. This policy does not apply to 3D elements, though it does apply to the card that accompanies it.
- 3D objects are not legal for sealed events unless otherwise specified by the Judge running the event.
- When building a force, players may choose 0-3 objects. Based on the number of objects a player chooses they can include:
  - 1 object – any type (heavy, light, or immobile)
  - 2 objects – any two types that are not the same
  - 3 objects – one can be any type, the other two must be a heavy and a light.
- In a sealed game, players may only use objects that are drawn from a booster supplemented by any standard objects. A player's object pool must still conform to force building rules.
- All special objects are treated as Unique for force construction.
- It is possible for multiple objects to exist in the same square. When this happens, each object is treated individually.
- Blocking terrain, walls, or character bases do not block the area of effect of a Special Object but will block the line of fire to and from a Special Object per the standard line of fire rules.

BLUE LANTERN

- Blue Lantern's effect only increases range values when using Barrier.
- Blue Lantern's effect ends "...if they can already use Telekinesis."

BUCKET OF WATER

- The effect of this object begins: "When not held..."

FING FANG FOOM'S FINGER

- This 3D object is not a special object – it is a standard heavy object.

MJOLNIR

- The phrase "place it on that character's card." is simply indicating that the object is taken off the map and placed somewhere to indicate that this is the character that has it. Players can use any acceptable method to simulate this when using a character without a character card.
- The silver version of this 3D object is not a special object – it is a standard heavy object.

STEP LADDER

- This object begins with: "When this object occupies a square adjacent to a square of higher elevation…"

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Section 9   Maps

General

Orange Squares/Circles
- Orange squares/circles are clear terrain unless anything in the special rules for that map and/or other effects change them. Placing an object in an orange square (assuming the rules for that map permit it) would make the square act as hindering, but would not remove the properties the special rules for the map provide for it.

Tournament Legality
- Official HeroClix maps without the modern color designations are retired. Official HeroClix maps with the modern color designations are never retired.

Specific Maps

Blackest Night Starter
- The last sentence of the special rules reads: "When placing objects at the beginning of the game, each player must place their first two objects (if any) on squares within an orange boundary line."
- Missing gridlines should be considered to be printed on the map. This affects areas B3-E6, L3-O6, B11-D14, G11-J14, and M11-O16.
- Any angled door is considered open, clear terrain. There is no wall along the edge of the following squares: E2, O2, A3, K3, F6, P6, B7, L7, E18, O18, A19, K19, F22, P22, B23 and L23.
- The 2 Armories and the Control Room are surrounded by walls. The only openings are along the edges of the following squares: E12, K12, L12, E13, F13, and L13.
- The line that runs between rows 8 and 9 is a wall except for H8-J9 (which is all hindering terrain)
- The line that runs between rows 16 and 17 is a wall except for G16-I17 (which is all hindering terrain)
- This map is an Indoor map.

DC Collateral Damage Map – "The Junkyard"
- There is no wall between squares D12-13 and E12-13.
- Entrance to the indoor section of the map can be gained by the stairs (at E8, E11, E17, & C22), ramp (at B3 & C3), and conveyer belt (E12 & E13).
- The elevated terrain surrounding the "car crusher" (squares M12-P12 & M13-P13) does not block the line of fire from colossal to those squares.

DC Legion of Super Heroes Map – "Central Port"
- In order to use the transmatter gates to teleport, the character given the action must end its action (including placing the token and taking push damage) occupying a square with a gate and may then be placed in a different gate.

- Only the character given the action may use the gate. Carrying another figure and placing them on the gate does not allow them to be placed in a square of a different gate.
- In the case of a character being targeted by Mind Control, its free action must be resolved before the Mind Controlling character can elect to use the gate (if that character has ended its move or power action in a square with a gate). The Mind Controller itself would only be able to use a gate when the entire Mind Control action ends.

DC Brightest Day Map – "The Monument"
- This is an outdoor map.

DC 75 Map – "Hawkworld"
- This is an outdoor map.
- The rules text for this map reads: "Orange squares are Open Air (Low Gravity). After actions resolve, if a character who can't use the Flight ability occupies an Open Air square, deal them 1 unavoidable damage, then that character's owner places them in their starting area. Non-~~carried~~ held objects in Open Air squares are removed from the map. Open Air squares are otherwise treated as clear terrain."

DC 75 Map – "Airport Terminal"
- The rules text for this map reads: "Orange squares are moving walkways. At the beginning of each turn, each character completely occupying a moving walkway square that cannot use the Flight ability must be placed in this area 1 square closer to the thick orange line of this area. This placement starts with the character closest to the thick orange line."

Marvel Sinister Map – "The Prison"
- Squares F1-F2 and F23-F24 are blocking terrain.

Marvel Supernova Map – "Deep Space"
- Space terrain is considered an alternate terrain type similar to Outdoor and Indoor terrain. Characters in these squares obey the special rules of the terrain regardless to how they can otherwise interact with terrain.
- The range value for a character using Hypersonic Speed is one quarter (halved per the description of the power and halved again for space terrain).
- The ranges for Outwit, Perplex, Probability Control, Telekinesis, etc are not affected by space terrain as they do not rely on the character's range value.
- The "half range" only applies to characters or their targets that are in space terrain. If the line of fire crosses space terrain but neither character is occupying space terrain, the range is not halved.

Marvel Fantastic Four Starter Set– Indoor, "Baxter Building"

- There is a wall between squares M15 and M16.
- There is a wall between squares N15 and N16.
- There is a wall between squares P14 and P15.
- There is a wall between squares O15 and P15.
- There is a wall between squares O15 and O16.
- There is a wall between squares O16 and P16.
- There is a wall between squares O17 and P17.
- There is a wall between squares O18 and P18.

Section 10   Powers

Barrier
Give this character a power action; place up to four blocking terrain markers in adjacent squares of clear terrain that are all within this character's range (minimum range value 1). At least one of the terrain markers must be within line of fire when it is placed. The terrain markers remain until the beginning of your next turn. ~~Give this character a power action; put up to four blocking terrain markers in adjacent squares of clear terrain that are all within this character's range. A character with a range of 0 uses this power as if it has a locked range of 1. This character must have a clear line of fire to at least one of the terrain markers. The terrain markers remain until the beginning of your next turn.~~

Battle Fury
This character ignores Shape Change, can't make ranged combat attacks, can't be targeted by Mind Control or Incapacitate, and can't be carried. ~~(Non-Optional) This character can't make ranged combat attacks, can't be targeted by Mind Control, and can't be carried.~~

Blades/Claws/Fangs
When this character is given a close combat action, you may roll a d6 after making a successful attack roll. The result replaces this character's damage value, then that damage value is locked. ~~When this character is given a close combat action, you may roll a d6 after making a successful attack roll. The result replaces this character's damage value, then that damage value is locked until the attack resolves.~~

Charge
Give this character a power action; halve its speed value for the action. Move this character up to its speed value and then it may be given a close combat action as a free action. A character using this power ignores knock back. ~~Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and then it may be given a close combat action as a free action. A character using this power ignores knock back.~~

Close Combat Expert
Give this character a power action. It makes a close combat attack against a single opposing target character; modify this character's damage value by + 2 for the attack. ~~Give this character a power action. It makes a close combat attack against a single opposing target character; modify this character's damage value by + 2 for the attack. This power can't be used when using an object as a weapon.~~

Combat Reflexes
Modify this character's defense value by +2 against close combat attacks. When this character takes damage from an attack, it may choose to be knocked back. This character ignores knock back damage. ~~Modify this character's defense value by +2 against close combat attacks. When this character is dealt damage from an attack, it may choose to be knocked back. This character ignores knock back damage.~~

Defend
Any adjacent friendly character may replace its defense value with this character's unmodified defense value. ~~Any friendly adjacent character can replace its defense value with this character's unmodified defense value (including a replacement defense value).~~

Earthbound/Neutralized
This character can't use combat abilities and possesses [symbol], [symbol], [symbol], [symbol] instead of its combat symbols. This power can't be countered or ignored. ~~(Non-Optional) This character possesses standard speed ([symbol]), attack ([symbol]), defense ([symbol]), and damage ([symbol]) combat abilities and symbols instead of its combat abilities and symbols. This power can't be countered or ignored.~~

Energy Explosion
Give this character a ranged combat action to make an attack that deals no damage. For each target character successfully hit, all adjacent characters are attacked as well. Each character hit is dealt damage equal to the number of times it was hit by this attack (characters adjacent to multiple targets might be hit more than once). Critical hits deal 1 additional damage to all characters hit. ~~Give this character a ranged combat action; this attack can target only characters. For each target successfully hit, compare the attack roll to the defense value of each character adjacent to that target to determine if the attack also succeeds against it. Each character hit is dealt damage equal to the number of times it was hit by this attack (characters adjacent to multiple targets might be hit more than once). A critical hit automatically hits all targets and all characters adjacent to the targets and deals 1 additional damage to all characters hit. If a character evades the attack, it evades all hits by this attack.~~

Energy Shield/Deflection
Modify this character's defense value by +2 against ranged combat attacks. ~~(Non-Optional) Modify this character's defense value by +2 against ranged combat attacks.~~

Enhancement
When an adjacent friendly character makes a ranged combat attack, this character modifies the adjacent friendly character's damage value by +1. ~~When an adjacent friendly character makes a ranged combat attack, this character modifies the adjacent friendly character's damage value by +1 once for the attack.~~

Exploit Weakness
Give this character a close combat action. Damage from the attack is penetrating damage. ~~Give this character a close combat action. Damage from the attack is penetrating damage.~~

Flurry
Give this character a close combat action. After the close combat attack resolves, it may make a second close combat attack as a free action. If this character loses Flurry before it

makes the second attack, it can't make the second attack. ~~Give this character a close combat action. After the close combat attack resolves, it may make a second close combat attack as a free action. If this character loses Flurry before it makes the second attack, it can't make the second attack.~~

Force Blast
Give this character a power action and roll a d6; a single adjacent opposing character is knocked back from this character a number of squares equal to the result. ~~Give this character a power action and roll a d6; a single adjacent opposing character is knocked back from this character a number of squares equal to the result.~~

Hypersonic Speed
Give this character a power action and move it up to its speed value. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this character may as a free action make one close combat or ranged combat attack with its range value halved for the attack. This character must be in a square where it could legally end its move in order to make the attack. ~~Give this character a power action. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this character can as a free action make one close combat or ranged combat attack with its range value halved for the attack. This character must be in a square where it could legally end its move in order to make the attack.~~

Impervious
When this character is dealt damage, roll a d6. On a result of 5 or 6, the damage dealt is reduced to 0. On a result of 1–4, the damage dealt is reduced by 2. ~~(Non-Optional) When this character is dealt damage, roll a d6. On a result of 5 or 6, the damage dealt is reduced to 0. On a result of 1–4, the damage dealt is reduced by 2.~~

Incapacitate
Give this character a close combat or ranged combat action to make an attack that deals no damage. If the attack hits, give the target an action token.

Invulnerability
Damage dealt to this character is reduced by 2. ~~(Non-Optional) Damage dealt to this character is reduced by 2.~~

~~Incapacitate~~
~~Give this character a close combat or ranged combat action; its damage value becomes 0 and is locked. If the attack succeeds, give the target an action token.~~

Leadership
At the beginning of your turn, give this character a free action and roll a d6. On a result of 5–6, add one action to your action total for that turn and this character may remove an action token from an adjacent friendly character with a lower point value. ~~Once at the beginning of your turn, as a free action roll a d6. On a result of 4–6, add one action to your action total for that turn. A player can gain only one action each turn with this power, even if the player has more than one character that can use Leadership.~~

Leap/Climb
Give this character a move action and move it up to its speed value. It automatically breaks away, may move through squares adjacent to and occupied by opposing figures, and ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement. When you give this character a close combat action, it may target a character regardless of the target's elevation. ~~When you give this character a move action it automatically breaks away, may move through squares adjacent to and occupied by opposing figures and ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement. When you give this character a close combat action, it can target a character regardless of the target's elevation.~~

Mastermind
When this character would be dealt damage, you may instead choose to have all the damage be dealt to a single adjacent friendly character with a point value less than this character's. Any additional effects of the damage dealt (knock back, penetrating damage, etc.) are applied to the character taking the damage. Damage dealt by this power is not an attack. ~~When this character would be dealt damage, you may instead choose to have all the damage be dealt to a single adjacent friendly character with a point value less than this character's. Any additional effects of the damage dealt (knock back, penetrating damage, etc.) are applied to the character taking the damage. Damage dealt by this power is not an attack.~~

Mind Control
Give this character a power action; it makes a close combat or ranged combat attack (minimum range value 4) as a free action that deals no damage. A successfully hit target becomes friendly to your force. Each target hit may be assigned one action as a free action, immediately after which the target becomes an opposing character again. Deal this character 1 unavoidable damage for each 100 points of the successfully hit targets' combined point value. ~~Give this character a power action; it makes a close combat or ranged combat attack as a free action that deals no damage. A successfully hit target becomes friendly to your force and canceled powers and abilities return. Each target hit can be assigned one action as a free action immediately after which the target becomes an opposing character again. Any feats assigned to successfully hit targets cannot be used by this character. This character takes 1 damage for each 100 points of the successfully hit targets' combined point value. A character with a range of 0 uses this power as if it has a locked range of 4.~~

Outwit
Give this character a free action to counter a power or a combat ability possessed by a single target opposing character until the beginning of your next turn. Any game effects with a duration specified by the countered power or combat ability are removed. A character using this power must be within 10 squares and line of fire to the target. ~~Once during your turn, give this character a free action to counter a power or a combat ability (other than a team ability)~~

10-2

Penetrating/Psychic Blast

Give this character a ranged combat action. Damage from the attack is penetrating damage. ~~Give this character a ranged combat action. Damage from the attack is penetrating damage.~~

Perplex

Give this character a free action to modify by +1 or –1 any combat value of a target character until the beginning of your next turn. A character using this power must be within 10 squares and line of fire to the target. If a target character is damaged or healed, the effect of Perplex on that character ends immediately. ~~Once during your turn, give this character a free action to modify by +1 or –1 any combat value of a target character until the beginning of your next turn. A character using this power must be within 10 squares of the target and have a clear line of fire to the target, including itself. If a target character is damaged or healed, the effect of Perplex on that character ends immediately.~~

Phasing/Teleport

Give this character a move action and move it up to its speed value. It ignores the effects of characters and terrain on movement. ~~Give this character a power action and move it up to its speed value. It automatically breaks away, may move through squares adjacent to and occupied by opposing figures and ignores the effects of all terrain on movement.~~

Plasticity

This character adds 2 to its d6 roll when breaking away. Opposing characters subtract 2 from their d6 roll when breaking away from this character. ~~This character adds 2 to its d6 roll when breaking away. Opposing characters subtract 2 from their d6 roll when breaking away from this character.~~

Poison

At the beginning of your turn, give this character a free action and deal 1 damage to each adjacent opposing character. ~~Once at the beginning of your turn, as a free action this character deals 1 damage to each opposing adjacent character.~~

Probability Control

Once during your turn, this character allows you to reroll one of your rolls, ignoring the original roll. A character using this power must be within 10 squares and line of fire to the character for which the original roll was made. Using the same rules, once per round during an opponent's turn, this character allows you to force that opponent to reroll one of their rolls, ignoring the original roll. ~~Once during your turn, this character allows you to reroll one of your rolls, ignoring the original roll. A character using this power must be within 10 squares of the character for which the original roll was made, and have a clear line of fire to that character, including itself. Using the same rules, once per round during~~

~~an opponent's turn, this character allows you to force that opponent to reroll one of their rolls, ignoring the original roll.~~

Pulse Wave

Give this character a ranged combat action; halve its range value until the action has been resolved. Draw lines of fire to all characters within range in every direction; these lines of fire are only blocked by walls, blocking and elevated terrain. All game effects possessed or used by other characters with a line of fire drawn to them are ignored until the action has been resolved. At least one opposing character must have a line of fire drawn to it to activate this power. If ignoring a game effect would cause a character with a line of fire drawn to it to no longer have a line of fire drawn to it, then it is not ignored. If lines of fire can be drawn to two or more characters, this character's damage value becomes 1 and is locked. Make a single ranged combat attack (even if this character is adjacent to an opposing character) and compare the attack total to the defense value of all other characters with a line of fire drawn to it; each character hit is dealt damage. ~~Give this character a ranged combat action; halve its range value until the action has been resolved. Draw lines of fire to every character within range in every direction; these lines of fire are only blocked by walls, blocking and elevated terrain. All powers, abilities, traits and feats used by characters with a line of fire drawn to them are ignored until the action has been resolved, though wild cards using this power can use the team ability of a friendly character within range of this attack. At least one opposing character must have a line of fire drawn to it to activate this power. If ignoring a game effect would cause a character with a line of fire drawn to it to no longer have a line of fire drawn to it, then it is not ignored. If lines of fire can be drawn to two or more characters, this character's damage value becomes 1 and is locked. Make a single attack roll and compare the result to the defense value of each character with a line of fire drawn to it (hindering terrain still increases character's defense values by +1); each character hit is dealt damage. Attacks made with this power do not target characters.~~

Quake

Give this character a close combat action; this character's damage value becomes 2 and is locked. Make a close combat attack that targets all opposing characters this character can attack with a close combat attack. Each character that takes damage from this attack is knocked back. ~~Give this character a close combat action; until the attack has been resolved, this character's damage value is locked at 2 if it is greater than 2. Make a close combat attack that targets all opposing characters this character can attack with a close combat attack. Each character that takes damage from this attack is knocked back.~~

Ranged Combat Expert

Give this character a power action. It makes a ranged combat attack against a single target character; modify its damage value by +2 for the attack. ~~Give this character a power action. It makes a ranged combat attack against a~~

Regeneration

Give this character a power action. Roll a d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.*Give this character a power action. Roll a d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.*

Running Shot

Give this character a power action; halve its speed value for the action. Move this character up to its speed value and it may be given a ranged combat action as a free action.*Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and it may be given a ranged combat action as a free action.*

Shape Change

When this character is chosen as the target of an attack, you may roll a d6. On a result of 5 or 6, the attacker can't target this character with an attack this turn and the attacker may choose another target character instead. The attacker then makes the attack unless there are no targets, in which case the action resolves without an attack.*When this character is chosen as the target of an attack, roll a d6. On a result of 5 or 6, the attack can't be made and the attacker cannot attack this character for the rest of the turn. If the action becomes illegal, the attacker must choose another legal action to perform, if possible. The selected action must be a free action or non-free action based on what the action type was given to it that led to the attack.*

Smoke Cloud

Give this character a power action; place up to four hindering terrain markers in distinct, adjacent squares that are all within this character's range (minimum range value 1). At least one of the terrain markers must be within line of fire when it is placed . The terrain markers remain until the beginning of your next turn.*Give this character a power action; put up to four hindering terrain markers in distinct, adjacent squares that are all within this character's range and do not contain blocking terrain. A character with a range of 0 uses this power as if it has a locked range of 1. This character must have a clear line of fire to at least one of the terrain markers. The terrain markers remain until the beginning of your next turn.*

Steal Energy

Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.*(Non-Optional) Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.*

Stealth

When it is not your turn, hindered lines of fire drawn to this character are blocked.*Any line of fire drawn to this character that crosses hindering terrain, including a square of hindering terrain occupied by this character, is blocked.*

Super Senses

When this character is hit by an attack, you may roll a d6 before damage is dealt. On a result of 5 or 6, this character evades the attack.*When this character is hit by an attack, roll a d6 before damage is dealt. On a result of 5 or 6, this character evades the attack.*

Super Strength

When this character moves due to its own action, it may pick up an object and hold it. The object must be either in a square the char acter occupies or in an adjacent square. If this power is lost or countered while this char acter is holding an object, immediately put the object in the square this char acter occupies. When this character makes a close combat attack targeting blocking terrain, a wall, or an object, modify its damage value by +2 for the attack.*When this character moves due to its own action, it can pick up an object as a free action and carry it. The object must be either in a square the character occupies or in an adjacent square. If this power is lost or countered while this character is carrying an object, immediately put the object in the square this character occupies. If this power is canceled while this character is carrying an object, it continues to carry the object. When this character makes a close combat attack targeting blocking terrain, a wall, or an object, modify its damage value by +2 for the attack.*

Support

Give this character a power action and make an attack roll (that is not an attack) against an adjacent friendly character as though making a close combat attack. When using this power, neither this character nor the target can be adjacent to an opposing character; ignore all combat value modifiers for this action. If the attack roll succeeds, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.*Give this character a power action and make an attack roll against an adjacent target friendly character as though making a close combat attack. When using this power, neither this character nor the target can be adjacent to an opposing character; ignore all combat value modifiers for this action. If the attack roll succeeds, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.*

Telekinesis

Give this character a power action and designate a target character or object (A) and a destination square (B). This character, A, and B must all be within 8 squares and line of fire of each other. Place A in B. If A is a character, it must be a single base character and possess the symbol. If A is an opposing character, make a close or ranged combat attack that deals no damage against A, and only place the character in B if the target is hit. If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack targeting the character occupying ~~against~~ B, dealing object damage and destroying the object.*Give this character a power action and choose one of the following options. For all options, this character must have a clear line of fire to the target and the destination square (to which the target does not affect the line of fire). This character, the*

target and the destination square must each be 8 or fewer squares away from one another. For options 1 and 2, a target character ignores the effects of elevated and hindering terrain on movement. (1) Move an Opposing Character: This character makes one close combat or ranged combat attack against a single target that deals no damage. If the attack succeeds and the target has or possesses the ⚡ damage symbol (but is not a multi-base figure), the target can be moved to the destination square. (2) Move an Object or a Friendly Character: This character targets an object or a friendly character (that is not a multi-base figure) and moves it to the destination square. A target character needs to roll break away (if necessary) and would not ignore the effects of other characters on movement. Characters that have been moved with this power cannot use this power until the beginning of your next turn. (3) Attack with an Object: This character targets an object and must also have a clear line of fire to a single opposing character occupying the destination square as if this character occupied the target square. This character makes a ranged combat attack against the opposing character. The target of a successful attack using a light object is dealt 2 damage; a heavy object, 3 damage.

Toughness

Damage dealt to this character is reduced by 1.(Non-Optional) Damage dealt to this character is reduced by 1.

Willpower

This character may ignore pushing damage.This character does not take pushing damage.

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Section 11   Abilities

Capture

Give this character a power action and make a close combat attack against a single target opposing character with the ⚡damage symbol; targets with Phasing or Plasticity modify their defense values by +2 for the attack. If the attack succeeds, it deals no damage. The target character is captured instead, and is called a captive.

Remove all action tokens from a captive. Remove a captive from the battlefield until it is rescued (see below). While removed from the battlefield, a captive can't be dealt or take damage, and it can't be given actions.

If this character has three captives, it can't capture another character until at least one of the captives is rescued or released (see below), and it can't make close combat attacks.
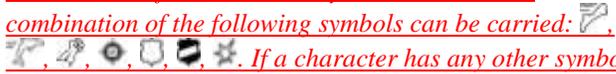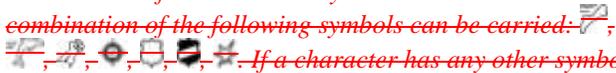
If this character has any captives when it is knocked out, before removing this character from the game, the player who knocked out this character (including the player controlling this character if it was knocked out due to pushing damage or a similar effect) places each captive in an unoccupied square adjacent to this character's base and gives each an action token.

Releasing captives. When it occupies its starting area, this character can be given a power action to release one of its captives into an adjacent unoccupied square also in the starting area. A released captive is immediately defeated, and this character's player receives additional victory points for the released captive equal to 50 points or the released captive's point value, whichever is less.. If the game ends and this character has captives, no player receives victory points for the captives. If this character captures the last opposing character, the game ends after that action resolves.

Rescuing captives. Characters friendly to a captive can attempt to rescue that captive. To do so, give a friendly character a power action; it makes a close combat or ranged combat attack against the target character that captured the captive. The target modifies its defense value by –1 for the attack for each of its captives. If the attack succeeds, the attack deals no damage; instead, the attacker chooses a friendly captive. The captive is rescued and put into an unoccupied square adjacent to the target of the attack. Give the rescued character an action token; it can be given an action in the same turn it is rescued, but it is pushed normally.

Countering Capture. When Capture would be countered, roll 2d6; if the result of the roll is not doubles, Capture is not countered. If Capture is countered, all captives of this character are rescued immediately.

Carry

When moving as a result of being given an action, this character may carry one friendly character. When this ability is used, modify this character's speed value by –2 until the end of the action. Only characters with a combination of the following symbols can be carried: ▨, ▨, ⬚, ⬤, ⬭, ⬛, ⚡. If a character has any other symbols or is holding an object it cannot be carried. To be carried, the friendly character must be adjacent to this character at the beginning of this character's action. When this character ends its movement for the action, the carried character must be placed in a square adjacent to this character. While being carried, a carried character is not adjacent to any character nor can it draw a line of fire until placed at the end of this character's movement for the action. A character which has been carried this turn can't be given an action (other than a free action) until the beginning of the next turn.~~When moving as a result of being given an action, this character can carry one friendly character. When this ability is used, modify this character's speed value by –2 until the end of the action. Only characters with a combination of the following symbols can be carried: ▨, ▨, ⬚, ⬤, ⬭, ⬛, ⚡. If a character has any other symbols or is carrying an object it cannot be carried. To be carried, the friendly character must be adjacent to this character at the beginning of this character's action. When this character ends its movement for the action, the carried character must be placed in a square adjacent to this character at the same elevation. While being carried, a carried character is not adjacent to any character nor can it draw a line of fire until placed at the end of this character's movement for the action. A carried character can't be given an action (other than a free action) until the beginning of the next turn.~~

Colossal Stamina

This character automatically breaks away and can make ranged combat attacks against non-adjacent opposing characters when this character is adjacent to opposing characters. When this character has two action tokens, it 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. This ability can't be countered.

~~Colossal Size~~

~~(NON-OPTIONAL) Characters with the ⚡ and 🏛 symbol do not block lines of fire to or from this character. When this character has two action tokens, it can be given a non-free action and deal it 1 unavoidable damage after the action resolves and do not remove action tokens from it at the end of the turn. A character with this ability ignores the effects of hindering, elevated, and outdoor blocking terrain on movement. This character can't be knocked back and can make ranged combat attacks against non-adjacent opposing character when they are adjacent to opposing characters. This character and a character on elevated terrain draw~~

line of fire and make ranged combat attacks against each other as if they were both elevated, but terrain effects still apply normally. This character can make close combat attacks against elevated characters, even when this character is grounded. This ability can't be countered.

Duo Attack

Give this character a power action to make a duo attack. This character possesses ⚡ for this action. It makes a close or ranged combat attack as a free action. After the attack resolves, it may make an additional close or ranged combat attack as a free action with its damage value modified by -1 to a minimum of 1. If this character is defeated or loses Duo Attack as a result of the first attack, the second attack is not made. ~~Give this character a power action to make a duo attack. This character has ⚡ for this action. It makes a close or ranged combat attack as a free action. After the attack resolves, it may make an additional close or ranged combat attack as a free action with its damage value modified by -1 to a minimum of 1. If this character is defeated or loses Duo Attack as a result of the first attack, the second attack is not made.~~

Flight

This character ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement. A character using this ability can move through squares adjacent to and occupied by opposing characters without stopping, but must break away normally. An elevated character using this ability ignores knock back damage if its knock back path crosses the boundary to a lower level. ~~This character ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement. A character using this ability can move through squares adjacent to and occupied by opposing characters. An elevated character using this ability ignores knock back damage if its knock back path crosses the boundary of elevated terrain.~~

Giant Reach

This character ignores opposing characters' Plasticity and adds 1 to its d6 roll when breaking away. When this character is given a move action it can use the Carry ability. When this character is given an action that includes a close combat attack, all squares within a range of 2 and line of fire are considered adjacent. This ability can't be countered.

~~Giant~~ Great Size

This character can't be knocked back. When this character makes a close combat attack, it may target characters on higher elevations. This character ignores the effects of hindering terrain, elevated, and outdoor blocking terrain on movement and can move through squares adjacent to and occupied by smaller opposing characters. Smaller characters do not block line of fire to or from this character. This character may draw lines of fire (and have lines of fire drawn to it) as if the character occupied the elevation equal to or greater than the elevation it occupies, using the elevation level with the least restrictive line of fire.

Characters with the ⚔ combat symbol are smaller than those with the ♟ combat symbol who are smaller than ones with the 🏛 symbol. This ability can't be countered. ~~(NON-OPTIONAL) This character can't be knocked back, and ignores Plasticity. When this character is given an action that includes a close combat attack, it treats other characters up to two squares away as if they were adjacent unless blocking terrain, elevated terrain or a wall would otherwise block the line of fire. This character can make close combat attacks against elevated characters, even when this character is grounded. Characters with the ⚔ symbol do not block line of fire to or from this character. This character and a character on elevated terrain draw line of fire and make ranged combat attacks against each other as if they were both elevated, but terrain effects still apply normally. This ability can't be countered.~~

~~Giant Stride~~

~~This character ignores the effects of hindering, elevated, and outdoor blocking terrain on movement and may move through squares adjacent to or occupied by opposing figures. This character adds 1 to its d6 roll when breaking away. When this character is given a move action, if it has zero action tokens, it can use the Carry ability.~~

Indomitable

This character can use Willpower. ~~This character can use Willpower.~~

Move and Attack

This character can use Hypersonic Speed if it is not adjacent to an opposing character when given the power action, but its attack value is modified by -2. ~~When this character is not adjacent to an opposing character, it can use Hypersonic Speed, however its attack value is modified by -2 and it does not halve its range value.~~

Multiattack

Once per turn, give this character a power action. It can be given any two actions as free actions. Resolve the first free action before giving it the second. Modify this character's damage value by -1 to a minimum of 1. This ability can't be countered. ~~Give this character a power action. It can use two free actions. These free actions can be power actions that include an attack, close combat actions, or ranged combat actions, though free actions gained from this power can't be used to activate this power. Resolve the first free action before giving it the second. Modify this character's damage value by -1 to a minimum of 1. This character can't use feats when using this power. This ability can't be countered.~~

Sharpshooter

This character can make ranged combat attacks against adjacent opposing characters. When this character makes a ranged combat attack, it can ignore the effects of opposing characters on line of fire. ~~This character can make ranged combat attacks against adjacent opposing characters. When this character makes a ranged combat attack, it can ignore the effects of opposing characters on line of fire.~~

Swim

This character treats water terrain as clear terrain for movement purposes. ~~This character treats water terrain as clear terrain for movement purposes.~~

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Section 12   Characters and Special Powers

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 carried 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 carry 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 45–6 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 possess the Giant Size or Colossal 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.~~ ~~This area is considered to be clear grounded terrain until the end of the game.~~

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

#033 Dr. Strange
Eye of Agamatto: 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 🔱.

🛡 **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 ~~45~~–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 can 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, <u>in addition to the normal effects,</u> on a result of 3<u>-6</u> ~~or 4~~ add ~~one~~ <u>an additional</u> action to your action total~~; on a 5 or 6, add two actions~~. 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 and named powers of a chosen type (speed, attack, defense, or damage) of all adjacent 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; when he does, characters successfully hit are dealt damage equal to the number of times it was hit by this attack times two.*

#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 🔥 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

I'LLMAAAAKEYOUBETTTTTERRR: *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 ~~instead of 0~~ 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 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 cannot 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 each 200 points of the successfully hit targets' combined point value, instead of 100 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 cannot 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 is 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: *(non-optional) 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.*

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#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 deals damage equal to his damage value to the 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) KOs or critical hits a character, after the action is resolved but before pushing damage is applied you may replace this character with *#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) KOs or critical hits a character, after the action is resolved but before pushing damage is applied you may replace this character with* ⚑ *#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 cannot 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 KOd, 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 KOd.

#035 Power Girl
Power Girl can use Super Strength.

Eyes Up Here, Soldier: *Power Girl can use Exploit Weakness, but cannot 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 ~~instead of 0~~ 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 succeed on break away results of 2-6.*

◖ *"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: 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! can use Energy Explosion as if he had a range of 6. Each character successfully hit is dealt damage equal to twice the number of times it was hit by this attack instead of once.*

#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 cannot 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.*

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#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 cannot pick up or ~~carry~~ 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 cannot 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, Dr. Manhattan's range value is not halved, 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 ~~carried~~ 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 ~~moved~~ placed with Telekinesis as if they were friendly characters. Opposing characters that are moved 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 can't use the Spider-Man team ability.*

#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:** *As you reveal your force, 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] *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.*

Any Object A Weapon: *Bullseye can use Super Strength, but he cannot pick up or ~~carry~~ 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] *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 power action that places two action tokens on them. 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 within the same continuous border as Spider-Hulk becomes grounded hindering terrain, 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 cannot use team abilities and the attack cannot 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 75

#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 ~~carried~~ held by a character who occupies the same square as one of the hindering terrain markers he placed. If a chosen object was ~~carried~~held, the replaced object is ~~carried~~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 uses 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 action as a free action if he ends his movement occupying a square of elevated terrain on the rim.

I 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:** *As you reveal 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 does, 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 Helfire 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 Elixer

🔪**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* ~~moved~~ *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~~*range and squares for his Speed, Attack, and Damage powers 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 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:** *As you reveal 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 Pslocke
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 Sentnel 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's 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, he doesn't halve 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 ~~an attack roll as though making~~ 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 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.*

Promo 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.*

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Section 13   Team Abilities

AVENGERS
When you give a character using the Avengers team ability a move action, it does not count toward your available actions for the turn.

BATMAN ALLY
A character using the Batman Ally team ability may use Stealth (though they do not possess the Stealth power).

BATMAN ENEMY
Characters using the Batman Enemy team ability can replace their attack value with the unmodified attack value of an adjacent friendly character using the Batman Enemy team ability.

BROTHERHOOD OF MUTANTS
When you give a character using the Brotherhood of Mutants team ability a move action, it does not count toward your available actions for the turn.

BUREAU OF PARANORMAL RESEARCH AND DEFENSE
B.P.R.D. team members are wild cards.

CALCULATOR
Calculator team members are wild cards.

CRIME SYNDICATE
Characters using the Crime Syndicate team ability may use Probability Control. When a roll is ignored because of this team ability an action token must be placed on a friendly character on the battlefield or the roll is not ignored. This team ability can't be used by wild cards.

DEFENDERS
Characters using the Defenders team ability can replace their defense value with the unmodified defense value of an adjacent friendly character using the Defenders team ability.

FANTASTIC FOUR
When a character using the Fantastic Four team ability is KO'd, each other friendly character using the Fantastic Four team ability can be healed of 1 damage. If all remaining characters using the team ability are KO'd as part of the same action, this team ability can't be used.

GREEN LANTERN CORPS
When using the Carry ability, characters using the Green Lantern Corps team ability can carry up to 8 friendly characters.

HYDRA
When a friendly character makes a ranged combat attack and is adjacent to one or more characters using the Hydra team ability, each opposing character targeted by the attacker modifies its defense value by -1 for each character using the Hydra team ability adjacent to the attacker and with a clear line of fire to the target.

HYPERTIME
Whenever an opposing character given an action attempts to move from a non-adjacent square into a square that is adjacent to a character using the Hypertime team ability, it must roll a d6. On a result of 1-2, the opposing character cannot move to any square adjacent to the character using this team ability that turn. Characters using this team ability ignore it on opposing characters.

INJUSTICE LEAGUE
Whenever a character using the Injustice League team ability attacks an opposing character that was attacked by another character using the Injustice League team ability this turn, the action does not count toward your available actions for the turn.

JUSTICE LEAGUE
When you give a character using the Justice League team ability a move action, it does not count toward your available actions for the turn.

JUSTICE SOCIETY
Characters using the Justice Society team ability can replace their defense value with the unmodified defense value of an adjacent friendly character using the Justice Society team ability.

LEGION OF SUPER HEROES
Legion of Super Heroes team members are wild cards.

MASTERS OF EVIL
When a character using the Masters of Evil team ability has two action tokens on it, it can still be given a non-free action. If you do, deal it one unavoidable damage after the action resolves. At the end of your turn, do not remove action tokens from a character that used this team ability this turn.

MINIONS OF DOOM
Minions of Doom team members are wild cards.

MYSTICS
When a character using the Mystics team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.

OUTSIDERS
Once at the beginning of your turn as a free action, characters using the Outsiders team ability may choose a character (including itself) within 10 squares to which it has a clear line of fire. Until the beginning of your next turn, the target's combat values can't be modified. This team ability can't be used by wild

cards.

POLICE
When a friendly character making a ranged combat attack is adjacent to one or more characters using the Police team ability, each opposing character targeted by the attacker modifies its defense value by -1 for each character using the Police team ability if the characters using the Police team ability also have a clear line of fire to the target.

POWER COSMIC
Characters using the Power Cosmic team ability do not take pushing damage and their powers cannot be countered. This team ability can't be used by wild card.

QUINTESSENCE
Characters using the Quintessence team ability do not take pushing damage and their powers cannot be countered. This team ability can't be used by wild cards.

S.H.I.E.L.D.
When a friendly character makes a ranged combat attack, you can give any number of friendly characters adjacent to the attacker and using the S.H.I.E.L.D. team ability either a free action or a power action (but not both) before making the attack roll: For each character given a free action, modify the attacker's range by +1; for each character given a power action, modify the attacker's damage value by +1.

SINISTER SYNDICATE
Characters using the Sinister Syndicate team ability can replace their attack value with the unmodified attack value of an adjacent friendly character using the Sinister Syndicate team ability.

SKRULLS
This character can use Shape Change, but only succeeds on a roll of 6. Using Shape Change in this way does not prevent the character from using Shape Change through another game effect.

SPIDER-MAN
Spider-Man team members are wild cards.

SUICIDE SQUAD
When a friendly character adjacent to a character using the Suicide Squad team ability is KO'd, roll a d6 and subtract 2 from the result, minimum result 1. After the action is resolved, if this character is not KO'd, it is healed of damage equal to the result.

SUPERMAN ALLY
Characters using the Superman Ally team ability treat hindering terrain as clear terrain for movement and line of fire purposes.

SUPERMAN ENEMY
When two characters that can use the Superman

Enemy team ability are adjacent to each other, the character with the higher point value may be given a free action to use Outwit. That character can use Outwit until the beginning of your next turn, if it cannot use Outwit already and continues to use this ability. If the two characters have the same point value, their controller chooses which is treated as the higher point character this turn.

TITANS
When two character that can use the Titans team ability are adjacent to each other, give one of them a power action and roll a d6. Heal the second character of 1 damage. If the result was 1-4, deal the character given the power action 1 unavoidable damage.

ULTIMATES
Characters using the Ultimates team ability treat hindering terrain as clear terrain for movement and line of fire purposes.

ULTIMATE X-MEN
Once per game per character, a character using the Ultimate X-Men team ability can choose one opposing character or all characters possessing a single chosen team ability; this choice can be made only once per game even if the character has used another team ability. When this character attacks a chosen character, modify the chosen character's defense value by -1.

UNDERWORLD
When a character using the Underworld team ability is given a move action, it can use the Carry ability, but can only carry characters using the Underworld team ability; it can carry two friendly characters, if both also have a lower point value.

WATCHMEN
The combat values of characters using the Watchmen team ability can't be modified by opposing characters.

X-MEN
When two character that can use the X-Men team ability are adjacent, give one of them a power action and roll a d6. Heal the other character of 1 damage. If the result was 1-4, deal the character given the power action 1 unavoidable damage.

Team Abilities by Company		
DC	**Indy**	**Marvel**
Batman Ally	2000 AD	Avengers
Batman Enemy	Arachnos	Brotherhood of Mutants
Calculator	B.P.R.D.	Defenders
Crime Syndicate	Crossgen	Fantastic Four
Green Lantern Corps	Crusade	Hydra
Hypertime	Danger Girl	Masters of Evil
Injustice Leaue	Freedom Phalanx	Minions of Doom
Justice League	Guardians of the Globe	Mystics
Justice Society	Kabuki	Police
Legion of Super-Heroes	Top Cow	Power Cosmic
Mystics		S.H.I.E.L.D.
Outsiders		Sinister Syndicate
Police		Skrulls
Quintessence		Spider-Man
Suicide Squad		Ultimates
Superman Ally		Ultimate X-Men
Superman Enemy		X-Men
Titans		
Underworld		
Watchmen		

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Section 14   Alternate Team Abilities

ALL-STAR SQUADRON▯
Keyword(s): All-Star Squadron

Cost: 2

Characters using this team ability modify their attack value by +1 when making a close combat attack against a character at least twice its point value.

ALPHA FLIGHT▯
Keyword(s): Alpha Flight

Cost: 4

Once during each game, choose any team ability or opposing character. Each friendly character using this team ability modifies its attack value by +1 when attacking the chosen character or a character possessing the chosen team ability.

AMAZON▯
Keyword(s): Amazon

Cost: 4

Whenever a character using this team ability takes 2 or more damage from an opponent's attack, put a Sisterhood token on this card. Before being given a non-free action, a friendly character using this team ability may remove any number of Sisterhood tokens from this card. Modify that character's speed, attack, or range value by +1 for each token removed until that action is resolved.

ATLANTIS▯
Keyword(s): Atlantis

Cost: 2

Whenever a character using this team ability occupies water terrain, modify its defense values by +1 against ranged combat attacks.

CHECKMATE▯
Keyword(s): Checkmate

Cost: 6

*Minion: **Kings and Queens and Bishops**. When another friendly character using this team ability and with a point value greater than 50 is within 8 squares, this character can be given a power action to use Perplex if it can't already use Perplex.*

DARK AVENGERS▯
Keyword(s): Dark Avengers

Cost:4

Whenever an opposing character takes damage from an attack by a character using this team ability, modify that opposing character's defense value by -1 until the end of the turn. Each opposing character can't have this modifier applied more than once per turn.

FANTASTIC FORCE▯
Keyword(s):Fantastic Four

Cost: 5

Characters using this team ability may replace their defense value with the unmodified defense value of an adjacent friendly character using this team ability.

GREEN LANTERN HONOR GUARD▯
Keyword(s): Green Lantern Corps

Cost: 5

Whenever a character using this team ability attacks, modify their attack value by +1 for each other friendly character that attacked the same target this turn while using this team ability.

GUARDIANS OF THE GALAXY▯
Keyword(s): Guardians of the Galaxy

Cost: 5

Powers possessed by characters using this team ability can't be countered. This team ability can't be used by wild cards.

HELLIONS ATA▯
Keyword(s): Hellions

Cost: 3

When a friendly character using this team ability is KO'd during an opponent's turn, remove an action token from another friendly character with a higher point value that's using thiis team ability.

HORSEMEN OF APOCALYPSE ATA▯
Keyword(s): Horsemen of Apocalypse

Cost: 1

As long as you control exactly 4 character using this team ability, modify this character's attack value by +1. Uncopyable.

JUSTICE LEAGUE INTERNATIONAL▯
Keyword(s): Justice League Antarctica, Justice League Europe, or Justice League International

Cost: 3

Whenever a character using this team ability would be dealt damage, you can choose to reduce damage dealt by 1 if you deal 1 unavoidable damage to a friendly character using this team ability that is adjacent to this character. (This can only be used once per damage dealt.)

LEAGUE OF ASSASSINS▯
Keyword(s): League of Assassins

Cost: 7

Lines of fire to a character using this team ability are blocked if this character is adjacent to a wall or blocking terrain.

LEGIONNAIRES▱
Keyword(s): Legion of Super Heroes

Cost: 2

Whenever the friendly character with the highest point value that's using this team ability is KO'd, remove one action token from each other friendly character using this team ability.

MONSTER SOCIETY OF EVIL▱
Keyword(s): Injustice Society or Monster Society of Evil

Cost: 5

At the end of your turn, you may roll a d6 for each friendly character using this team ability. On a result of 5 or 6, deal 1 damage to each opposing character adjacent to that character that hasn't already been dealt damage by this team ability this turn.

MORLOCKS▱
Keyword(s): Gene Nation or Morlocks

Cost: 2* (0 if the character possesses the Morlocks team symbol)

Whenever a character using this team ability makes a close combat attack, modify its attack value by +1 for each other character using this team ability adjacent to both this character and the target.

NEW MUTANTS ATA▱
Keyword(s): Generation X or, New Mutants

Cost: 4

Whenever a character using this team ability would be dealt damage, you may give an action token to an adjacent friendly character using this team ability. If you do, deal all of the damage to that character instead.

NEXTWAVE ATA▱
Keyword(s): Nextwave

Cost: 5

When a character using this team ability KO's an opposing character of a higher point value with an attack, place this character anywhere on the map.

OUTLAWS▱
Keyword(s): Outlaws

Cost:1

When a character using this team ability is given a move action, modify that character's speed values by +1 for each adjacent character using this team ability at the beginning of the move action.

REAVERS ATA▱
Keyword(s): Reavers

Cost: 8

When a character using this team ability has two action tokens, it can be given a non-free action. If you do, after actions resolve deal the character 1 unavoidable damage and do not clear action tokens from it at the end of the turn.

RUNAWAYS▱
Keyword(s): Runaways

Cost: 3

Whenever a character using this team ability attacks, modify their attack value by +1 for each other friendly character that dealt damage to an opposing character this turn while using this team ability.

SECRET SIX▱
Keyword(s): Secret Six

Cost: 3

Whenever a character using this team ability is KO'd, you may roll a d6 and subtract 2 (minimum 1). Deal that much damage, divide as you choose, among any number of opposing characters adjacent to the square the KO'd character occupied.

SERPENT SOCIETY▱
Keyword(s): Serpent Society or Serpent Squad

Cost: 6* (0 if the character possesses the Serpent Society team symbol)

Characters using this team ability can use Phasing/Teleport.

SHADOWPACT▱
Keyword(s): Shadowpact

Cost: 1

Characters using this team ability ignore the Mystics team ability.

THE SOCIETY▱
Keyword(s): Secret Society of Super Villains or Society

Cost: 3

Whenever a character using this team ability is targeted by Outwit, you roll a d6. On a result of 4-6, the opposing character that targeted your character cannot use Outwit to target that character this turn. This team ability cannot be used by wild cards.

SQUADRON SUPREME▱
Keyword(s): Squadron Sinister or Squadron Supreme

Cost: 5

While at least two friendly characters using this team ability are adjacent, one of them of your choice can use Mind Control. This team ability cannot be used by wild cards.

THUNDERBOLTS▱
Keyword(s): Thunderbolts

Cost:8

Once at the beginning of the game, choose any one Marvel team ability other than an alternate team ability, a wild card team ability, or a team ability that can't be used by wild cards. Characters using this team ability can use the chosen team ability if they can't already.

U-FOES▣
Keyword(s): U-Foes

Cost: 3

When a character using this team ability hits an opposing character with a damage value of 4 or more, increase the damage dealt to that character by 1.

WHITE LANTERN CORPS▣
Keyword(s): White Lantern Corps

Cost: 3

Place a number of tokens on this card equal to the number of characters with the White Lantern Corps keyword with which you begin the game. Immediately before any attack roll, you may remove one token to modify a friendly character's defense value by +1.

X-FORCE▣
Keyword(s): X-Force

Cost: 4

Characters using this team ability ignore the effects of hindering terrain on their movement.

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Section 15   Objects

BLACK LANTERN
Light: Continual. During your turn, whenever an opposing character within 4 squares of this object is KOd, you may heal 1 damage on a single friendly character within 4 squares of this object.

Availability: The Brave and the Bold S008

BLUE LANTERN
Cost: 5

Light: Continual. Characters within 4 squares of this object that can use Barrier or Telekinesis modify their range values by +2 and can use Telekinesis for 10 squares instead of 8 (for all limitations of Telekinesis) if they can already use Telekinesis.

Availability: The Brave and the Bold S005

BUCKET OF WATER
Light: When not ~~carried~~held, a square containing this object is not considered hindering terrain because of this object, it is considered water terrain instead.

Availability: DC 75 S101

CRIMSON GEM OF CYTTORAK
Cost: 5

Immobile: This object can't be destroyed. Once per game per character, give a character occupying this square a power action and roll a d6 that can't be rerolled. On a roll of 5 or 6, place this object on that character's card. Modify that character's damage value by +1 and that character can use Charge, Super Strength, and Toughness. (Characters can't use more than one damage reduction power.) When that character is defeated, place this object in the square they last occupied. At the end of the game, if an opponent's character has this object on their card or all of your characters have been defeated, your opponent scores this object.

Availability: Giant-Size X-Men S101

GREEN LANTERN
Cost: 5

Light: Continual. Characters within 4 squares of this object that can use Indomitable or Willpower modify their defense values by +3 when they are the target of an attack using Incapacitate or Mind Control.

Availability: The Brave and the Bold S004

INDIGO LANTERN
Cost: 5

Light: Continual. Characters within 4 squares of this object that can use Support or Regeneration only subtract 1 from their die roll instead of 2 when using those powers.

Availability: The Brave and the Bold S006

MJOLNIR
Immobile: This object can't be destroyed. Once per game per character, give a character occupying the same square as this object a power action and roll a d6. this roll can't be rerolled or modified. On a result of 6, remove this object from the game and place it on that character's card. Modify that characters' attack and damage values by +2, and that character can use Quake, Energy Explosion, and the Flight ability. If that character is KO'd, place this object in the square that character last occupied.

Availability: Hammer of Thor S101

ORANGE LANTERN
Cost: 5

Light: Continual. When a character uses Poison within 4 squares of this object, that character is considered to be adjacent to opposing characters up to two squares away to which is has a clear line of fire.

Availability: The Brave and the Bold S002

RED LANTERN
Cost: 5

Light: Continual. Characters within 4 squares of this object that can use Battle Fury modify their damage value by +1.

Availability: The Brave and the Bold S001

VIOLET LANTERN
Cost: 5

Light: Continual. Characters within 4 squares of this object that can use Mind Control modify their range value for that attack by +2 (figures with a range of 0 replace their range with 6 instead of 4 for that attack), and if that attack is successful, each character successfully hit modifies its damage value by +1 until its free action granted by Mind Control is resolved.

Availability: The Brave and the Bold S007

WHITE LANTERN
Cost: 5

Immobile: Characters within 4 squares of this object that can use Support or Regeneration can't have those powers, or special powers that allow their use, countered.

Availability: DC 75 S102

YELLOW LANTERN
Cost: 5

Light: Continual. Characters within 4 squares of this object that can use Exploit Weakness or Penetrating/Psychic Blast modify their attack value by +1.

Availability: The Brave and the Bold S008

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Section 16   Maps

Airport Terminal
Orange squares are moving walkways. At the beginning of each turn, each character completely occupying a moving walkway square that cannot use the Flight ability must be placed in this area 1 square closer to the thick orange line of this area. This placement starts with the character closest to the thick orange line.

Availability: DC 75

Blackest Night Starter
Orange circles designate Monitor Room squares. Whenever a friendly character occupies a Monitor Room square, all friendly characters can ignore the effect of hindering terrain and other characters on line of fire. A character occupying a Monitor Room square can't be given ranged combat actions or make ranged combat attacks.

Squares inside the orange boundary line designate Armory Squares. When placing objects at the beginning of the game, each player must place their first two objects (if any) on squares within an orange boundary line.

Castle Doom Gardens
Thick orange lines along the grid of this map are force fields.

When determining if a line of fire is blocked, treat force fields as walls. However, force fields are not walls or blocking terrain; they can't be destroyed and characters can't move over or through them using any power, ability, or effect (such as Phasing/Teleport or the Flight ability). Characters on opposite sides of force fields are not adjacent.

When counting squares to determine the range or area of any effect, you can't count beyond a force field. (To determine if you are counting beyond a force field, draw a line from the center of the square where the effect originates to the square you are attempting to count; if the line goes through a force field or through a diagonal bordered on the grid by a force field, the square can't be counted.)

Players must chose starting areas diagonally opposite each other, whenever possible.

Availability: Fantastic Four

Central Port
Squares inside the boundary of an orange line are transmitter gates, hacked to echo local gates rather than distant planets! When any character occupies a transmitter gate at the end of a move or power action, it may be moved to any other unoccupied transmitter gate on the map.

Availability: Legion of Super-Heroes

Crater, The
Orange squares are Fallen Cosmic Object squares. Objects placed in one of these squares can't be picked up, moved, or destroyed.

Availability: Brightest Day

Dawn of Man
When this map is played, beginning with the first player, each player can take a Time Zone (a smaller map section with TIME ZONE in its name) anywhere within the boundaries of the orange line on this map. Place Time Zones until up to four Time Zones have been placed, or until all players agree that no more should be placed, whichever comes first.

When Time Zones are placed, they may be laid over previously placed Time Zones, provided that all parts of all Time Zones are within the boundaries of the orange line. Time Zones must be aligned with the grid of this map, but may be rotated in any direction before placement. Once placed, a Time Zone may not be moved.

Once Time Zones have been placed, a square on the map is the type of terrain indicated by the topmost map occupying that square, whether it be this map of a Time Zone. If an area of terrain on any map is interrupted by a map overlaid upon it, its boundaries are assumed to move to the nearest adjacent square or squares of that type of terrain so that all squares are contained within a continuous boundary; in some cases this may result in multiple separate areas of terrain.

Availability: Crisis

Deep Space
Squares inside the boundary of an orange line on this map are space terrain. Space terrain is clear terrain modified by the following rules:

Characters given move actions when they occupy space terrain modify their speed values by +2 for the action. Halve the range values of all characters occupying space terrain and all characters drawing a line of fire to a character occupying space terrain.

A successful attack that does not otherwise knock back a character occupying space terrain knocks back that character a number of squares equal to damage dealt -2, to a minimum of 0. When targeting a character occupying space terrain with Force Blast, roll two six-sided dice instead of one. All knock back ends immediately when a character enters the first square that is not space terrain. Characters occupying space terrain are not dealt knock back damage if their knock back paths are ended by the edge of the map.

Availability: Supernova

Fountain of Asgard
Squares inside the boundary of an orange line are bridge terrain. Bridge terrain is clear terrain, but when a character is moving as a result of an action assigned to that character, they can treat squares of bridge terrain in the same numbered row as adjacent for movement purposes only. (Not for tournament play)

Availability: Hammer of Thor

<u>Graveyard</u>
Orange squares are hindering terrain for movement purposes and clear terrain for line of fire purposes. Any line of fire drawn to a character occupying an orange square is blocked.

Availability: The Brave and the Bold

<u>Hawkworld</u>
Orange squares are Open Air (Low Gravity). After actions resolve, if a character who can't use the Flight ability occupies an Open Air square, deal them 1 unavoidable damage, then that character's owner places them in their starting area. Non-~~carried~~ held objects in Open Air squares are removed from the map. Open Air squares are otherwise treated as clear terrain.

Availability: DC 75

<u>Krakoa</u>
The orange squares are Krakoa nerve center squares. They act as blocking terrain but cant' be destroyed. At the end of your turn, roll a d6.

On a result of 1-3, nothing happens.

On a result of 4, EARTHQUAKE! Each character is dealt 1 damage.

On a result of 5, SHIFTING FOLIAGE. Printed hindering terrain acts as blocking terrain instead until the beginning of your next turn. Characters occupying those squares take 1 unavoidable damage and are placed in their owner's starting area.

On a result of 6, THE ISLAND AWAKES. The Krakoa nerve center in the orange squares makes an 8 range, 10 attack, 3 damage range combat attack against an opposing character of your choice. The line of fire for this attack ignores hindering terrain and elevation.

Availability: Giant-Size X-Men

<u>Mars</u>
CLOCKWORK TERRAIN: The area inside the borders of an orange line are clockwork terrain. When playing a scenario using JON OSTERMAN: DR. MANHATTAN (⬤ #026), the effects of clockwork terrain are defined by the scenario.

Availability: Jon Osterman: Dr. Manhattan

<u>Rooftops</u>
Squares within the boundary of solid orange lines on the Rooftop map are open air terrain. Open air terrain is clear terrain, but with one additional rule: If a character without the 🪽 or 🕊 speed mode occupies open air terrain after the resolution of any action, deal the character 1 penetrating damage and place it in an unoccupied squares next to the stairwell (a square inside a dashed orange line) marked with the same number as the area of open air terrain.

Availability: Avengers

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