1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (File>Print or Ctrl/Cmd+P).

2. Under Pages to Print>Pages input the pages you would like to print. (See Table of Contents)


4. Under Page Sizing & Handling>Multiple>Pages per sheet select Custom and enter 1 by 2.

5. Under Page Sizing & Handling>Multiple>Orientation select Landscape.

6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to Print page border (under Page Sizing & Handling>Multiple).

7. Click OK.
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IRON MAN™
Armor, Avengers, Illuminati, S.H.I.E.L.D., Scientist, Stark Industries

Thermal Imaging Array

Hyperjet Boots Iron Man can use the Move and Attack ability.

Blast Off! (Running Shot)

Want to Cut to the Surrender? (Precision Strike)

Focused Repulsors (Penetrating/Psychic Blast)

Full-Form Repulsor Ray (Pulse Wave)

Made of the Strongest Alloy on Earth (Impervious)

Point Value: 300/150

REAL NAME: Tony Stark
TARGETING LOCK
(Precision Strike)

3D-KNITTED EXTERIOR
(Impervious)

PROTECTIVE FORCE
FIELD (Invulnerability)

CUSHIONED ARMOR
(Toughness)

CHAMELEON CIRCUIT, MODE 2
(Shape Change)

REAL NAME: Tony Stark
SIGNIFICANT APPEARANCE: Iron Man #201 (1985)

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Pulse Bolt Torpedo Once per game, give Silver Centurion a power action to put a Torpedo special terrain marker on the map in an adjacent square. When the Torpedo is on the map, you may give Silver Centurion a free action, put an Acceleration token on this card and then move the Torpedo equal to the number of Acceleration tokens on this card as if it were a character with ⚑ and ⚑. At the beginning or end of your turn, if the marker’s square is occupied by an opposing character, you must remove the marker from the map and make a close combat attack roll against that character with an attack value of 11 and a damage value equal to the number of Acceleration tokens on this card, maximum 7.

Heat, Acid, and Radiation-Shielded Silver Centurion ignores damage dealt by Penetrating/Psychic Blast, Poison, and Pulse Wave. This power can’t be ignored.

TO THE WEST COAST AND BACK
(Running Shot)

CHAMELEON CIRCUIT, MODE 1
(Stealth)

POINT VALUE: 161
I’m Not Letting You Turn Me Into a Weapon
Rescue can use Perplex but can’t modify damage values.

EMERGENCY MEDICAL NODES (Support)

REAL NAME: Pepper Potts
SIGNIFICANT APPEARANCE: Invincible Iron Man #11 (2009)

Pepper to the… You Know When Rescue uses the Carry ability, she may carry up to 3 single-base characters regardless of their combat symbols if each isn’t on their starting click.

CYBERNETICALLY ENHANCED (Force Blast)

Magnetic Force Blast Rescue can use Incapacitate and Telekinesis.

OOPS, DID I DO THAT? (Incapacitate)

MARK 1616 MODEL (Toughness)

MADE OF STARK AND RAND TECH (Invulnerability)

POINT VALUE: 65 / 35
SAVAGE HUMANOID (Battle Fury)

REAL NAME: Happy Hogan
SIGNIFICANT APPEARANCE: Tales of Suspense #74 (1966)

FREAK™
Brute, Stark Industries

No, I Can’t Hurt You, My Friend Opposing characters modify their attack values by -2 and damage values by -1 when attacking Freak if they are named Iron Man, Tony Stark, or have the same name as a character friendly to Freak.

RAGING MONSTER (Charge)

SENSELESS HATRED (Sidestep)

THE FURY OF THE FREAK! (Super Strength)

...AND THE FREAK SHALL INHERIT THE EARTH! (Quake)

EFFECTS OF THE ENERVATOR (Toughness)

POINT VALUE: 62 / 37
MAGGIA GOON™

WE AREN’T LEAVING UNTIL YOU PAY UP (Plasticity)

Protection Racket: When targeted with an attack, Maggia Goon may use the printed defense value of the character targeting him.

IT’D BE A SHAME IF SOMETHING HAPPENED TO YOUR FAMILY (Exploit Weakness)

REAL NAME: Various
SIGNIFICANT APPEARANCE: Iron Man #7 (1968)

POINT VALUE: 20
Hammer Industries Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

REAL NAME: Various
SIGNIFICANT APPEARANCE: Iron Man #507 (2011)

POINT VALUE: 75

Heat-Seeking Missiles
WE DON’T WANT THE CAMERA TO SEE THIS PART (Running Shot)
DEBILITATING ASSAULT (Incapacitate)
BIGGER BOOTS AND GAUNTLETS (Toughness)
This Isn’t a Rescue - It’s An Ambush When Hammer Industries Drone carries a character with the Hammer Industries keyword and a lower point value, modify the defense value of both characters by +1 until your next turn.
Donate Parts Give Dreadnought a power action. Heal an adjacent friendly character with the Robot keyword 2 clicks, and then deal 1 unavoidable damage to Dreadnought.

REAL NAME: None
SIGNIFICANT APPEARANCE: *Iron Man* #129 (1979)

INfiltration mode (Stealth)

Ideal trajectory calculated - moving... (Sidestep)

Studded knuckles (Blades/Claws/Fangs)

Like a boxer in the ring (Toughness)

Repair Shutdown (Regeneration)

These robots sure like punching things (Empower)

Point value: 50
CONJURER’S TRICKS (Probability Control)

POWER OF PRESTIDIGITATION (Perplex)

REAL NAME: Jake Dolly and William Dolly
SIGNIFICANT APPEARANCE: Iron Man #188 (1984)

My Twin If there is exactly one other friendly Brothers Grimm on the map, modify this character’s attack value by +1. If that character is adjacent, modify all of this character’s combat values by +1 instead and you may give both Brothers Grimm a free action to be placed in each others’ squares.

CLOUD OF MIST (Stealth)
PRESTO (Smoke Cloud)
POISON SMOKE (Poison)
PLAYHOUSE THEATRE MAGIC (Toughness)
EXPLODING PIES (Energy Shield/Deflection)

POINT VALUE: 66
REAL NAME: Justin Hammer
SIGNIFICANT APPEARANCE: Iron Man #120 (1979)

I Know All the Players Characters with the Armor, Hammer Industries, or Robot keyword may be targeted by Justin Hammer's Outwit or Perplex if they are within 10 squares, regardless of range or line of fire.

It’s All Above Board and Legal Justin Hammer can use Mastermind. He can use it to transfer damage to characters of 150 points or less if they are within 3 squares and have the Armor, Hammer Industries, or Robot keyword.

A MAN WITH A PLAN (Outwit)

SUPER-VILLAIN ARMS DEALER (Perplex)

Hammer Industries Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

POINT VALUE: 54
REAL NAME: Brock Rumlow
SIGNIFICANT APPEARANCE: Captain America #25 (2007)

CROSSBONES™
Brute, HYDRA, Skeleton Crew, Thunderbolts

BOOT KNIFE (Blades/Claws/Fangs)
THWARTED BY THE GAUNTLETS (Energy Shield/Deflection)
WRIST SPIKE (Toughness)
WORLD’S MOST DANGEROUS HAND-TO-HAND COMBATANT (Close Combat Expert)
MARKSMAN (Ranged Combat Expert)

ONE SHOT, ONE KILL (Stealth)
NOW WE DO THINGS THE FUN WAY (Running Shot)
REPROGRAMMING (Mind Control)
ALWAYS HIT MY MARK (Precision Strike)

I Shot Captain America - You’re Next Once per
turn, when Crossbones hits with a ranged combat attack, he can use
Sidestep and modifies his attack and damage values by +1 this turn.
After he uses Sidestep and actions resolve, he may make another
ranged combat attack against a different opposing character.

POINT VALUE: 79
NO NEED TO THANK ME (Empower)

SHORT, BALD AND NASTY (Close Combat Expert)

REAL NAME: Eugene Judd
SIGNIFICANT APPEARANCE: Alpha Flight #1 (1983)

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Puck™
Alpha Flight, Martial Artist, Mystical, Past

Cartwheel Puck can use Charge. When Puck moves in a direct path, after his movement ends, if an opposing character occupies the next adjacent square in that path, that character is knocked back 2 squares and Puck may then be placed adjacent to that character.

I WANNA BE IN ALPHA FLIGHT! (Leap/Climb)

PINT-SIZE POWERHOUSE (Quake)

THE DRAGON WITHIN (Precision Strike)

HALF AS TALL, TWICE THE HERO (Combat Reflexes)

COMPRESSED CELLULAR STRUCTURE (Regeneration)

POINT VALUE: 50
REAL NAME: James Hudson
SIGNIFICANT APPEARANCE: Uncanny X-Men #109 (1978)

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GUARDIAN™
Alpha Flight, Armor, Scientist

Alphans, Unite! When your force includes 2 or more characters with the Alpha Flight keyword, modify their attack values by +1 if not already modified by this effect. When Guardian uses the Carry ability, he may carry two characters if at least one of them has the Alpha Flight keyword.

WEAPON ALPHA (Running Shot)
CONCUSSIVE BEAM (Force Blast)
VINDICATOR (Energy Explosion)
E.M.P. PROJECTOR (Pulse Wave)
CYBERNETIC SUIT (Toughness)

POINT VALUE: 100
REAL NAME: Jeanne-Marie Beaubier
SIGNIFICANT APPEARANCE: *Uncanny X-Men* #120 (1979)

AUTHORITATIVE, MASTERFUL (Running Shot)

I CAN MATCH YOU, SPEED FOR SPEED (Hypersonic Speed)

MY OWN LUMINOUS BURST (Pulse Wave)

KINETIC-BASED DURABILITY (Toughness)

CATCH ME IF YOU CAN, BROTHER (Willpower)

Blinding Flash: When Aurora hits with a ranged combat attack, a hit character modifies its attack value by -2 until your next turn.

POINT VALUE: 75
REAL NAME: Jean-Paul Beaubier
SIGNIFICANT APPEARANCE: Uncanny X-Men #120 (1979)

CHANNELING OF KINETIC ENERGY
(Hypersonic Speed)

WORLD-CLASS SKIER (Charge)

Twin Connection When Northstar is adjacent to a friendly character named Aurora, they modify their attack values by +1 and can both use Pulse Wave as if they had a range value of 8. This use of Pulse Wave does not affect friendly characters named Northstar or Aurora.

MOLECULARLY-ENHANCED SKIN (Toughness)

DON’T EVEN TRY TO HURT KYLE! (Combat Reflexes)

POINT VALUE: 75
I FELT THAT ONE (Toughness)

FORMER MASTER SERGEANT (Willpower)

Wrecking Crew A character using this team ability can use Charge. When a character using this team ability uses Charge, modify its attack value by +1. (2 points)

You Got the Guts to Deal With Me?

Head Down, Head First At the end of your turn, choose a side of the square Bulldozer occupies. Lines of fire drawn to Bulldozer that pass through that side of the square are blocked until your next turn.

Masters of Evil Bulldozer can use the Masters of Evil team ability.

RAMMING SPEED (Charge)

NOT UNLIKE AN ASGARDIAN GOD (Super Strength)

ASGARDIAN ENCHANTMENT (Invulnerability)

REAL NAME: Henry Camp
SIGNIFICANT APPEARANCE: Defenders #17 (1974)

POINT VALUE: 145 / 70
REAL NAME: Tony Stark
SIGNIFICANT APPEARANCE: Iron Man #1 (2005)

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Tony Stark can use Mind Control and Stealth. When he uses Mind Control, he may only target a single character with the Armor or Robot keyword, but may target friendly characters.

Extremis Takes Over When this click is revealed due to taking damage from an opponent’s attack, stop turning the dial.

Techno-Organic Virus Enhancement (Toughness)

Extremis Healing Factor Tony Stark can use Regeneration and Toughness. At the beginning of your turn, if Tony Stark hasn’t taken damage since your last turn, heal him of 1 damage. This power can’t be countered.

Network with Any Computer on Earth (Outwit)

I Am Iron Man (Perplex)

POINT VALUE: 70
REAL NAME: Pepper Potts
SIGNIFICANT APPEARANCE: Tales of Suspense #45 (1963)

I Had To Rebuild You, Pepper
When Pepper Potts would be KO’d by an opponent’s attack, you may give an adjacent friendly character named Iron Man or Tony Stark an action token. If you do, replace this character with #002 Rescue or #202 Rescue on its orange starting line.

Alter Ego: Rescue
Give Pepper Potts a power action that deals no pushing damage and replace this character with #002 Rescue or #202 Rescue on its orange starting line. This power can’t be countered.

DON’T GET ON MY BAD SIDE
(Incapsiclate)

LOOKING OUT FOR TONY’S BEST INTERESTS
(Defend)

Let Me Help You Clear Your Head, Tony
Adjacent characters named Iron Man or Tony Stark can’t be targeted by Mind Control or Penetrating/Psychic Blast by characters 150 points or less.

POINT VALUE: 35
REAL NAME: Happy Hogan
SIGNIFICANT APPEARANCE: Tales of Suspense #45 (1963)

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POLAR BEAR HUG (Combat Reflexes)

FEATURES SHIFT AND BLUR (Shape Change)

REAL NAME: Narya
SIGNIFICANT APPEARANCE: Uncanny X-Men #120 (1979)

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Animal Form Give Snowbird a free action and choose one: Blades/Claws/Fangs, Flurry, Stealth, or Willpower. Snowbird can use that power and Battle Fury until your next turn.

Swoop in as an Arctic Owl (Sidestep)

Post-Cognition Flash Snowbird can use Probability Control, but only during an opponent’s turn.

A Mountain Lion’s Claws (Blades/Claws/Fangs)

Snowblind (Incapacitate)

Evasive as an Arctic Fox (Super Senses)

POINT VALUE: 92
SASQUATCH™
Alpha Flight, Animal, Deity, Scientist

TANARAQ’S ESSENCE (Invulnerability)
TOE-TO-TOE WITH THE HULK (Toughness)
HEALING FACTOR (Regeneration)
BIOPHYSICIST (Outwit)

BESTIAL INSTINCTS (Flurry)
SQUATCH SMASH PUNY CANADIANS (Charge)
ANIMAL REFLEXES (Leap/Climb)
STRONGER THAN A DC-10 (Super Strength)
I KEEP THE CLAWS SHARP (Blades/Claws/Fangs)
I LEARNED TO DODGE PLAYING PROFESSIONAL FOOTBALL (Energy Shield/Deflection)

REAL NAME: Walter Langkowski
SIGNIFICANT APPEARANCE: Uncanny X-Men #120 (1979)

POINT VALUE: 95
SASQUATCH™
Alpha Flight, Exiles, Scientist

**Arrive in Your Reality** Once per game, Sasquatch can use Hypersonic Speed.

**MADE A DEAL WITH TANARAQ** (Charge)

**KEEP PUSHING MYSELF** (Sidestep)

**SHIFTED BY THE TIMEBREAKERS** (Phasing/Teleport)

**HEAVY LIFTER** (Super Strength)

**SHARPENED CLAWS** (Blades/Claws/Fangs)

**REAL NAME:** Heather Hudson

**SIGNIFICANT APPEARANCE:** *Exiles* #10 (2002)

**POINT VALUE:** 119/99
**Detroit Steel**

**Armor, Hammer Industries, Soldier**

**Hammer Industries**
Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

**REAL NAME:** Doug Johnson III

**SIGNIFICANT APPEARANCE:** Invincible Iron Man #25 (2010)

**TARGETING SOLUTION**

**Built Hammer Tough**
Friendly characters named Hammer Industries Drone modify their range values by +1 unless already modified by this effect.

**ROCKET-POWERED WEAPONS**
(Running Shot)

**FOUR TONS OF JUSTICE AND SAFETY**
(Charge)

**Chaingun...for America!**
Detroit Steel can use Energy Explosion and Precision Strike.

**EVERYTHING IRON MAN IS...**
(Super Strength)

**POINT VALUE:** 150
Villainous Lineage When a friendly character named Crimson Cowl, Mandarin, or Justin Hammer is adjacent to Sasha Hammer, they each modify their attack values by +1 if not already modified by this effect.

Steal a Dead Man’s Armor When a character with a different name, the Armor or Robot keyword, and 150 points or less would be KO’d, you may roll a d6. On a result of 4-6, return that character to the map in Sasha Hammer’s square, on a click number that’s the same number of clicks from its starting line as her click number. That character is now a friendly character and Sasha Hammer is KO’d.

Hammer Industries Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

REAL NAME: Sasha Hammer
**MASTERTONTOINIST**  
*(Shape Change)*

**REAL NAME:** Ebenezer Laughton  
**SIGNIFICANT APPEARANCE:** *Tales of Suspense* #51 (1964)

**Taking the Shiny** When Murder of Crows hits with an attack, any relic assigned to the hit character is placed in this square.

**Murder of Crows**  
*Give Scarecrow a power action if there are no friendly Murder of Crows tokens on the map and place a Murder of Crows token in an adjacent square. That token becomes a bystander token as described on the back of this card.*

**CAN'T ESCAPE ME** *(Plasticity)*

**HE'S BECOME AN INSANE KILLER** *(Flurry)*

**PITCHFORK** *(Blades/Claws/Fangs)*

**ACROBAT** *(Combat Reflexes)*

**RAISED FROM THE DEAD** *(Regeneration)*

**POINT VALUE:** 61
MUTAGENIC RADIATION TREATMENTS (Willpower)

Uni-Horn All damage dealt by Unicorn generates knock back.

REAL NAME: Milos Masaryk
SIGNIFICANT APPEARANCE: Tales of Suspense #56 (1964)

POINT VALUE: 66

TRAINED BY THE KGB (Sidestep)
ROCKET BELT (Running Shot)
MAGNETIC BEAM (Telekinesis)
NEUTRON BEAM (Penetrating/Psychic Blast)
MICROWAVE ENERGY (Pulse Wave)
BODY ARMOR DESIGNED BY ANTON VANKO (Toughness)
REAL NAME: Noah Black
SIGNIFICANT APPEARANCE: Nick Fury, Agent of SHIELD #2 (1968)

STUN DISC (Force Blast)

Directed Mutations Friendly characters can’t be the target of opposing characters’ Perplex.

THERMALIC SUPPRESSION BEAM (Penetrating/Psychic Blast)

BODY ARMOR (Toughness)

PHYSICALLY SUPERIOR BEING (Invulnerability)

Evolutionizer Centurius can use Perplex. When he does, he can use it normally, or instead modify an attack value by +2.

POINT VALUE: 71
**ARMORED EXOSKELETON** (Invulnerability)

**STOLEN STARK TECH** (Toughness)

**HEALING COMA** (Regeneration)

**ACTS OF VENGEANCE** (Outwit)

---

**REAL NAME:** Basil Sandhurst

**SIGNIFICANT APPEARANCE:** *Iron Man* #12 (1969)

---

**SLAVE DISCS** When an opposing character takes damage from Controller’s close combat attack, mark that character with a Slave Disc token. Controller modifies his combat values by +1 and possesses an additional $ for each opposing character on the map with a Slave Disc token.

**BOOT JETS** (Charge)

**I am... the Controller!** Controller can use Mind Control and isn’t dealt unavoidable damage from it. He can use it as a free action and, when he does, may only target opposing characters marked with a Slave Disc token.

**CONTROL THE WEAK-WILLED** (Mind Control)

**MENTAL FORCE PROJECTION** (Telekinesis)

**MENTAL BOLTS** (Penetrating/Psychic Blast)

**POINT VALUE:** 123
STREET FIGHTER (Toughness)

Hammer Industries: Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

REAL NAME: Donnie Gill
SIGNIFICANT APPEARANCE: Iron Man #223 (1987)

MORE THAN JUST A FREAK STORM (Running Shot)

BLIZZARD BATTLESUIT (Leap/Climb)

ICE MISSILES (Pulse Wave)

INTERFERING COSTUMED CRETIN! (Incapacitate)

Ice Shard Storm: Blizzard can use Pulse Wave. When he does, hit opposing characters 75 points of less can’t be moved or placed until your next turn and you may give an action token to one hit character that is 150 points or less.

Snow Flurries: Blizzard can use Barrier and Energy Shield/Deflection. When he uses Barrier, you may also place a hindering terrain marker in the square he occupies.

POINT VALUE: 75
I COULD DO THIS ALL DAY, BOY (Willpower)

Fist Slam Piledriver can use Quake. When he does, if he’s holding an object, his damage becomes 3 and is locked instead of 2 and then remove that object from the game.

Wrecking Crew A character using this team ability can use Charge. When a character using this team ability uses Charge, modify its attack value by +1. (2 points)

REAL NAME: Brian Calusky
SIGNIFICANT APPEARANCE: Iron Fist #11 (1977)

125 pts.

Masters of Evil Piledriver can use the Masters of Evil team ability.

WHERE’S THAT SISSY WITH THE HAMMER? (Charge)

VISE-GRIP (Plasticity)

FLATTEN CADILLACS WITH MY FISTS (Super Strength)

VIRTUALLY BULLETPROOF (Invulnerability)

MOST LOYAL TO THE WRECKER (Toughness)

POINT VALUE: 125/55
FREELANCE PEACEKEEPING AGENT
(Invulnerability)

PLEASED TO MEET ME, YES?
(Invincible)

Faked My Own Death
Death's Head can use Invulnerability and Regeneration.

HOW BIG DO YOU LIKE YOUR KNIVES?
(Exploit Weakness)

Many Ways to Kill You, Yes?
At the beginning of your turn, you may choose Close Combat Expert or Ranged Combat Expert. Death's Head can use the chosen power this turn.

MARVEL HEROClix 2012 FAN-VOTE WINNER

REAL NAME: Names are for targets, yes?
SIGNIFICANT APPEARANCE: Fantastic Four #338 (1990)

Be Getting Out of My Way, Yes?
(Sidestep)

THROUGH MANY STRANGE DIMENSIONS WITH BRITISH ACCENTS
(Phasing/Teleport)

I WILL NOT GIVE UP, YES?

BIG GUN #1
(Penetrating/Psychic Blast)

Side Job
Each time Death's Head hits with an attack and actions resolve, you may deal 1 unavoidable damage to another friendly character within 3 squares. If you do, Death's Head may be given one action as a free action but can't attack any character he already attacked this turn.

BIG GUN #2
(Energy Explosion)

POINT VALUE: 177
REAL NAME: James Rhodes
SIGNIFICANT APPEARANCE: Iron Man #291 (1993)

WAR MACHINE™
Armor, Avengers, Pilot, S.H.I.E.L.D., Soldier, Stark Industries

Variable Threat Adaptation
At the beginning of the game, choose a standard power. When an opposing character attacking War Machine can use the chosen power, modify its attack and damage values by -1 for that attack.

ROCKET BOOTS (Running Shot)
STEALTH MODE (Stealth)
STUN REPULSORS (Force Blast)
REPULSOR RAYS (Pulse Wave)
CARBON-STEEL MESH (Invulnerability)

POINT VALUE: 125

RAISED IN A ROUGH NEIGHBORHOOD (Toughness)
PHOTON FORCE FIELD (Energy Shield/Deflection)
ROCKET LAUNCHER (Ranged Combat Expert)
WAR MACHINE MARK V (Impervious)

IRON MAN 2.0 (Invulnerability)

DOWN TO SCRAPS (Toughness)

Alpha Strike: Give War Machine a double power action. Give War Machine 2 different actions as free actions.

REAL NAME: James Rhodes
SIGNIFICANT APPEARANCE: U.S. War Machine #1 (2001)

Retaliatory Strike: Each time War Machine is targeted with an attack, put a Retaliation token on this card. Give War Machine a free action and remove 2 Retaliation tokens; he then may make a ranged combat attack against a single target.

FOR MY COUNTRY (Running Shot)

BASIC TRAINING (Sidestep)

MACH 4 BURST (Hypersonic Speed)

PULSE BOMB (Pulse Wave)

PRECISE TARGETING (Precision Strike)

POINT VALUE: 245
GREATEST KARATE MASTER OF CHINA  
(Combat Reflexes)

RING’S INSTINCTIVE PROTECTION  
(Energy Shield/Deflection)

SECRETS OF THE ALIEN SHIP  
(Outwit)

Lethal Karate Blow  When Mandarin makes a close combat attack and hits, if he rolls a 10 or higher, modify his damage value by +2.

CHINA’S MYTHS AND LEGENDS  
AT MY BECK AND CALL  
(Probability Control)

REAL NAME: Unknown, possibly Khan
SIGNIFICANT APPEARANCE: Iron Man #500 (2011)

POWERS:

Rings of the Mandarin  While building your force, Mandarin may be assigned one or two different relics with ☢ by paying their point costs. If he does, your force may not contain a resource or other objects. Each time Mandarin takes damage from an opponent’s attack, place a Ring token on his character card. Give Mandarin a power action, remove a Ring token from his character card, and you may assign a relic to him with ☢ if that relic is not already on your force.

CHECKMATE, STARK. YOU LOSE!  
(Running Shot)

I’VE TOYED WITH YOU LONG ENOUGH  
(Charge)

MAKLUAN TELEPORT TECH  
(Phasing/Teleport)

MY REGRETTABLE EARLY ATTIRE  
(Toughness)

POINT VALUE: 136
**Hammer Industries** Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

**REAL NAME:** Justine Hammer  
**SIGNIFICANT APPEARANCE:** Thunderbolts #3 (1997)
REAL NAME: Cain Marko
SIGNIFICANT APPEARANCE: Thunderbolts #144 (2010)

POINT VALUE: 115
REGROW LIMBS AS NEEDED (Regeneration)

MASS MANIPULATION (Perplex)

Wrecking Crew A character using this team ability can use Charge. When a character using this team ability uses Charge, modify its attack value by +1. (2 points)

REAL NAME: Carl “Crusher” Creel
SIGNIFICANT APPEARANCE: Journey Into Mystery #114 (1965)

POINT VALUE: 145/95

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Molten Armor: If Melter targets a character with the Armor, Robot, or Vehicle keyword, modify his attack and damage values by +1 and, if he hits, he can use Outwit until your next turn, but when he does, may only target the hit character.

Hammer Industries: Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

REAL NAME: Bruno Horgan
SIGNIFICANT APPEARANCE: Tales of Suspense #47 (1963)

POINT VALUE: 86
REAL NAME: Bram Velsing
SIGNIFICANT APPEARANCE: Iron Man #101 (1977)

FRANKENSTEIN’S CHAMPION (Charge)

CORNERED (Flurry)

Lance Skewer: Dreadknight can use Blades/Claws/Fangs. Give Dreadknight a close combat action and he may target any opposing character within his range and line of fire. When he does, he must roll a d6 for Blades/Claws/Fangs.

POWER LANCE (Blades/Claws/Fangs)

MEDIEVAL SUIT OF FULL-BODY ARMOR (Toughness)

Revert: Hawkeye: Give Dreadknight a free action and replace him with a character named Hawkeye of equal or less points that’s 2 less clicks from its starting line. That character can’t be given an action this turn.

POINT VALUE: 106
NOW YOU DON'T (Super Senses)

PHASE THROUGH ELECTRONICS (Exploit Weakness)

SAW YOUR SECRETS (Outwit)

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: Iron Man #219 (1987)

Corporate Saboteur and Spy When an opposing character takes damage from Ghost’s attack, mark it with an Infiltration token. Characters with Infiltration tokens have no keywords until Ghost takes damage from their attack.

Invisible or Intangible, Not Both At the beginning of your turn, choose one to last until your next turn: characters 3 or more squares away can’t draw a line of fire to Ghost; or Ghost can use Phasing/Teleport.

INTANGIBILITY CIRCUITS (Precision Strike)

HACKED THROUGH YOUR FIREWALL (Incapacitate)

ELECTRIC BURST GUN (Energy Explosion)

NOW YOU SEE ME (Toughness)

POINT VALUE: 65
EZEKIEL STANE, ENHANCED (Toughness)

UPGRADED HYPOTHALAMUS (Regeneration)

You're an Imitator, Not an Innovator If an opposing character within range and line of fire can use Outwit or Perplex, Iron Monger 2.0 can use that power until your next turn. This power can't be countered.

Hammer Industries Characters using this team ability can use Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex may not modify damage values, and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex. (5 points)

REWIRE YOU FOR EXPLOSIVES When a friendly character is KO'd by an opponent's attack, you may deal 1 penetrating damage to each opposing character adjacent to that character.

LIGHTWEIGHT SUIT OF ARMOR (Running Shot)

LIFE OFF THE GRID (Phasing/Teleport)

CYBERNETIC AUGMENTATION (Penetrating/Psychic Blast)

ENERGIZED FINGERTIPS (Poison)

BETTER THAN MY FATHER DID (Invulnerability)

POINT VALUE: 135

REAL NAME: Ezekiel Stane
SIGNIFICANT APPEARANCE: The Order #8 (2008)
REAL NAME: James Rhodes
SIGNIFICANT APPEARANCE: Iron Man #516 (2012)

SECRET IDENTITY, FOR NOW: Iron Man can use Shape Change. When he does and the result is 4, he can’t use Shape Change again this game, but can use Willpower instead.

PERSONAL CLOAKING DEVICE: When it’s not your turn, lines of fire can’t be drawn to Iron Man if he occupies hindering terrain or is adjacent to blocking terrain.

SUMMON ANCESTRAL SPIRIT: Iron Man: When Iron Man would be KO’d, roll 2d6 that can’t be rerolled. If the result on either die is 2 or 3, you may replace this character with a character from #051 through #056 or #201 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

NO TURNING BACK NOW: (Sidestep)

BALL BEARING EXPLOSIVES: (Energy Explosion)

ALL-NEW FREEZE RAY: (Incapacitate)

POINT VALUE: 110
**BULLETPROOF** (Toughness)

**DON’T RAIN ON MY PARADE** (Willpower)

**NO, HIT THEM OVER THERE!** (Empower)

**People Underestimate Me** If no other character on your force can use Outwit, Thunderball can use Outwit.

**Wrecking Crew** A character using this team ability can use . When a character using this team ability uses Charge, modify its attack value by +1. (2 points)

**Masters of Evil** Thunderball can use the Masters of Evil team ability.

**GONNA SQUASH YOU LIKE A BUG** (Charge)

**THUNDERBALL SHOT** (Running Shot)

**THUNDERQUAKE** (Quake)

**Swinging Ball and Chain** Thunderball can use Quake and when he does, he also targets all opposing characters within range and line of fire.

**ENHANCED BY ASGARDIAN MAGIC** (Invulnerability)

**REAL NAME:** Eliot Franklin

**SIGNIFICANT APPEARANCE:** Amazing Spider-Man #248 (1984)

**POINT VALUE:** 137/75
JEWEL OF ACTUALIZATION
(Super Senses)

SPIRIT ANCESTOR VISIT
(Regeneration)

GUIDED BY SPIRITS
(Perplex)

CANADA PROTECTS HER SONS (Support)

ILLUSIONARY MASK (Shape Change)

REAL NAME: Michael Twoyoungmen
SIGNIFICANT APPEARANCE: Uncanny X-Men #120 (1979)

“No Flight” Spell Once per game, give Shaman a free action and until he is KO’d, other characters with ° or ° have ° instead.

Medicine Bag of the Void Give Shaman a power action and place a standard light object in an adjacent square. This game, friendly characters can use Super Strength to pick up and hold this object.

THROUGH THE SPIRIT WORLD (Sidestep)

WIND BLAST (Telekinesis)

MYSTIC BOLT (Penetrating/Psychic Blast)

Glacial Wall Shaman can use Barrier and Energy Shield/Deflection. When he uses Barrier, the blocking terrain markers can’t be targeted with an attack by characters marked with one or more action tokens.

POINT VALUE: 92
Genocidal Rage: Give King Hyperion a power action and make a close or ranged combat attack targeting a single friendly character with a point value of 15 or more. If he KO's that character with this attack, after actions resolve, heal him of 1 damage, remove all action tokens from him, modify his combat values by +1 until your next turn and he may immediately be given an action as a free action that may be used to activate this power again.

Take Control of the Panoptichron: (Probability Control)

Real Name: Unknown

ENERGY BEAMS (Penetrating/Psychic Blast)

COSMIC POWERED (Impervious)

THE LAST ETERNAL (Invulnerability)

YOU ALL MUST LISTEN (Leadership)

Super Hearing and X-Ray Vision: Hyperion can use [ ] if he targets a character with an action token.

REAL NAME: Mark Milton
SIGNIFICANT APPEARANCE: Squadron Supreme #1 (1985)

SUPERHUMAN SPEED (Hypersonic Speed)

RELENTLESS (Charge)

CANNOT BE STOPPED (Running Shot)

RETURN TO THE SQUADRON’S HOME WORLD (Phasing/Teleport)

MIGHTIEST IN THE UNIVERSE (Super Strength)

TO THE HEART OF IT (Precision Strike)

POINT VALUE: 275/200
**IMPENETRABLE SHIELDS** (Impervious)

**HIGH-TECH ARMOR** (Invulnerability)

**Lord of the World** Iron Doom can use Outwit and Perplex. Give him a free action and roll a d6 that can’t be rerolled. On a result of 3–5, when he uses Outwit, he may counter a power possessed by an opposing character anywhere on the map.

**MAGIC...** (Probability Control)

...**AND SCIENCE** (Perplex)

**REAL NAME:** Tony Stark

**SIGNIFICANT APPEARANCE:** Exiles #23 (2003)

**POINT VALUE:** 200
Light 'em Up

**Reactor Full-Power** When Iron Man and War Machine have two action tokens at the beginning of your turn, you may give them one non-free action as a free action. If you do, they don’t clear this turn and this power can’t be used during your next turn.

**UNIFIED ATTACK** (Running Shot)

**Cover Me! No, You Cover Me!** After Iron Man and War Machine resolve a move action, they may use the Duo Attack ability as a free action.

**STUN REPULSORS** (Force Blast)

**SMART BOMBS** (Energy Explosion)

**POINT VALUE**: 265
HUMAN WRECKING BALLS (Quake)

MASTERS OF EVIL, HUH (Impervious)

NO ONE CAN STOP US NOW, HON (Invulnerability)

YOU LOOK LIKE THE TOUGHEST MAN HERE (Invincible)

RE-ABSORB (Regeneration)

SMASH AND GRAB, BABY (Close Combat Expert)

Grapple and Absorb Absorbing Man and Titania can use Blades/Claws/Fangs and Close Combat Expert. When they use the Duo Attack ability, they may use one of these powers during the first attack and the other during the second.

Wrecking Crew A character using this team ability can use . When a character using this team ability uses Charge, modify its attack value by +1. (2 points)

<table>
<thead>
<tr>
<th>Qualifying Name</th>
<th>OR</th>
<th>Qualifying Real Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Absorbing Man</td>
<td></td>
<td>Carl “Crusher” Creel</td>
</tr>
<tr>
<td>Titania</td>
<td></td>
<td>Mary MacPherran</td>
</tr>
</tbody>
</table>

OUT OF OUR WAY

Wreckage When Absorbing Man and Titania KO an opposing character, roll a d6. On a result of 1-4, place a standard light object in the square that character occupied. On a result of 5-6, place a standard heavy object instead.

Strongest Couple There Is Absorbing Man and Titania can use Plasticity and Super Strength. They may pick up and hold up to 2 standard objects at the same time. They may choose to use 0, 1, or 2 objects during each close combat attack they make.

HIT THEM TOGETHER, MY LOVE (Charge)

ME AND LEGS... (Sidestep)

...WE WANNA GO HOME! (Flurry)

Rubble Makers Give Absorbing Man and Titania a free action and they can place a standard object on the map into an adjacent square.

POINT VALUE: 250
Assassination Team If Sin and Crossbones have no action tokens and occupy hindering terrain, they can use Ranged Combat Expert and 🟦. When they do, they deal penetrating damage and they can’t use Stealth until your next turn.

HIGH-POWERED SNIPER RIFLE (Penetrating/Psychic Blast)

NO SHAME IN DYING THIS WAY (Precision Strike)

S.H.I.E.L.D. GRADE TECH (Toughness)

MISDIRECTION... (Energy Shield/Deflection)

... AND DECEPTION (Combat Reflexes)

CHAMPIONS OF CHAOS (Perplex)

WE OUTPLAYED YOU (Outwit)

<table>
<thead>
<tr>
<th>Qualifying Name</th>
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<th>Qualifying Real Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sin</td>
<td></td>
<td>Synthia Schmidt</td>
</tr>
<tr>
<td>Crossbones</td>
<td></td>
<td>Brock Rumlow</td>
</tr>
</tbody>
</table>

Chaos... When an opposing character would be given an action token, you may instead assign that action token to a character adjacent and friendly to the first character if it has less than 2 action tokens. If an opposing character would be given 2 action tokens, you may instead assign those action tokens to a character adjacent and friendly to the first if it does not have any action tokens.

... and Mayhem If no friendly character has been attacked since your last turn, Sin and Crossbones may make a close or ranged combat attack as a free action during your turn.

FLASH FROM THE SHADOWS (Stealth)

KILLING SPREE (Running Shot)

GO WHERE YOU DON’T EXPECT (Sidestep)

POINT VALUE: 158
THERE WILL BE A NEXT TIME (Regeneration)

Stone Shatter Grey Gargoyle deals penetrating damage to characters with two action tokens.

REAL NAME: Paul Duval
SIGNIFICANT APPEARANCE: Journey Into Mystery #107 (1964)

Gradual Petrification When an adjacent opposing character would clear action tokens, that character only clears one action token instead of two.

SLOWED YOUR REFLEXES (Plasticity)

Stone Swipe Grey Gargoyle can use Incapacitate. When he uses Incapacitate, he may give up to two action tokens to a hit target.

STRENGTH OF STONE (Super Strength)

CHIP AWAY AT ME (Toughness)

I DON'T CRACK (Invulnerability)

POINT VALUE: 95
MADE TO LAST, SOVIET STRONG (Impervious)

CHELOVEK-TITAN (Invulnerability)

**Electrical Arc** When Titanium Man draws a direct line of fire to an opposing character for a ranged combat attack, the area of effect for that attack includes opposing character occupying a square along that line of fire between him and the target character. Divide damage among all hit characters normally, then increase the damage dealt to each hit character by +1.

STRONGER THAN YOU (Close Combat Expert)

I LOOK OUT FOR ME (Exploit Weakness)

**TITANIUM MAN™** Armor, Soviet Super-Soldiers, Spy

Heat-Seeking Munitions

ESCAPE VELOCITY (Running Shot)

CONSTRUCTING RINGS (Plasticity)

SUPersonic Speed (Charge)

MY TECH IS SUPREME (Precision Strike)

**Titanic Strength** Titanium Man can use Super Strength. When Titanium Man uses an object during an attack, modify his damage value by +1 and give a hit character an action token.

**POINT VALUE**: 250/150

REAL NAME: Unknown

SIGNIFICANT APPEARANCE: Iron Man #513 (2012)
Ionic Energy Recharge Once per game, give Count Nefaria a free action. Until your next turn, Count Nefaria ignores all damage dealt to him by opposing characters’ attacks unless it is a critical hit.

WHIRLWIND (Hypersonic Speed)

LIVING LASER (Running Shot)

Rapid Attack Count Nefaria can use Charge and Flurry.

POWER MAN (Super Strength)

EYE FLASH (Penetrating/Psychic Blast)

Potential Unleashed Count Nefaria can use Willpower and his other powers can’t be countered.
**Iron Monger**

**Armor, Celebrity, Stark Industries**

**MBA (Mastermind)**

**OMNIUM STEEL (Impervious)**

**UPGRADES (Invulnerability)**

**STEEL EXOSKELETON (Toughness)**

**I KNOW YOUR SECRETS (Outwit)**

**Use Your Greatest Weakness Against You** Iron Monger can use Exploit Weakness and Penetrating/Psychic Blast. When he uses either to target a character named Iron Man or Tony Stark, modify his damage value by +1.

**FIGHT AS DIRTY AS I HAVE TO (Exploit Weakness)**

**Corporate Takeover** Iron Monger is a wild card, but can only copy the team ability of an opposing character instead of a friendly one. When Iron Monger is copying a team ability, opposing characters can’t use that team ability.

**Psychological Warfare** Iron Monger can use Perplex, but only to modify an opposing character’s defense value by -2.

**BEHIND THE SCENES** (Stealth)

**MAGNETIC TURBINES** (Running Shot)

**ACTION NEEDED** (Flurry)

**I WON’T LET YOU BEAT ME, STARK** (Charge)

**REAL NAME:** Obadiah Stane

**SIGNIFICANT APPEARANCE:** *Iron Man* #200 (1985)

**POINT VALUE:** 165/140
THAT ALL YOU GOT? (Impervious)

GONNA NEED A BIT MORE THAN THAT (Invulnerability)

TOUGHER THAN ALL OF YOUS (Toughness)

ESSENCE OF THE NORN STONES (Exploit Weakness)

WATCH THIS, BOYS (Empower)

Wrecking Crew A character using this team ability can use . When a character using this team ability uses Charge, modify its attack value by +1. (2 points)

REAL NAME: Dirk Garthwaite
SIGNIFICANT APPEARANCE: Thor #304 (1981)

WRECKER™
Brute, Masters of Evil, Wrecking Crew

155 pts. Masters of Evil Wrecker can use the Masters of Evil team ability.

I Got the Power First, Ya Know Adjacent friendly characters with the Wrecking Crew keyword modify their attack values by +1 if not already modified by this effect.

Wrecking Crew, At Your Service At the beginning of your turn, you may destroy one wall or square of blocking terrain adjacent to any friendly character with the Wrecking Crew keyword. If you do, place a standard heavy object in the same square as a placed debris marker.

ONE MAN WRECKING CREW (Charge)

Enchanted Crowbar Wrecker can use Super Strength. When he’s not holding an object and makes a close combat attack, modify his damage value by +1.

CROWBAR ENERGY ABSORPTION (Steal Energy)

POINT VALUE: 155/90
A GIFT FROM HORUS
(Invulnerability)

IRON SARCOPHAGUS
(Toughness)

REFLECTIONS OF RA
(Energy Shield/Deflection)

CALM OF ANUBIS
(Outwit)

TOUCH OF THOTH
(Leadership)

ISIS SOUL
(Probability Control)

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: Vengeance of the Moon Knight #7 (2010)

IRON PHARAOH™
(1500 BC)
Armor, Mystical, Past, Ruler

Fight the Future Iron Pharaoh modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

Golden Falcon, Soaring When Iron Pharaoh is first placed on the map, place a Falcon special terrain marker in an adjacent square. Give Iron Pharaoh a free action to move this marker up to 3 squares. Iron Pharaoh can draw lines of fire and count range (up to 3 squares) from the Falcon marker using ☐ ☐ ☐ ☐ ☒.

SAND MAGIC (Phasing/Teleport)

Pharaoh’s Slave Iron Pharaoh can use Mind Control, but only to target characters of fewer points than himself. When he does, after actions resolve, deal 1 unavoidable damage to the character he hit with his Mind Control.

CURSE OF THE PHARAOH (Penetrating/Psychic Blast)

POINT VALUE: 110
FANCY ARMOR (Invulnerability)

DENT (Toughness)

DUCKING AND WEAVING (Combat Reflexes)

HACK OFF LIMBS (Exploit Weakness)

REAL NAME: Unknown

SIGNIFICANT APPEARANCE: Thor #609 (2010)

THOR

IRON VIKING™
(1000 AD)
Armour, Brute, Past

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Iron Viking

® IRON VIKING™

052

Summon Ancestral Spirit: Iron Man When Iron Viking would be KO’d, roll 2d6 that can’t be rerolled. If the result on either die is 12 or 13, you may replace this character with #051 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

Fight the Future Iron Viking modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

PILLAGE (Charge)

LIVE BY THE BLADE, DIE BY THE BLADE (Blades/Claws/Fangs)

Long Axe Iron Viking can use Blades/Claws/Fangs and the Giant Reach ability. Instead of rolling a d6 for Blades/Claws/Fangs, he deals damage equal to half of his attack roll.

POINT VALUE: 110
ARMORED KNIGHT
(Invulnerability)

UNWAVERING (Impervious)

HARDENED (Toughness)

AN INSPIRATION
(Empower)

Spiked Shield Iron Paladin can use the Mystics team ability.

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: New Mutants #12 (2010)

POINT VALUE: 110

IRON PALADIN™
(1400 AD)
Armor, Past, Warrior

Summon Ancestral Spirit: Iron Man When Iron Paladin would be KO’d, roll 2d6 that can’t be rerolled. If the result on either die is 6 or 6, you may replace this character with #051 or #052 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

Fight the Future Iron Paladin modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

Sword of Faith Opposing characters can’t use defense powers when they are the target of Iron Paladin’s close combat attack.

BLADE OF TRUTH (Blades/Claws/Fangs)
CURSED BY THE ELECTRIC VAMPIRE (Steal Energy)

HOLY WATER SHOOTER (Penetrating/Psychic Blast)

HOLY ARMOR (Invulnerability)

GRIM RESOLVE (Toughness)

REBOOT (Regeneration)

Supernatural Hunter: Iron Slayer modifies his attack and damage values by +1 when attacking a character with the Animal or Mystical keyword or that can use Blades/Claws/Fangs or Steal Energy.

SILVER STAKES (Exploit Weakness)

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: X-Factor #204 (2010)

IRON SLAYER™
(1890s)
Armor, Monster, Past

Summon Ancestral Spirit: Iron Man When Iron Slayer would be KO’d, roll 2d6 that can’t be rerolled. If the result on either die is 1 or 2, you may replace this character with a character from #051 through #053 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

Fight the Future: Iron Slayer modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

IT’S SIMPLE (Charge)

US VS. THEM (Running Shot)

WE HAVE THE STRENGTH (Super Strength)

POINT VALUE: 110
HAND-FORGED BY STARK (Invulnerability)

SOLID IRON (Toughness)

Water Cannons When Iron Engine hits a character with a ranged combat attack, knock back each hit character a number of squares equal to half of Iron Engine's attack roll and place a special marker in each square these characters now occupy. This marker is water terrain and characters hit this way can’t make a ranged combat attack during their next turn.

AGELESS (Outwit)

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: Marvel Adventures Iron Man #8 (2008)

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IRON ENGINE™ (1900s)
Armor, Past, Scientist

Summon Ancestral Spirit: Iron Man When Iron Engine would be KO'd, roll 2d6 that can’t be rerolled. If the result on either die is 6 or 6, you may replace this character with a character from #051 through #054 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

Fight the Future Iron Engine modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

STEAM-POWERED (Running Shot)

FLAME THROWER (Energy Explosion)

Grounded Lightning Rod Iron Engine ignores penetrating damage dealt by nonadjacent characters.

POINT VALUE: 110
**Living Tank** (Invulnerability)

**Defensive Warfare** (Toughness)

**Chemical Warfare** Iron Soldier can use Smoke Cloud. If an opposing character begins its turn occupying a square containing one of these terrain markers, it must break away for movement purposes. If an opposing character ends its turn occupying a square containing one of these terrain markers, deal it 2 damage. Characters with the Armor or Robot keyword ignore these terrain markers.

**Sniper** (Ranged Combat Expert)

**Scout Ahead**

**Summon Ancestral Spirit: Iron Man** When Iron Soldier would be KO’d, roll 2d6 that can’t be rerolled. If the result on either die is 3 or 4, you may replace this character with a character from #051 through #055 on its starting line. If you do, deal that character unavoidable damage equal to six minus the result of the other die. Only one friendly character per game may be replaced through this ability.

**Fight the Future** Iron Soldier modifies his attack and damage values by +1 when attacking a character that shares a keyword with him.

**Trench Veteran** (Stealth)

**Vickers Machine Gun** When Iron Soldier hits with a ranged combat attack, after actions resolve, you may make another ranged combat attack against the same target as a free action.

**Point Value:** 110

**Significant Appearance:** Secret Warriors #15 (2010)
**REAL NAME:** Tony Stark  
**SIGNIFICANT APPEARANCE:** *Iron Man* #152 (1981)

**LIGHT ABSORPTION**  
(Smoke Cloud)

**MODEL X, MARK I**  
(Invulnerability)

**SHIELDING**  
(Toughness)

**Radar-Shielded**  
Iron Man can use Toughness. He increases his defense value by the number of action tokens on him.

**PLAN B** (Ranged Combat Expert)

**MODE: CHAMELEON**

**STEALTH SUIT**  
Iron Man can use Stealth.

**CHAFF POUCHES**  
Iron Man begins the game with 2 Chaff tokens on this card. When Iron Man would be hit by an attack, you may remove a Chaff token from this card to use Super Senses, once per attack.

**LIGHT RECON** (Running Shot)

**MINI-REPELLOSRS** (Force Blast)

**MODIFIED E.M.P.** (Pulse Wave)

**POINT VALUE:** 124
REAL NAME: Bethany Cabe
SIGNIFICANT APPEARANCE: Iron Man #117 (1978)

ACROBATICS (Leap/Climb)

POLICE TAKEDOWN (Incapacitate)

Stark Bodyguard Bethany Cabe can use Defend. When Bethany Cabe is adjacent to a character with the Stark Industries keyword or named Iron Man or Tony Stark, modify all of their defense values (including hers) by +1 if not already modified by this effect.
When Absorbing Man is dealt damage or healed, roll a d6. Absorbing Man ignores the damage dealt or healed unless it is the same as the result of the d6. This power can’t be countered or ignored.

REAL NAME: Carl “Crusher” Creel
SIGNIFICANT APPEARANCE: Thor #27 (1998)

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ABSORBS ANYTHING
When Absorbing Man is hit with an object or is given a power action when adjacent to a heavy or light object, place that object on his character card and remove any other objects that are on it. When Absorbing Man has a light object on his character card, modify his attack and damage values by +1. When Absorbing Man has a heavy object on his character card, modify his attack and damage values by +2.

GET ‘EM, BOYS (Charge)
DON’T LET UP (Flurry)
GROUND POUND (Quake)
TRUST ME... (Super Strength)

POINT VALUE: 153