THOR – THE DARK WORLD STARTER CHARACTER CARDS

Original Text
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7. Click OK.
<table>
<thead>
<tr>
<th>Character</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark Elf Scout™</td>
<td>8</td>
</tr>
<tr>
<td>Kurse™</td>
<td>9</td>
</tr>
<tr>
<td>Loki™</td>
<td>7</td>
</tr>
<tr>
<td>Malekith™</td>
<td>5</td>
</tr>
<tr>
<td>Sif™</td>
<td>6</td>
</tr>
<tr>
<td>Thor™</td>
<td>4</td>
</tr>
</tbody>
</table>
**THOR™**
Asgardian, Avengers, Deity, Warrior

**Whosoever Holds This Hammer**... Thor can use Charge. He can use it normally, or when he is given an action to use Charge, if he moves in a direct line, he can use and, after actions resolve, each character occupying a square that Thor moved through is dealt 1 damage, assigned an action token, and you may place it in a square adjacent to their current position.

**A RECKONING FROM THE SKIES** (Running Shot)

**DROPPING THE HAMMER** (Quake)

**ASGARDIAN MIGHT** (Super Strength)

**God of Thunder** Thor can use Energy Explosion. When he is given a ranged combat action, you may lock his damage value and, if you do, all hit characters are also given an action token.

**Avengers Initiative** Characters using the Avengers Initiative team ability treat hindering terrain as clear terrain for movement and line of fire purposes.

REAL NAME: Thor Odinson

POINT VALUE: **175/100**
ANCIENT ARMOR (Invulnerability)

SCARRED BY THE ODINSON (Toughness)

CASKET OF ANCIENT WINTERS (Regeneration)

MASTER OF DISGUISE (Shape Change)

The Deceiver Malekith can use Mastermind, Shape Change, and Super Senses.

REAL NAME: Malekith

MALEKITH™
Mystical, Ruler, Svartalfheim, Warrior

Aversion to Iron When Malekith is dealt damage and the attacker rolled a d6 for Blades/Claws/Fangs for the attack, damage dealt can’t be reduced below 1.

Away From Me, Asgardian! Malekith can use Force Blast and Sidestep.

TRANSFORM TO MIST (Phasing/Teleport)

STRENGTH OF THE ACCURSED (Super Strength)

DEATH TO ASGARD! (Penetrating/Psychic Blast)

ULTIMATE POWER - THE PLANETS ALIGNED! (Pulse Wave)

POINT VALUE: 100
ARMORED WARRIOR (Invulnerability)

YOU’LL HAVE TO TRY HARDER! (Combat Reflexes)

BATTLE-HARDENED (Toughness)

THE GODDESS OF WAR (Battle Fury)

FOUND YOUR WEAK SPOT (Exploit Weakness)

REAL NAME: Sif

Strike From All Angles

ASGARD IS IN DANGER! (Charge)

DOUBLE-BLADED SWORD (Flurry)

TO THE AID OF MY ALLIES (Sidestep)

SWORD-MAIDEN OF ASGARD (Blades/Claws/Fangs)

FOCUSED ON MY ENEMY (Precision Strike)

POINT VALUE: 75

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Illusory Duplicates: Loki can use Shape Change and Toughness. When he uses Shape Change and succeeds, Loki may be placed in a square of hindering terrain within 3 squares and line of fire. If the attack was a close combat attack, the attacker’s action resolves immediately.

ORNATE ARMOR (Invulnerability)

GOD OF MISCHIEF (Perplex)

TRICKSTER GOD (Outwit)

RIGHTIEOUS RAGE (Battle Fury)

REAL NAME: Loki Laufeyson

LOKI™
Asgardian, Deity, Mystical

Point Value: 100
**Minion: Asgardian Reconnaissance**
If a friendly character named Malekith is within 8 squares, Dark Elf Scout can use Enhancement.

**DECEPTION** (Shape Change)

**SVARTÁLFAR** (Stealth)

**DOWNED HARROW** (Earthbound/Neutralized)

**Power of the Aether**
Opposing characters hit by Dark Elf Scout’s ranged combat attack can’t use the Flight ability until your next turn.

**GRAVITY WELL** (Incapacitate)

**EVASIVE MANEUVERS** (Super Senses)

**ASSURING ASGARD’S DESTRUCTION** (Willpower)

**REAL NAME:** Various

**POINT VALUE:** 50
REAL NAME: Algrim the Strong

Unbreakable Armor: Kurse’s defense powers can’t be countered.

The Wild Hunt: During your first turn, choose an opposing character. Kurse can use Charge. He can choose to use it normally, or he may choose to not halve his speed value from Charge, but may then only make close combat attacks against the chosen opposing character during that action.

RELENTLESS (Charge)

THE STRONG (Super Strength)

ENCHANTED ARMOR (Invincible)

OTHERWORLDLY DURABILITY (Impervious)

POINT VALUE: 150