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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NOT BAD WITH OTHER THINGS, EITHER
(Super Strength)

THE COSTUME IS A LITTLE OLD-FASHIONED...
(Toughness)

...BUT IT GETS THE JOB DONE (Invulnerability)

IT’S NOT JUST FOR SHOW (Energy Shield/Deflection)

FIGHTING WARS SINCE 1943 (Leadership)

STANDING UP FOR THE LITTLE GUY
(Close Combat Expert)

STRONGEST METAL ON EARTH (Ranged Combat Expert)

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

S.H.I.E.L.D.
Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

Espionage: Fight On Our Terms
If Captain America is part of a themed team, opponents do not modify the result of the roll to establish the first player.

I HATE THIS “SNEAKING AROUND” STUFF
(Stealth)

NOW, WE DO THINGS MY WAY!
(Charge)

THESE COLORS DON’T RUN
(Sidestep)

ENGAGING THE TARGET
(Running Shot)

I’m Pretty Good With the Shield
When Captain America makes a ranged combat attack and hits, after actions resolve, he may make a second ranged combat attack with a locked damage value of 2 as a free action. When he does, he draws lines of fire and counts range from the hit character’s square.

POINT VALUE: 125/65
COORDINATED BATTERY (Empower)

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.
THE RED ROOM (Combat Reflexes)

INNER FORTITUDE (Toughness)

MISDIRECTION (Shape Change)

RUSSIAN SAMBO (Close Combat Expert)

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

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

Espionage: Double Agent When Black Widow is part of a themed team and she uses Probability Control as a result, you may reduce the number of times your opponent can use Probability Control from being a themed team, instead of you. When she uses Probability Control as a result of being part of a themed team, she is not given an action token.

Spycraft Black Widow can use Outwit, Running Shot, and Stealth.

PRESSING THE ATTACK (Sidestep)

DETECTING THE WEAKNESS (Precision Strike)

Widow’s Sting Black Widow can use Incapacitate. When she does, after actions resolve, hit characters are also dealt 1 penetrating damage.

POINT VALUE: 114
...AND HARD TO LAY A HAND ON (Combat Reflexes)

“I JUST WANT TO KEEL YOU!” (Exploit Weakness)

“NON, NON, NON... TRY AGAIN!” (Shape Change)

...the Leaper Batroc can use Leap/Climb and Sidestep.

Savate Training Batroc can use Charge and Flurry.

“WHAIR ARE YOU GOING?” (Plasticity)

DEBILITATING BLOW (Incapacitate)

NERVE STRIKES (Precision Strike)

INCREDIABLY AGILE... (Super Senses)

POINT VALUE: 85
S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

Minion: Take a Bullet in the Line of Duty When a friendly character with the S.H.I.E.L.D. keyword and a higher point value is within 8 squares, that character can use Mastermind, but only to deal damage to friendly characters with the name S.H.I.E.L.D. Agent.

TANDEM COMBAT (Empower)

COORDINATED FIRE (Enhancement)

POINT VALUE: 36
KEEP FIGHTING... (Combat Reflexes)

...UNTIL THE BATTLE IS WON! (Willpower)

Got your 6! Give Falcon a free action and choose one: Empower, Enhancement, or Sidestep. Falcon and friendly characters named Captain America adjacent when this action begins can use the chosen power until your next turn.

TACTICAL RECALIBRATION (Perplex)

Aerial Combat Specialist Falcon’s attack value is not modified by the Move and Attack ability.

COMING IN HOT (Running Shot)

THE DIVE... (Charge)

...WITH TWIN PISTOLS ON FULL-AUTO... (Energy Explosion)

...AND A BOMB (Quake)

Tactical Flight Harness Falcon can use Energy Shield/Deflection and Toughness.

POINT VALUE: 105
S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

BOOTS ON THE GROUND (Running Shot)

OPERATION: BLAZING STAR (Energy Explosion)

TAKEN HARDER HITS IN TRAINING... (Toughness)

...LEARNED SOMETHING THERE, TOO... (Combat Reflexes)

...SO, LISTEN UP, AND YOU JUST MIGHT SURVIVE (Leadership)

Field Training When adjacent to a friendly character with the S.H.I.E.L.D. keyword, S.H.I.E.L.D. Commander can use Empower and Enhancement.

POINT VALUE: 65
NOT JUST A SNIPER (Running Shot)

HOLLOW-POINT AMMO (Penetrating/Psychic Blast)

BATTLE-HARDENED (Toughness)

THE ARM TAKES THE BULLET (Energy Shield/Deflection)

BACK IN STASIS (Regeneration)

I Have My Orders At the beginning of your turn, roll a d6. On a result of 4 or 5, remove an action token from Winter Soldier.

KILL SHOT (Ranged Combat Expert)

Sniper’s Nest Once per game, give Winter Soldier a power action, place three Sniper’s Nest terrain markers on the map, and place Winter Soldier in one of those squares. When he occupies one of these markers, he can use Ranged Combat Expert, lines of fire can’t be drawn to him, and he may not be given actions except power actions to use Ranged Combat Expert. Once per turn, you may place Winter Soldier in the square of a different one of his Sniper’s Nest markers. When an opposing character becomes adjacent to one of these markers, roll a d6 that can’t be rerolled. On a result of 1 or 6, place Winter Soldier in the square of a different one of his Sniper’s Nest markers. On a 2 - 5, remove the marker and, if Winter Soldier occupies that square, place him in another of his Sniper’s Nest markers if there is one on the map.

RETURN TO BASE (Stealth)

SHIZING BATTLEFIELD (Sidestep)

POINT VALUE: 100
DUCK AND WEAVE (Combat Reflexes)

Not Just a Soldier: Steve Rogers can use Outwit and Shape Change.

JUST A FACE IN THE CROWD (Stealth)

Alter Ego: No More Time for Disguises: Give Steve Rogers a power action that deals no pushing damage and replace this character with #001 Captain America on its orange starting line. When you do, the replaced character may immediately make a close or ranged combat attack as a free action. This power can’t be countered.

KIDNEY PUNCH (Precision Strike)

“KEEP IT QUIET,” REMEMBER? (Incapacitate)

GRIT YOUR TEETH, AND KEEP GOING (Toughness)

POINT VALUE: 65
BLEED ‘EM DRY (Blades/Claws/Fangs)

OH, NO, YOU DON’T (Toughness)

NEED TO DO BETTER THAN THAT! (Combat Reflexes)

EXTREME PREJUDICE (Close Combat Expert)

SNIPER WITH A GRUDGE (Ranged Combat Expert)

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

CONCEALED AND DANGEROUS (Stealth)

RAPID RESPONSE (Running Shot)

OVERKILL (Charge)

SLICE AND DICE (Flurry)

S.H.I.E.L.D.-ISSUED MUNITIONS (Penetrating/Psychic Blast)

POINT VALUE: 105
KRAV MAGA (Close Combat Expert)

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

TAKE COVER AND TAKE AIM (Sidestep)

FULL ASSAULT (Running Shot)

FRAGMENTING ROUNDS (Energy Explosion)

TRAINED BY FURY (Willpower)

C.Q.C. EXPERT (Combat Reflexes)

Playing Both Sides Once per turn, Maria Hill can use Outwit. When she does, she can be given an power action instead of a free action to count range and draw lines of fire from an opposing character.

POINT VALUE: 60
HIT WHERE IT HURTS! (Precision Strike)

THE UNIFORM ISN’T JUST FOR SHOW (Toughness)

VETERAN OF FOREIGN WARS (Combat Reflexes)

ENHANCED METABOLISM (Regeneration)

The Star-Spangled Man with the Plan Captain America can use Leadership and Perplex. When he uses Leadership, adjacent friendly characters are considered to have a lower point value if they share a keyword with Captain America.

ADAPT AND OVERCOME (Outwit)

The Shield is More than Just a Symbol At the beginning of your turn, if Captain America has no action tokens, place a Shield token on this card if it doesn’t have one already. When Captain America has a Shield token on this card, he can use Energy Shield/Deflection, Running Shot and has a range value of 6. After Captain America makes a ranged combat attack, remove the Shield token unless the attack was a hit and the attack roll was doubles.

CHARGING STAR (Charge)

RISING STAR (Leap/Climb)

SHIELD RICOCHET (Energy Explosion)

ONE-MAN ARMY (Quake)

POINT VALUE: 135
INTEL (Perplex)

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

Espionage: Sent to Spy If Agent 13 is part of a themed team, during your first turn, choose a keyword. Each opposing character with that keyword can’t be given more than one free action per turn.

ALWAYS PRESENT (Plasticity)

STILL WITH YOU (Sidestep)

Let Your Guard Down Adjacent opposing characters can’t use defense powers.

DEFENSIVE COMBAT (Combat Reflexes)

WAIT! YOU KNOW ME! (Shape Change)

POINT VALUE: 55
APPLY EVERY ADVANTAGE (Perplex)

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

On the Move Adjacent friendly characters can use Sidestep.

GONE TO GROUND (Stealth)

WE HAVE FILES ON EVERYONE (Precision Strike)

COMBAT VETERAN (Combat Reflexes)

TENACIOUS (Willpower)

Whatever My Team Needs Agent Sitwell can use Perplex. Agent Sitwell can be given a power action instead of a free action to use Perplex, and when he does, he targets all adjacent friendly characters that share a keyword with him to modify the same combat value except damage by +1.

POINT VALUE: 60
UNWAVERING LOYALTY (Mastermind)

I’M NOT NEW TO THIS (Combat Reflexes)

L.M.D. Nick Fury can use Combat Reflexes. When turning the dial, if this click is revealed due to damage taken from an opponent’s attack, stop turning the dial. This power can’t be ignored.

Commanding Officer Nick Fury can use Leadership. When he uses Leadership, adjacent friendly characters are considered a lower point value if they share a keyword with Nick Fury.

...AND THIS IS FROM MY PERSONAL STOCK (Exploit Weakness)

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

Espionage: Putting the Pieces in Place If Nick Fury is part of a themed team, at the beginning of the game, you may place your opponent’s objects.

MOVING IN FAST (Running Shot)

STEADY MARCH (Sidestep)

COVERT OPERATOR (Stealth)

PROPER PLANNING PREVENTS POOR PERFORMANCE (Precision Strike)

WHY, YES, THIS IS S.H.I.E.L.D.-ISSUE ORDNANCE... (Penetrating/Psychic Blast)

POINT VALUE: 98
**THEY REBUILT ME...** (Invulnerability)

**...FASTER** (Combat Reflexes)

**...STRONGER...** (Toughness)

**I’d Better Hang on to This** Winter Soldier can use Outwit, but only to counter attack and damage powers of adjacent characters. When he does, he doesn’t need line of fire and can use the countered power until his next turn.

A **Conflicted Mind** Give an adjacent character a power action to modify Winter Soldier’s attack or damage value by +1 or -1. This modifier lasts until this trait is used again or there are no other friendly characters on the map.

**STORMING THE TRENCHES** (Running Shot)

**SO, THAT’S HOW IT IS?** (Charge)

**I COULD HIT YOU ALL DAY!** (Flurry)

**EVERY BULLET HAS A STORY** (Precision Strike)

**LET’S CUT TO THE CHASE** (Blades/Claws/Fangs)

**POINT VALUE: 125**
GONNA TAKE MORE THAN THAT (Toughness)

GET BEHIND MY SHIELD! (Energy Shield/Deflection)

I’VE GOT THIS ONE (Combat Reflexes)

Working Together When Captain America and Black Widow use the Duo Attack ability, they may target more than one character with a ranged combat attack and ignore damage modifiers from the Duo Attack ability.

WE NEED A NEW PLAN! (Perplex)

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

S.H.I.E.L.D. Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.

<table>
<thead>
<tr>
<th>Qualifying Name</th>
<th>OR Qualifying Real Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain America</td>
<td>Steve Rogers</td>
</tr>
<tr>
<td>Black Widow</td>
<td>Natasha Romanova</td>
</tr>
</tbody>
</table>

POINTER VALUE: 130
WE SHALL DEFEND FREEDOM (Precision Strike)

WHATEVER THE COST MAY BE (Blades/Claws/Fangs)

WE SHALL NEVER SURRENDER (Combat Reflexes)

WE SHALL FIGHT WITH GROWING CONFIDENCE (Willpower)

Inspiring Presence Captain America and Bucky can use Leadership. Friendly characters within 8 squares that share a keyword with Captain America and Bucky can use Willpower.

WE SHALL NOT FLAG OR FAIL (Outwit)

WE SHALL GO ON TO THE END (Exploit Weakness)

<table>
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</tr>
<tr>
<td>Winter Soldier</td>
<td></td>
<td>James Buchanan Barnes</td>
</tr>
</tbody>
</table>

Fight Evil Wherever It Hides

I’ve Got Your Back Captain America and Bucky can use Energy Shield/Deflection, Super Senses, and Toughness.

WE SHALL FIGHT ON THE BEACHES (Running Shot)

WE SHALL FIGHT ON THE STREETS (Sidestep)

WE SHALL FIGHT IN THE HILLS (Charge)

Hit Them Hard & Soften Them Up When Captain America and Bucky use the Duo Attack ability, they can use Penetrating/Psychic Blast instead of one of the attacks.

POINT VALUE: 175