

BLACK PANTHER

T'CHALLA



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👊 STRIKE ⊕2 ➡5 ☀0

- After this attack is resolved, this character gains ⊕ equal to the ☀ dealt.
- Before ☀ is dealt, if the target character is Size 3 or less, push the target character away from this character ➡.

🌀 KINETIC BURST ⊕2 ➡6 ☀3

- When making this attack, during the pay ⊕ cost step of the attack, this character may spend up to 3 additional ⊕. Add one die to this attack for each ⊕ spent in this way.
- ☀ **Explosive Force**: After this attack is resolved, other characters within ⊕ 2 of this character are Pushed away from this character ➡. Pushed characters suffer 1 ☀.

★ KING OF WAKANDA (AFFILIATION: WAKANDA)

While an allied character is attacking, defending, or dodging, during the Modify Dice step, it may spend 1 ⊕. If it does, it may reroll one of its dice.

⚡ MANTLE OF THE BLACK PANTHER ☀2

When making attacks this turn this character may reroll any number of its attack dice.

⚡ POUNCE ☀2

This character is thrown ➡. It does not suffer ☀ if it collides with another character or terrain feature. This superpower can be used only once per turn.

∞ VIBRANIUM ARMOR

When defending against ☀ or ☀ attacks, this character adds blanks in its defense roll to its total successes.

BLACK PANTHER

T'CHALLA



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This character is thrown ➡. It does not suffer ☀ if it collides with another character or terrain feature. This superpower can be used only once per turn.

🛡️ VIBRANIUM ARMOR ☀2

When this character is targeted by a ☀ or ☀ attack, it may use this superpower. Add two dice to this characters defense roll against that attack.

BULLSEYE
BENJAMIN POINDEXTER

3 3 2
 4 2
 2 M

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THROWING KNIFE 4 4 0

- After this attack is resolved, this character gains 1 .
- The defending character does not benefit from Cover.
- **Bleed**: After this attack is resolved the defending character gains the Bleed special condition.

PIN CUSHION 4 5 4

- The defending character does not benefit from Cover.
- After this attack is resolved, the target character gains the Bleed special condition.
- **Rapid Fire**: After this attack is resolved, this character may make an additional Pin Cushion attack without paying the cost. The additional attack must target the original target character. The additional attack does not have the Rapid Fire special rule.

HIT AND RUN 2

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per turn.

I NEVER MISS 1

After an attack made by this character is resolved, if no damage was dealt as a result of that attack, this character may use this superpower. The target character suffers 1 .

PARTING SHOT 2

After an attack targeting this character is resolved, this character may use this superpower. The attacking character suffers 1 . This character may advance away from the attacking character .

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BENJAMIN POINDEXTER

3 3 2
 4 2
 2 M

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CAPTAIN AMERICA

STEVE ROGERS

4 4 3
 5 4
 2 M



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STRIKE 0

- After this attack is resolved, this character gains equal to the dealt.
- **Push**: If the target character is Size 3 or less, before damage is dealt, it may be pushed away from this character .

SHIELD THROW 0

- After this attack is resolved, this character gains 1 .
- This attack ignores LOS, and the defending character does not benefit from Cover.
- **Ricochet**: After this attack is resolved, this character may make an additional Shield Throw attack. This attack must target another character within of the original target character and may be any distance from this character. This additional attack does not have the Ricochet special rule.

SHIELD SLAM 2

- If the target character is Size 3 or less, after this attack is resolved, it may be thrown .

A DAY UNLIKE ANY OTHER (AFFILIATION: AVENGERS)

Each turn you may reduce the cost of the first superpower used by each allied character by 1, to a minimum of 1.

BODYGUARD 2

When another allied character within is targeted by an attack, this character may use this superpower. This character becomes the target of the attack regardless of range and LOS.

VIBRANIUM SHIELD 2

When this character is targeted by a or attack, it may use this superpower. Add two dice to this character's defense roll against that attack.

CAPTAIN AMERICA

STEVE ROGERS

4 4 3
 6 4
 2 M



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STRIKE 0

- After this attack is resolved, this character gains equal to the dealt.
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VIBRANIUM SHIELD 2

When this character is targeted by a or attack, it may use this superpower. Add two dice to this character's defense roll against that attack.

I CAN DO THIS ALL DAY

When defending against attacks, this character adds blanks in its defense roll to its total successes.

CAPTAIN MARVEL

CAROL DANVERS

3
 4
 3

6
 4

2
 M

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STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.

ENERGY BLAST 4 4 0

- After this attack is resolved, this character gains 1 .
- This character may reroll any number of attack dice for this attack.

ROCKET PUNCH 3 7 3

- **Stagger**: After this attack is resolved, the target character gains the Stagger special condition.

BINARY FORM 4

Until the start of this character's next activation, it adds two dice to its attack and defense rolls.

DANVERS' SPECIAL 3

Choose an interactive terrain feature or an enemy character, both of Size 4 or less and within 2, and throw it . This superpower can be used only once per turn.

ENERGY ABSORPTION

When this character is defending against an attack, for each in the defense roll they may change one of the attacker's , , or results to a blank. This character gains 1 for each die changed in this way.

FLIGHT, IMMUNITY [INCINERATE, POISON]

CAPTAIN MARVEL

CAROL DANVERS

3
 4
 3

6
 4

2
 M

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STRIKE 2 5 0

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FLIGHT, IMMUNITY [INCINERATE, POISON]

CORVUS GLAIVE

CORVUS GLAIVE

3
 3
 3

6
 4

2
 M

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✊ **STRIKE** 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- **Pierce**: Change one of the defending character's , , or results to a blank.

⚔️ **ATOM SPLITTER** 4 4 0

- After this attack is resolved, this character gains 1 .

✊ **DEATH BLOW** 3 7 4

- After this attack is resolved, this character may advance .
- **Flurry**: After this attack is resolved, this character may make a Strike attack.

⚔️ **GLAIVE'S EDGE** 3

During the next Strike or Death Blow attack this turn, this character adds blanks in its attack roll to its total successes.

⚡ **HUSBAND OF PROXIMA MIDNIGHT** 1

At the end of this character's activation, if it is within 3 of an allied **Proxima Midnight**, this character may use this superpower. If the allied **Proxima Midnight** does not have an activated token, she may activate before your turn ends.

∞ **GLAIVE OF IMMORTALITY**

When this character would suffer from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

∞ **GEM BEARER [REALITY, TIME]**

CORVUS GLAIVE

CORVUS GLAIVE

3
 3
 3

6
 4

2
 M

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∞ **GEM BEARER [REALITY, TIME]**

EBONY MAW

EBONY MAW

2
 4
 6

7
 5

2
 M

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BLACK TONGUE

- After this attack is resolved, this character gains 1 .
- **Sinister Influence:** After this attack is resolved, you may advance the target character .

HERALD OF DOOM

- The target character does not gain for dealt by this attack.
- **Throw:** If the target character is Size 2 or less, after this attack is resolved, it may be thrown .

TELEKINETIC POWERHOUSE

Choose an interactive terrain feature of Size 4 or less within and throw it . This superpower can be used only once per turn.

TELEKINETIC DEFLECTION

If this character would suffer a collision, it may use this superpower. This character does not suffer damage from this collision.

MIND OVER MATTER

When an enemy character targets this character with an attack, this character may use its Defense regardless of the attack's type, unless the attacking character pays 2 .

INCREDIBLE PSYCHIC POTENTIAL

During the Power Phase, this character gains 2 additional .

FLIGHT, GEM BEARER [MIND, SPACE]

EBONY MAW

EBONY MAW

2
 4
 6

6
 5

2
 M

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FLIGHT, GEM BEARER [MIND, SPACE]

ENCHANTRESS

AMORA

2
 2
 5

6
 4

2
 M



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SPURNED AFFECTION B3 5 0

- After each attack is resolved, this character gains 1 .
- **Sap Power**: Before is dealt, the target character loses 1 for each in the attack roll, and this character gains that amount of .

ENTHRALL 3 7 3

- **Slow**: After this attack is resolved, the target character gains the Slow special condition.
- **Stun**: After this attack is resolved, the target character gains the Stun special condition.
- **Stagger**: After this attack is resolved, the target character gains the Stagger special condition.

AMORA'S KISS 3

Action: Choose an enemy character within 1 of this character. Move one Asset or Civilian token the chosen character is holding to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

HEL HATH NO FURY. . . 3

Choose an interactive terrain feature of Size 2 or less within 3 and throw it . This superpower can be used only once per turn.

SIREN'S CALL 2

Choose an enemy character within 3 and advance that character . This superpower can be used only once per turn.

ASGARDIAN

During the Power Phase, this character gains 1 additional .

ENCHANTING

When an enemy character targets this character with an attack, it may use its Defense regardless of the attack's type unless the attacking character pays 2 .

FLIGHT


ENCHANTRESS

AMORA

2
 2
 5

5
 4

2
 M



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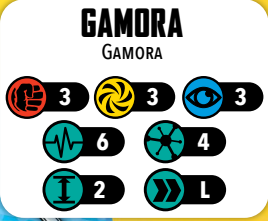

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FLIGHT

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GAMORA
GAMORA

3 **3** **3**

6 **4**

2 **L**

☞ GOD SLAYER **⊕2** **⊖6** **☼0**

- After this attack is resolved, this character gains **⊕** equal to the **☼** dealt.
- If this attack deals **☼**, after this attack is resolved the target character gains the Bleed special condition.

☞ COSMIC ASSASSIN **⊕3** **⊖6** **☼4**

- **☉ Pierce**: Change one of the defending character's **☉**, **☼**, or **☞** results to a blank.
- **Rapid Strike**: After this attack is resolved, this character may make an additional Cosmic Assassin attack without paying the **⊕** cost. The additional attack must target another character within **⊕2** of the original target character and may be any distance from this character. This additional attack does not have the Rapid Strike special rule.

⚡ ASSASSIN LEAP **☼2**

This character is thrown **☉**. It does not suffer **☼** if it collides with another character or terrain feature. This superpower can be used only once per turn.

⚡ MARTIAL PROWESS **☼2**

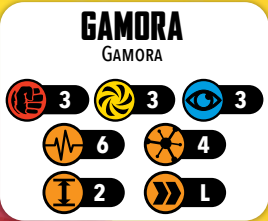

When this character is targeted by an attack within **⊕2**, it may use this superpower. Instead of rolling dice equal to its Defense, it rolls five defense dice. Then, if this character suffered no **☼** from the attack, after the attack is resolved, the attacker suffers 2 **☼**.

∞ DEADLIEST WOMAN IN THE GALAXY

When this character makes an attack, it may change 1 die result to a **☉** for each **☉** in the attack roll.

∞ STEALTH

Characters must be within **⊕3** of this character to target it with attacks.

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GAMORA
GAMORA

3 **3** **3**

6 **4**

2 **L**

☞ GOD SLAYER **⊕2** **⊖6** **☼0**

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GHOST RIDER
JOHNATHON BLAZE

3 4 4
 8 5
 3 M

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CHAINS OF DAMNATION 3 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Hex: After this attack is resolved, the target character gains the Hex special condition.

FLAMES OF HELL B3 5 2

- If this attack deals , after this attack is resolved the target character gains the Incinerate special condition.

PENANCE STARE 3 5 5

- Add dice to the attack roll equal to the amount of the target character has, to a maximum of 5.
- Instead of gaining for the dealt by this attack, the target character loses one for each dealt.

HELL ON WHEELS 3

Advance this character 1. This superpower can be used only once per turn.

WICKED'S JUDGEMENT 2

After an attack made by a character within 3 of this character is resolved, if that attack targeted another allied character, this character may use this superpower. The attacking character suffers 1 for each in its attack roll.

SPIRIT OF VENGEANCE

After an attack targeting another allied character is resolved, if it dealt , this character gains 1 .

IMMUNITY [BLEED, HEX, INCINERATE, POISON]

GHOST RIDER
JOHNATHON BLAZE

3 4 4
 7 5
 3 M

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IMMUNITY [BLEED, HEX, INCINERATE, POISON]

GREEN GOBLIN

NORMAN OSBORN



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PUMPKIN BOMBS

- After this attack is resolved, this character gains equal to the dealt.
- Before choosing a target, this character chooses whether this attack's type is or .
- **Bag of Tricks:** Before damage is dealt, the enemy character gains one of the following special conditions: Bleed, Poison, or Incinerate.

NIGHT OF THE GOBLIN

- Before choosing a target, this character chooses whether this attack's type is or .
- If this attack deals , after this attack is resolved the target character gains the Poison and Incinerate special conditions.

OSCORP WEAPONRY (AFFILIATION: SPIDER-FOES)

Once per turn, while an allied character is attacking, during the Modify Opponent's Dice step, it may reroll 1 opposing defense die.

HIT AND RUN

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per turn.

TRICK OR TREAT

When an enemy character ends an advance or is placed within 4 of this character, this character may use this superpower. Choose an interactive terrain feature of Size 3 or less within 2 of the enemy character that was advanced or placed. Destroy that terrain feature. The enemy character suffers a collision as if the terrain feature had collided with it.

ARCH NEMESIS (PETER PARKER)

When attacking **Peter Parker**, this character may modify or reroll results and may reroll any number of attack dice. At the start of this character's activation, if there is a non-Dazed enemy **Peter Parker** within 3 of this character, this character's first action must be an attack action targeting that **Peter Parker**, if possible.

FLIGHT

GREEN GOBLIN

NORMAN OSBORN



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Once per turn, while an allied character is attacking, during the Modify Opponent's Dice step, it may reroll 1 opposing defense die.

GLIDER RAM

This character is Thrown . It does not suffer damage if it collides with another character or terrain feature. This superpower may be used only once per turn.

ARCH NEMESIS (PETER PARKER)

When attacking **Peter Parker**, this character may modify or reroll results and may reroll any number of attack dice. At the start of this character's activation, if there is a non-Dazed enemy **Peter Parker** within 3 of this character, this character's first action must be an attack action targeting that **Peter Parker**, if possible.


UNSTABLE PSYCHE

This character cannot interact with or hold objective tokens. During the Power Phase, roll 5 dice. For each , , and rolled, this character gains 1 .

FLIGHT

GROOT
I AM GROOT

4
 2
 3
 7
 3
 3
 5



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Strike 3 5 0

- After this attack is resolved, this character gains equal to the dealt.

I Am Groot! 2 8 5

- Before damage is dealt, this character may throw the target character .
- After this attack is resolved, the target character gains the Stagger special condition.

Living Plant 2

Remove three from this character. This superpower may be used only once per turn.

Tangling Vines 2

Choose an enemy character within 3. It gains the Root special condition.

GROOT
I AM GROOT

4
 2
 3
 7
 3
 3
 5



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Strike 3 5 0

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HULK
BRUCE BANNER

4
 3
 3
 20
 6
 4
 5

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STRIKE

- After this attack is resolved, this character gains equal to the dealt.
- **Push**: Before damage is dealt, this character may push the target character away .

THUNDER CLAP

HULK SMASH!

- **Stagger**: After this attack is resolved, the target character gains the Stagger special condition.
- **Throw**: Before damage is dealt, this character may throw the target character .

GAMMA LEAP

Place this character within 2 of its current location. This superpower can be used only once per turn.

STRONGEST ONE THERE IS

Choose an interactive terrain feature or an enemy character, both of Size 4 or less and within 2, and throw it . This superpower can be used only once per turn.

HULK NOT PUNY BANNER

While this character is defending against a or attack, during the Modify Dice step of the attack it may use this superpower. This character may reroll any number of its defense dice, including results.

INNER RAGE

During the Power Phase, this character gains 2 additional .

YOU WON'T LIKE ME WHEN I'M ANGRY

Add one die to this character's attack rolls for every 4 it has. Additionally, if this character would flip its stat card to the Injured side, it is KO'd instead.

IMMUNITY [POISON, STUN]

HULK
BRUCE BANNER

4
 3
 3
 20
 6
 4
 5

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STRIKE

- After this attack is resolved, this character gains equal to the dealt.
- **Push**: Before damage is dealt, this character may push the target character away .

THUNDER CLAP

HULK SMASH!

- **Stagger**: After this attack is resolved, the target character gains the Stagger special condition.
- **Throw**: Before damage is dealt, this character may throw the target character .

GAMMA LEAP

Place this character within 2 of its current location. This superpower can be used only once per turn.

STRONGEST ONE THERE IS

Choose an interactive terrain feature or an enemy character, both of Size 4 or less and within 2, and throw it . This superpower can be used only once per turn.

HULK NOT PUNY BANNER

While this character is defending against a or attack, during the Modify Dice step of the attack it may use this superpower. This character may reroll any number of its defense dice, including results.

INNER RAGE

During the Power Phase, this character gains 2 additional .

YOU WON'T LIKE ME WHEN I'M ANGRY

Add one die to this character's attack rolls for every 4 it has. Additionally, if this character would flip its stat card to the Injured side, it is KO'd instead.

IMMUNITY [POISON, STUN]

IRON MAN

TONY STARK

4
 3
 3

5
 3

2
 M

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REPULSOR BLAST 4 4 0

- After this attack is resolved, this character gains equal to the dealt.
- **Push**: Before damage is dealt, this character pushes the target character away .

HOMING ROCKETS 5 5 2

- This attack ignores LOS, and the defending character does not benefit from Cover.
- **Explosive**: Before damage is dealt, other enemy characters within 2 of the target character suffer 1 .

FRIDAY AI 2

During the next attack action made by this character this turn, add two dice to its attack rolls.

INVINCIBLE IRON MAN

When this character would suffer , reduce the amount suffered by 1, to a minimum of 1.

FLIGHT

IRON MAN

TONY STARK

4
 3
 3

5
 3

2
 M

© MARVEL © AMG DAVID KEGG

REPULSOR BLAST 4 4 0

- After this attack is resolved, this character gains equal to the dealt.
- **Push**: Before damage is dealt, this character pushes the target character away .

HOMING ROCKETS 5 5 2

- This attack ignores LOS, and the defending character does not benefit from Cover.
- **Explosive**: Before damage is dealt, other enemy characters within 2 of the target character suffer 1 .

UNIBEAM B5 6 4

- This attack ignores LOS, and the defending character does not benefit from Cover.

FRIDAY AI 2

During the next attack action made by this character this turn, add two dice to its attack rolls.


INVINCIBLE IRON MAN

When this character would suffer , reduce the amount suffered by 1, to a minimum of 1.

FLIGHT

KINGPIN
WILSON FISK

4 3 3
 7 4
 3 5



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HEADBUTT 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stun**: After this attack is resolved, the target character gains the Stun special condition.
- Push**: If the target character is Size 3 or less, before is dealt it may be pushed away from this character .

CANE LASER B3 4 0

- This attack ignores LOS, and the defending character does not benefit from cover.

HAIL TO THE KING 2 7 3

- Before is dealt, if the target character is Size 3 or less, this character may throw the target character .
- After this attack is resolved, the target character gains the Stagger special condition.

★ ILLICIT NETWORK (AFFILIATION: CRIMINAL SYNDICATE)

Once per turn at any time during an allied characters activation it may spend 2 to use this Leadership Ability. Move one Asset or Civilian token being held by the active character to another allied character within 3. A character cannot hold more tokens than allowed by the crisis due to this Leadership Ability. Additionally, each Healthy allied character contesting an objective token counts as two Healthy characters when determining who is securing the objective token.

STREET-LEVEL NEGOTIATIONS 2

Choose an interactive terrain feature or an enemy character, both of Size 3 or less and within 2, and throw it . This superpower can be used only once per turn.

INTENSE PHYSICAL CONDITIONING 1


If this character would suffer , it may use this superpower. Reduce the amount of suffered by 1.

SOLID FRAME

This character does not suffer damage from collisions with other characters.

KINGPIN
WILSON FISK

4 3 3
 7 4
 3 5



© MARVEL © AMG TYLER WALPOLE

HEADBUTT 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stun**: After this attack is resolved, the target character gains the Stun special condition.
- Push**: If the target character is Size 3 or less, before is dealt it may be pushed away from this character .

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Choose an interactive terrain feature or an enemy character, both of Size 3 or less and within 2, and throw it . This superpower can be used only once per turn.

INTENSE PHYSICAL CONDITIONING 1

If this character would suffer , it may use this superpower. Reduce the amount of suffered by 1.

SOLID FRAME

This character does not suffer damage from collisions with other characters.

MEDUSA

MEDUSALITH AMAQUELIN-BOLTAGON

3

3

3

6

4

2

M

BRAID BASH ⊕3 ⊖5 ⚡0

- After this attack is resolved, this character gains ⚡ equal to the ☹ dealt.
- 👉 **Push**: If the target character is Size 3 or less, before damage is dealt, this character may push the target character ☹.
- ⚡👉 **Flurry**: After this attack is resolved, this character may make a Braid Bash attack. This additional attack does not have the Flurry special rule.

SPLIT ENDS ⊕A2 ⊖7 ⚡6

- Before damage is dealt, if the target character is Size 3 or less, place the target character within ⊕1 of this character.
- 👉 **Bleed**: After each attack is resolved, the target character gains the Bleed special condition.

HAIR FLIP ⚡3

Choose an enemy character of Size 3 or less and within ⊕3 and throw it ☹. This superpower can be used only once per turn.

ROYAL DECREE ⚡2

Choose another allied character within ⊕2 of this character. Place this character within ⊕1 of the chosen character or place the chosen character within ⊕1 of this character. A character may be placed by this superpower only once per turn.

INHUMAN

This character may reroll one die in its attack or defense rolls.

LIVING STRANDS

When advancing or climbing, enemy characters cannot place the movement tool overlapping this character's base. Enemy characters cannot modify or change attack dice when targeting this character with attacks.

IMMUNITY [POISON]

© MARVEL © AMG TYLER WAPOLE

MEDUSA

MEDUSALITH AMAQUELIN-BOLTAGON

3

3

3

6

4

2

M

BRAID BASH ⊕3 ⊖5 ⚡0

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IMMUNITY [POISON]

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M.O.D.O.K.
GEORGE TARLETON

2 3 3
 10 5
 4 5



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PSIONIC BLAST 4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before damage is dealt, the target character loses 1 for each in the attack roll, and this character gains that amount of .

DOOMSDAY CHAIR 4 7 3

- Whirling Blades:** After this attack is resolved, this character may make an additional Doomsday Chair attack without paying the cost. The additional attack must target another character within 2 of the original target character. The additional attack does not have the Whirling Blades special rule.
- Bleed:** After this attack is resolved, the target character gains the Bleed special condition.

BOW TO THE WILL OF M.O.D.O.K.! 2

Choose an enemy character within 3. Advance that character . This superpower can be used only once per turn.

IMBECILE! ALL THE WORLD IS A WEAPON TO M.O.D.O.K.! 2

Choose an interactive terrain feature of Size 3 or less within 3 and throw it . This superpower can be used only once per turn.

PEA-BRAIN! M.O.D.O.K.'S GENIUS IS INFINITE! X


While this character is attacking or defending, during the Modify Dice step of the attack, it may spend any amount of to use this superpower. For each 1 spent, this character may reroll one of its attack or defense dice. This superpower can be used only once per turn.

PSIONIC FORCE FIELD

When defending against an attack, this character changes results in the attack roll to blanks.

M.O.D.O.K.
GEORGE TARLETON

2 3 3
 4 5
 4 5



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PSIONIC BLAST 4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before damage is dealt, the target character loses 1 for each in the attack roll, and this character gains that amount of .

DOOMSDAY CHAIR 4 7 3

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Choose an interactive terrain feature of Size 3 or less within 3 and throw it . This superpower can be used only once per turn.

PEA-BRAIN! M.O.D.O.K.'S GENIUS IS INFINITE! X

While this character is attacking or defending, during the Modify Dice step of the attack, it may spend any amount of to use this superpower. For each 1 spent, this character may reroll one of its attack or defense dice. This superpower can be used only once per turn.

OKOYE
OKOYE

3 3 3
 4 2
 2 M

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STRIKE 2 4 0

- After this attack is resolved, this character gains equal to the dealt.

VIBRANIUM SPEAR BLAST 4 4 0

VIBRANIUM SPEAR THRUST 2 5 4

- Pierce**: Change one of the defending character's , , or results to a blank.
- Flurry**: After this attack is resolved, this character may make a Strike attack.

BODYGUARD 2

When another allied character within 2 of this character is targeted by an attack, this character may use this superpower. This character becomes the target of the attack regardless of range and LOS.

GENERAL OF THE DORA MILAJE

This character may reroll one die in its defense rolls.

MARTIAL ARTIST

When this character is defending against a or attack targeting it from within 2, this character adds blanks in its defense roll to its total successes.

OKOYE
OKOYE

3 3 3
 4 2
 2 M

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STRIKE 2 4 0

- After this attack is resolved, this character gains equal to the dealt.

VIBRANIUM SPEAR BLAST 4 4 0

VIBRANIUM SPEAR THRUST 2 5 4

- Pierce**: Change one of the defending character's , , or results to a blank.
- Flurry**: After this attack is resolved, this character may make a Strike attack.

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PROXIMA MIDNIGHT

PROXIMA MIDNIGHT

3 3 3
5 3
2 L



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STRIKE

- After this attack is resolved, this character gains \oplus equal to the \otimes dealt.
- \otimes **Pierce**: Change one of the defending character's \oplus , \otimes , or \ominus results to a blank.

SPEAR THROW

- After this attack is resolved, place this character within \oplus 1 of the target.
- \otimes **Poison**: After this attack is resolved, the target character gains the Poison special condition.

QUANTUM STARBURST

- If this attack deals \otimes , after this attack is resolved the target character gains the Bleed, Poison, and Stun special conditions.

MARTIAL PROWESS

When this character is targeted by an attack within \oplus 2, it may use this superpower. Instead of rolling dice equal to its Defense, it rolls five defense dice. If this character suffers no \otimes from the attack, after the attack is resolved, the attacker suffers 2 \otimes .

WIFE OF CORVUS GLAIVE

At the end of this character's activation, if it is within \oplus 3 of an allied **Corvus Glaive**, this character may use this superpower. If the allied **Corvus Glaive** does not have an activated token, he may activate before your turn ends.

INVULNERABILITY

When this character would suffer \otimes from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

PROXIMA MIDNIGHT

PROXIMA MIDNIGHT

3 3 3
5 3
2 L



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STRIKE

- After this attack is resolved, this character gains \oplus equal to the \otimes dealt.
- \otimes **Pierce**: Change one of the defending character's \oplus , \otimes , or \ominus results to a blank.

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INVULNERABILITY

When this character would suffer \otimes from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

ROCKET RACCOON
ROCKET RACCOON

2 2 3
 3 2
 1 M

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PLASMA RIFLE 5 5 0

- After this attack is resolved, this character gains equal to the dealt.

HADRON ENFORCER 5 7 4

- **Vortex:** Before is dealt, other enemy characters within 2 of the target character suffer 1 and are pushed toward the target character .

BOBBY TRAPS 3

When an enemy character ends a movement within 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 for each and rolled.

PERSONAL BODYGUARD 0

When this character is the target of an attack and an allied **Groot** is within 2 of this character, this character may use this superpower. The allied **Groot** becomes the target of the attack regardless of range and LOS.

NIMBLE

This character does not suffer damage from collisions.

SMALL STATURE

This character always benefits from cover.

ROCKET RACCOON
ROCKET RACCOON

2 2 3
 3 2
 1 M

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NIMBLE

This character does not suffer damage from collisions.

SMALL STATURE

This character always benefits from cover.

SHURI
SHURI

3 3 3
 5 3
 2 M



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PANTHER GAUNTLETS 5 6 0

- After this attack is resolved, this character gains 1 .
- If this attack would deal one or more it deals 1 instead.
- After this attack is resolved, if the target character is Size 3 or less, push the target character away .

SONIC CRUSH 2 7 4

- After this attack is resolved the target character gains the Stun Special Condition.
- Stagger:** After this attack is resolved the target character gains the Stagger Special Condition.

SUPER GENIUS 1

When this character is attacking, it may use this superpower during the Calculate Success step of the attack. If it does, it may choose to count results instead of results as successes.

UPGRADES X

While another allied character within 4 is attacking or defending, during the Modify Dice step of the attack, this character may spend up to 3 to use this superpower. For each spent the allied attacking or defending character may reroll one of their attack or defense dice.

HEAD OF WAKANDA R&D

Whenever this character rolls dice, after the effect is resolved it gains 1 if it rolled at least one .

SHURI
SHURI

3 3 3
 5 3
 2 M



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PANTHER GAUNTLETS 5 6 0

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HEAD OF WAKANDA R&D

Whenever this character rolls dice, after the effect is resolved it gains 1 if it rolled at least one .

STAR-LORD

PETER QUILL

3
 3
 3

6
 3

2
 M

ELEMENT GUN 4 5 0

- After this attack is resolved, this character gains equal to the dealt.

FULL AUTO 4 7 3

- Elemental Blast:** After this attack is resolved, for each in the attack roll the defending character gains one of the following special conditions: Bleed, Shock, Slow, or Stun.

WINGING IT (AFFILIATION: GUARDIANS OF THE GALAXY)

During the Power Phase, choose up to three allied characters. Give each chosen character a Winging It token. While a character with a Winging It token is attacking, defending, or dodging, it may spend a Winging It token during the Modify Dice step to reroll up to 2 of its dice. At the end of the round, remove all Winging It tokens from characters.

HIT AND RUN 2

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per turn.

PLUCKY ATTITUDE

When attacking, if this character rolled no , it may reroll all of its current attack dice. When defending, if this character rolled no , it may reroll all of its current defense dice.

FLIGHT, GEM BEARER [POWER]

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STAR-LORD

PETER QUILL

3
 3
 3

5
 3

2
 M

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FLIGHT, GEM BEARER [POWER]

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ULTRON
ULTRON

4 3 4
 6 4
 3 M



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👊 STRIKE 2 6 0

- After this attack is resolved, this character gains 1 .

🌀 ENERGY BLAST 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Incinerate**: After this attack is resolved the target character gains the Incinerate special condition.

👊 METALLIC FURY 3 7 3

- Before choosing a target, this character may choose whether this attack's type is or .
- Bleed**: After this attack is resolved, the target character gains the Bleed special condition.

⚡ KINETIC FIELD GENERATOR 3

Choose an interactive terrain feature of Size 4 or less within 3 and throw it . This superpower can be used only once per turn.

∞ ALL WILL BE METAL

When defending against attacks, count each result in the defense roll as two successes.


∞ ANALYZE AND ANNIHILATE

While attacking, this character may reroll one of its attack dice for each in the opposing defense roll.

∞ FLIGHT, IMMUNITY [BLEED, POISON]

ULTRON
ULTRON

4 3 4
 5 4
 3 M



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👊 STRIKE 2 6 0

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🌀 ENERGY BLAST 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
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∞ FLIGHT, IMMUNITY [BLEED, POISON]

VALKYRIE
BRUNHILDE

3
 3
 3
 6
 3
 2
 M



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STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.

DRAGON FANG 2 7 3

- After this attack is resolved, the target character gains the Bleed special condition.
- Flurry**: After this attack is resolved, this character may make a Strike attack.

ASGARDIAN MIGHT 3

Choose an interactive terrain feature or an enemy character, both of Size 2 or less and within 2, and throw it . This superpower can be used only once per turn.

CHARGE 2

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per turn.

WARRIOR OF LEGEND 2


During the next attack made by this character this turn, it may change one die to a for each or in its attack roll.

ASGARDIAN

During the Power Phase, this character gains 1 additional .

VALKYRIE
BRUNHILDE

3
 3
 3
 5
 3
 2
 M



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STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.

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ASGARDIAN

During the Power Phase, this character gains 1 additional .

WINTER SOLDIER

JAMES "BUCKY" BARNES



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ASSAULT RIFLE

- After this attack is resolved, this character gains \oplus equal to the \ominus dealt.
- \ominus **Bleed**: After this attack is resolved, the target character gains the Bleed special condition.
- \oplus **Rapid Fire**: After this attack is resolved, this character may make one additional Assault Rifle attack. The additional attack must target the original target character. The additional attack does not have the Rapid Fire special rule.

RED FURY

- After this attack is resolved the target character is pushed away from this character \ominus . Then immediately make an Assault Rifle attack targeting that character.

HYDRA TACTICS

Choose another allied character within \oplus 2 of this character. Place this character within \oplus 1 of the chosen character.

GOT YOUR BACK

If an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character may use this superpower. This character may make an Assault Rifle attack against the enemy character that caused the effect.

ROGUE AGENT

One character with Rogue Agent counts as an affiliated character during squad building.

SPETZNAZ TRAINING

This character may reroll one die when either attacking or being attacked by a character that is within \oplus 1.

WINTER SOLDIER

JAMES "BUCKY" BARNES



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