

QUICKSILVER
PIETRO MAXIMOFF

AVENGERS

SUPERSPEED
Quicksilver may move through all figures and does not have to stop his movement when entering water spaces. After Quicksilver's attack phase, he may maneuver up to 2 spaces.

MOLECULAR DESTABILIZATION
Once per game, instead of Quicksilver's move through attack phases, you may roll 12 combat dice. For each skull rolled, maneuver Quicksilver 1 space. Inflict a wound on each non-allied figure he passes through this activation.

SWIFT AVENGER
If an allied Mutant or figure in the Avengers faction within clear sight of Quicksilver would take enough wounds from an attack to be defeated, you may place Quicksilver adjacent to that ally and ignore those wounds. If you do, roll 2 damage dice against Quicksilver. For each shield rolled, the attacker receives a wound.

UNIQUE HERO
MUTANT
REBEL
BRASH
MEDIUM 5

9 5 1
7 4
250

MARVEL •Speedster

MS. MARVEL
CAROL DANVERS

AVENGERS

AVENGER ATTACK COMMAND
During setup, you may add up to 2 allied Unique Heroes to the Avengers faction. Before Ms. Marvel's ordered activation, you may activate an Avenger within 5 clear spaces of Ms. Marvel. If you do, Ms. Marvel skips the move phase of her activation and you may not activate additional figures this turn.

THE BEST DEFENSE
When defending against a normal attack from a figure within 5 clear spaces, if Ms. Marvel has more skulls than the attacker, inflict 1 wound on the attacker.

UNIQUE HERO
MUTATE
LEADER
DETERMINED
MEDIUM 5

6 5 5
6 6
350

MARVEL

RONIN
CLINT BARTON

AVENGERS

STEALTH LEAP 6 SPECIAL MOVE
Move 3. Height 6.
Ronin gains Flying and Stealth.

ARROW STRIKE SPECIAL ATTACK
Range 5. Attack 2.
When Ronin attacks a non-adjacent figure with this special attack, skulls count as 2 hits. After this special attack action, if he had at least 1 skull, Ronin may use his Stealth Leap Special Move and then use either a normal attack action or his Nunchaku Onslaught Special Attack action.

NUNCHAKU ONSLAUGHT SPECIAL ATTACK
Range 1. Attack 3.
Ronin may attack any adjacent figures. After this special attack action, if he inflicted 1+ wounds and did not move normally this turn, Ronin may use his Stealth Leap Special Move and then use a normal attack action.

UNIQUE HERO
HUMAN
FIGHTER
RESOLUTE
MEDIUM 5

5 4 1
5 4
180

MARVEL

THING
BEN GRIMM

AVENGERS

ACE IN THE HOLE
When an ally is defeated, you may move any unrevealed Order Markers from its card to this card. For the rest of the round, Thing may attack twice per normal attack action.

ONE MORE HAND
Once per game, if Thing would be defeated by taking wounds, he instead ignores those wounds.

FOUR OF A KIND
Before clean up, if you have 3 revealed Order Markers on the cards of 3 other Unique Heroes, you may reveal Order Marker X on this card to make an ordered activation with Thing.

UNIQUE HERO
MUTATE
FIGHTER
GRUFF
MEDIUM 5

5 6 1
8 6
340

MARVEL

TIGRA
GREER NELSON

AVENGERS

STEALTH LEAP 12 SPECIAL MOVE
Move 3. Height 12.
Tigra gains Stealth and Flying.

BERSERKER RAGE 3
Tigra may attack 1 additional time per normal attack action for each wound on this card, to a max of 3 attacks.

FEAR OF WATER
Tigra has -1 Defense while on water.

UNIQUE HERO
MUTATE
FIGHTER
FIERCE
MEDIUM 5

7 5 1
5 5
170

MARVEL

VISION
VICTOR SHADE

AVENGERS

ANALYTICAL AVENGER
During setup, roll 6 combat dice and place the results in a pool. After combat dice or a d20 is rolled for Vision, or an ally within 6 clear spaces of Vision that is in the Avengers faction, you may remove a die from the pool to add the result to your dice roll, or 2 to your d20 roll.

DENSITY DISRUPTION 12
Vision may change his Size at any time. When a figure defends against Vision's attack, if Vision moved through them during this activation, they have -1 block. If they receive 1+ wounds from this attack, roll a d20. On a 12+, remove an Order Marker from their card.

PHASING 12
Vision can move through anything. If an enemy targets Vision during its activation, roll a d20. On a 12+, until the next activation, Vision cannot be targeted and is not considered engaged to that enemy.

UNIQUE HERO
ROBOT
PROTECTOR
CALCULATING
MEDIUM 5

6 6 4
4 4
340

MARVEL •Inorganic

SPIDER-WOMAN
JESSICA DREW

AVENGERS

INFILTRATION TACTIC
At the end of your turn, if the unit that had the ordered activation did not move 1+ spaces, you may maneuver Spider-Woman up to 6 spaces.

SURPRISE STRIKE
After Spider-Woman moves, you may roll a damage die against a figure she is engaged with that she was not engaged with prior to moving.

FEAR-INDUCING PHEROMONES
While there are no revealed Order Markers on this card, figures engaged with Spider-Woman that do not have the Inorganic keyword have -1 Attack and cannot attack her if they could attack another figure that is not allied to them. After Spider-Woman's attack phase, you may maneuver her 1 space for each revealed Order Marker on this card.

UNIQUE HERO
MUTATE
CRIME FIGHTER
BOLD
MEDIUM 5

6 4
5 4
250

MARVEL •Spider-Verse

SCARLET WITCH
WANDA MAXIMOFF

AVENGERS

UNCANNY RESURRECTION
Before activating Scarlet Witch, you may choose a defeated Unique Hero that has not been chosen for this ability yet this game. Take temporary control of the chosen Hero, place it within 4 clear spaces of Scarlet Witch, and activate it. It cannot be defeated until the end of your turn. At the end of your turn, control of the chosen Hero is returned to the previous player and then it is defeated.

CHAOS BOLTS 3
When attacking normally with Scarlet Witch, multiply up to 3 skulls in her attack by 1 + X. X is the number of blanks in her attack. Scarlet Witch may attack twice per normal attack action if she does not inflict 1+ wounds with her first attack.

MAGICAL DEFENSE 1
When an enemy without Magical Affinity attacks Scarlet Witch, she ignores all but 1 wound from that attack.

UNIQUE HERO
MUTANT
SORCERER
MERCURIAL
MEDIUM 5

6 4 4
6 3
330

MARVEL

WOLVERINE
LOGAN

AVENGERS

ADAMANTIUM FLURRY 12
Instead of Wolverine's move through attack phases, you may roll a d20. On a 12+, inflict 1 wound on an adjacent figure and you may use Adamantium Flurry again, up to a maximum of 4 times in a single activation.

TRACKING 2
Once per activation, if an enemy ends its movement 2 to 8 spaces from Wolverine, you may immediately maneuver him up to 2 spaces closer to that enemy.

UNSTOPPABLE RESILIENCE
If Wolverine would take 1+ wounds, ignore 1.

SAVAGE AVENGER
When an ally is defeated by an enemy, you may move any unrevealed Order Markers from its card onto this card. If it is a Mutant or in the Avengers faction, you may immediately use Adamantium Flurry.

UNIQUE HERO
MUTANT
FIGHTER
GRUFF
MEDIUM 4

6 1
4 6
270

MARVEL •Experiment

CAPTAIN AMERICA
STEVE ROGERS

AVENGERS

ADVANCING AVENGERS
During setup, you may add up to 2 allied Unique Heroes to the Avengers faction. After initiative, you may make up to 1 normal move action with each Avenger on your team. The total number of spaces you move figures this way may not exceed your initiative result.

STEADFAST SHIELD STRIKER
Before Captain America's attack phase, you may choose a figure within 5 clear spaces. Roll 2 combat dice. For each shield rolled, that figure has -1 Defense this turn. After attacking or rolling with Captain America, you may maneuver him up to 2 spaces and up to 5 levels up. Captain America never takes falling damage.

I CAN DO THIS ALL DAY
If Captain America would be defeated by receiving wounds from an enemy, roll 2 combat dice. If he has 1+ shields, he instead ignores those wounds and, if that enemy is within 5 clear spaces of him, inflict a wound on that enemy.

UNIQUE HERO
HUMAN
FIGHTER
VALIANT
MEDIUM 5

5 5
6 4
220

MARVEL •Patriotic •Super Soldier

NAMOR
NAMOR MCKENZIE

AVENGERS

ARROGANT AVENGER
During setup, if Namor has no allies in the Avengers faction, choose an allied Unique Hero as Namor's Rival. If you lose initiative, remove an Order Marker from the card of a figure you control. If that figure is Namor's Rival or an Avenger, you may immediately activate Namor.

WATER STRENGTH 1
While on water, Namor has +1 Attack and Defense.

"IMPERIUS REX!" 14
Instead of Namor's move phase, you may choose up to 1 figure engaged with him and roll a d20. On a 14+, place Namor up to 2 spaces from his current placement. Then place any chosen figure adjacent to Namor and inflict 1 wound on it. After using "Imperius Rex!", you may use it an additional time for each Unique Hero on your team that is either defeated or has 1+ wounds, to a max of 5 additional uses.

UNIQUE HERO
ATLANTEAN/MUTANT
RULER
ARROGANT
MEDIUM 5

6 1
5 6
280

MARVEL •Royal

IRON LEGION DRONE

AVENGERS

AUTONOMOUS COMBAT CIRCUIT
If Tony Stark is on your team, once per turn, before an allied Hero's activation, you may:

- Make a move action with Iron Legion Drone. If you do, that ally skips its move phase.
- Make an attack action with Iron Legion Drone. If you do, that ally skips its attack phase.

You may only replace 1 move or attack phase with Iron Legion Drone, or 2 if it was Tony Stark's ordered activation.

IRON GRASP
When a figure adjacent to Iron Legion Drone and 1+ allied Heroes would move, you may stop its movement.

UNCOMMON HERO
ROBOT
CONSTRUCT
EFFICIENT
MEDIUM 5

3 3
6 3
5 3
100

MARVEL •Inorganic

IRON MAN
TONY STARK

AVENGERS

RAPID FIRE
If Iron Man does not move, he may attack twice per normal attack action.

STEALTH DODGE
If Iron Man has 1+ shields when defending against a non adjacent attack, he avoids the attack.

HYPER SPEED 2
After activating Iron Man, he may maneuver up to 2 spaces.

UNIQUE HERO
HUMAN
AGENT
ARROGANT
MEDIUM 5

4 6
6 4
260

MARVEL •Power Armor •Science

MOON KNIGHT
MARC SPECTOR

AVENGERS

AUDACIOUS AVENGER
If an enemy would inflict 1+ wounds on an adjacent ally in the Avengers faction, you may instead have Moon Knight take those wounds.

RELENTLESS RESOLVE
Moon Knight may attack non-adjacent enemies while he is engaged. After Moon Knight makes an attack action, if he did not inflict 1+ wounds, you may remove an unrevealed Order Marker from a card on your team or inflict 1 wound on Moon Knight. If you do, Moon Knight may make another attack action.

RISE WITH THE MOON
Once per game, when an enemy defeats the last figure you control, revive Moon Knight at full Life, place him on the battlefield, and move all your unrevealed Order Markers to this card.

UNIQUE HERO
HUMAN
FIGHTER
UNSTABLE
MEDIUM 5

4 4
6 4
4 4
170

MARVEL

THOR
THOR ODINSON

AVENGERS

AVENGING ASGARDIAN
During setup, you may add 1 allied Unique Hero to the Avengers faction. Once per turn, after an allied Avenger takes 1+ wounds from an enemy or is defeated by an enemy, you may have Thor gain a move action, moving closer to that enemy. If he ends that move adjacent to that enemy, roll 2 damage dice against it.

THUNDERSTORM SPECIAL ATTACK
Attack 4. Electric.
If Thor has 4+ wounds, he may choose up to 4 figures within 4 clear spaces to attack, even non-adjacent figures if he is engaged. Before using this attack action, Thor may use a normal attack action.

HAMMER OF THOR
When Thor is defeated, place a Mjolnir item on an empty space within 4 spaces of the space he previously occupied.

UNIQUE HERO
ASGARDIAN
WARRIOR
VALIANT
MEDIUM 5

8 1
6 8
8 8
440

MARVEL •Delity •Royal

MJOLNIR

ITEM
RANK 3
DROP 8

Only figures with the Valiant Personality may equip this item.

MELEE STRENGTH 2
This figure has +2 Attack when attacking an adjacent figure.

MARVEL •Artifact