

MARTINEX
MARTINEX T'NAGA

GUARDIANS OF THE GALAXY

Before an ordered activation with Martinex or a Pilot or Commander in the Guardians of the Galaxy faction, you may activate a Guardians of the Galaxy ally within 5 clear spaces of that figure. You may not activate additional figures this turn.

UNIQUE HERO
PLUVIAN
LEADER
RESOLUTE
MEDIUM 5

RELUCTANT HERO
If there are no Order Markers on this card and an allied Unique Hero is defeated, you may move all unrevealed Order Markers from that card to this card.

6 4 4
6 4
200

MARVEL Science

VANCE ASTRO

GUARDIANS OF THE GALAXY

NATURAL LEADER
After Vance Astro's ordered activation on Order Marker 1, you may activate an ally within 6 spaces. After this activation, your turn ends.

COORDINATED ATTACK PLAN
Before a figure you control attacks, if the defender has been attacked by an ally this turn, you may reveal Order Marker X on this card. If you do, the defender subtracts a block when defending against that attack.

PSYCHOKINETIC SHIELD BLAST SPECIAL ATTACK
Range 5. Attack 4.
This special attack action includes up to 2 attacks against different figures. After combat against a non-Huge figure with this special attack, you may place it on a space up to X spaces away from its current placement, where X is the number of shields Vance Astro has.

UNIQUE HERO
MUTANT
COMMANDER
UNYIELDING
MEDIUM 5

5 1
5 1
230

MARVEL

CHARLIE-27

GUARDIANS OF THE GALAXY

Defenders without Super Strength have -1 Defense against Charlie-27's normal attack. Charlie-27 may attack the same defender again, up to 4 times during a normal attack action, as long as he rolled 3+ skulls for the previous attack.

UNIQUE HERO
JOVIAN
PILOT
BRASH
LARGE 5

BFG SPECIAL ATTACK
Range 4. Attack 6.
This special attack can only be used once per round. All figures adjacent to the target are also affected.

TOUGH
When defending against a normal attack, Charlie-27 has +1 block.

5 1
5 1
250

MARVEL

NIKKI
NICHOLETTE GOLD

GUARDIANS OF THE GALAXY

DUAL STUN GUNS SPECIAL ATTACK
Range 4. Attack 4. Electric.
This special attack action includes up to 2 attacks. If Nikki inflicts 1+ wounds against the same defender with each attack, you may remove 1 unrevealed Order Marker from its card.

AGILE REFLEXES
When defending against a non-adjacent attack, Nikki adds 1 block.

UNIQUE HERO
MERCURIAN
FIGHTER
REBELLIOUS
MEDIUM 5

4 6
4 6
150

MARVEL

YONDU
YONDU UDONTA

GUARDIANS OF THE GALAXY

Once per round, instead of an attack action, you may choose a figure within 4 spaces and roll a d20. On a 10+, the chosen figure receives a wound and you may use this ability again, choosing a figure within 4 spaces of that figure that has not been previously chosen this round.

UNIQUE HERO
CENTAURIAN
WARRIOR
LOYAL
MEDIUM 5

RESCUE MISSION
Yondu has +1 Range and Attack when targeting a non-adjacent figure that is engaged with an ally. If the defender receives 1+ wounds, you may maneuver each ally that was engaged with the defender up to 2 spaces, with Stealth.

5 6
4 4
170

MARVEL Archer

MOONDRAGON
HEATHER DOUGLAS

GUARDIANS OF THE GALAXY

MENTAL MANIPULATION
During setup, you may choose another Unique Hero on each team without Mental Shield that is not already a Pawn to be a Pawn. Choose for each of these Pawns to have +1 or -1 Attack or Defense until Moondragon is defeated.

CEREBRAL CHESS
After initiative, if there is an Order Marker on this card, you may roll 9 combat dice, then choose 1 of the following:
• Maneuver up to X allies up to 2 spaces each with Stealth where X is the number of skulls.
• Maneuver up to X enemies without Mental Shield up to 2 spaces each with Stealth where X is the number of shields.
If a figure is a Pawn, you may move that figure up to 2 additional spaces.

TITIANIAN TECHNIQUE
When defending, if Moondragon has more skulls than the attacker, she ignores all but 1 wound and, if the attacker is adjacent to Moondragon, it takes 1 wound.

UNIQUE HERO
HUMAN
DEFENDER
DAUNTLESS
MEDIUM 5

5 5
5 5
230

MARVEL Telepath

BUG

GUARDIANS OF THE GALAXY

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

COMBAT DEXTERITY
Instead of Bug's move through attack phases, he may make a move action, and may make 2 normal attacks at any point during this move action.

DANGER SENSE REFLEXES
When defending against a non-adjacent normal attack, Bug adds 1 block. After combat when defending, Bug may Stealth Leap.

UNIQUE HERO
INSECTORID
ADVENTURER
AMOROUS
MEDIUM 5

4 4
7 4
200

MARVEL

KORVAC
MICHAEL KORVAC

GUARDIANS OF THE GALAXY

POWER DRAIN
During setup, place 3 Siphon Markers on this card. Anytime a figure without a Siphon Marker takes 1+ wounds from Korvac, you may place 1 Siphon Marker on its card. Figures other than Korvac with a Siphon Marker on their card have -2 Move and Attack. After an enemy's activation or when it is defeated, if it has your Siphon Marker on its card, return that marker to this card. During cleanup, Korvac heals 1 wound for each of your Siphon Markers that are on other cards.

DUAL ENERGY BLAST
Before a normal attack action with Korvac, you may change his Attack to 4 and his Range to 5. If you do, you may attack up to 2 times during that action.

COSMIC POWER ERUPTION
Once per round, instead of a normal attack action, Korvac may roll 1 damage die against each figure within 2 spaces.

TIME LOOP
If an enemy without the Chronal keyword ends its movement adjacent to Korvac, you may roll a d20. On a 13+, place that figure onto the space that it occupied before that move.

EVENT HERO
ENTITY
CONQUEROR
AMBITIOUS
HUGE 10

13 1
8 1
1000

MARVEL Deity

STAR-LORD
PETER QUILL

GUARDIANS OF THE GALAXY

UNIQUE HERO
SPARTOI
LEADER
INTREPID
MEDIUM 5

5 7
4 4
250

RAGTAG TACTICS
You may add allied Unique Heroes to the Guardians of the Galaxy faction if they do not share the same Species or Class as any other figure on your team. Guardians of the Galaxy allies within 5 clear spaces of Star-Lord have +1 Attack and Defense.

DISTRACTING FIRE SPECIAL ATTACK
Range 5. Attack 2.
This special attack action includes up to 3 attacks. After each attack, if Star-Lord had 1+ skull, you may maneuver Star-Lord or an ally within 5 spaces of Star-Lord up to 2 spaces with Stealth.

LUCKY DEFENSE
When Star-Lord defends, if he has no shields, he avoids the attack. If he has no blanks, add 1 block.

MARVEL

GAMORA

GUARDIANS OF THE GALAXY

UNIQUE HERO
ZEN-WHOBERI
DESTROYER
REPENTANT
MEDIUM 5

6 5
6 5
300

FLANKING STRIKE 6
Once per turn, during an allied Unique Hero's ordered activation, instead of an attack with that Hero, you may maneuver Gamora up to 6 spaces. Then, you may choose 1 enemy engaged with both Gamora and that Hero and roll 2 damage dice against that enemy.

TRAINED TO PERFECTION
When using Gamora's normal attack action, you may either attack any adjacent figures separately or add 1 hit against an adjacent defender.

HONED REFLEXES
After defending with Gamora, you may either maneuver Gamora up to 2 spaces with Stealth, or inflict a wound on the attacker if Gamora has excess blocks and the attacker is within 5 clear spaces.

MARVEL

DRAX
ARTHUR DOUGLAS

GUARDIANS OF THE GALAXY

UNIQUE HERO
GOLEM
WARRIOR
RELENTLESS
MEDIUM 5

6 1
6 5
350

BATTLE READY
During an enemy's activation, if that enemy ends its movement within 3 spaces of Drax, you may maneuver Drax up to 2 spaces if he ends this movement engaged with that figure. While Drax is engaged with only 1 figure, he has +1 Attack and Defense.

WARRIOR ENGAGEMENT
If Drax wounds a figure with a swipe, the wounded figure's movement stops.

"THE DESTROYER"
Drax may attack up to 3 times per attack action if he has not made a move action this turn and attacks the same figure with each attack.

MARVEL

ROCKET RACCOON

GUARDIANS OF THE GALAXY

UNIQUE HERO
RACCOON
WARDEN
FEARLESS
SMALL 4

6 4
4 4
170

SUPPORT FIRE 15
If Rocket is unengaged and an enemy moves into engagement with an ally within 5 clear spaces of Rocket, you may roll a d20. On a 15+, inflict 1 wound on that enemy.

BFG SPECIAL ATTACK
Range 4. Attack 6.
This special attack can only be used once per round. All figures adjacent to the target are also affected.

TENACITY 1
Rocket rolls 1 additional die for swipes and figures roll 1 additional die against Rocket for swipes.

MARVEL •Animal

NEBULA

GUARDIANS OF THE GALAXY

UNIQUE HERO
LUPHOMOID
MERCENARY
UNYIELDING
MEDIUM 5

6 5
5 4
240

THIS IS HOW IT'S DONE
After an ally's ordered activation, if any enemies were attacked and did not take 1+ wounds during that activation, you may activate Nebula, then end your turn. During this activation, those enemies are the only figures Nebula may attack.

VENGEFUL STRIKE
During transition, if Nebula is wounded, you may choose an adjacent figure. Roll a d20, with +1 for each wound Nebula has. On a 12-18, inflict 1 wound on the chosen figure. On a 19+, inflict 2 wounds on the chosen figure.

CYBERNETIC REPAIR X
During cleanup, if you reveal Order Marker X on this card, each active figure on your team with this ability heals 1 wound.

MARVEL •Cyborg

MANTIS

GUARDIANS OF THE GALAXY

UNIQUE HERO
MUTATE
EMPATH
BENEVOLENT
MEDIUM 5

6 5
5 3
200

EMPATHETIC LINK
At the start of your turn, Mantis may move an unrevealed Order Marker from her card to an ally's card.

EMOTIONAL GROUNDING
Opponents may never remove or rearrange your Order Markers.

NERVE PUNCH
When attacking an adjacent enemy with a normal attack, add 1 hit and, if Mantis inflicts 1+ wounds on a Unique Hero this way, you may remove 1 unrevealed Order Marker from that Hero's card.

NATURAL HEALING
At the end of Mantis' activation, you may roll a d20. On a 12+, heal 1 wound from her or an adjacent figure with the Nature keyword.

MARVEL •Telepath

ROCKET RACCOON

GUARDIANS OF THE GALAXY

UNIQUE HERO
RACCOON
PILOT
FEARLESS
SMALL 4

5 5
4 4
200

BOMBS AWAY
During setup, place 3 *Remotely-Detonated Bomb* hazards on this card. After a move action, you may place 1 *Remotely-Detonated Bomb* from this card on any space Rocket occupied or passed over. Instead of an attack action, you may choose any number of *Remotely-Detonated Bombs* placed by this ability and remove them from the game.

RAGTAG RINGLEADER
Allied Unique Heroes are added to the Guardians of the Galaxy faction if they do not share a Species or Class with any other figure on your team. Before the ordered activation of Rocket or a Guardians of the Galaxy Unique Hero within 4 clear spaces of Rocket, Rocket may make an attack action. If he does, you may not activate additional figures this turn.

MOVING TARGET
When defending, Rocket has +1 block. After combat, if he was the defender, Rocket may maneuver up to 3 spaces.

MARVEL •Animal

REMOTELY-DETONATED BOMB

HAZARD RANK 1

EXPLOSIVE

If this hazard is unoccupied, the player who removes this hazard from the game may choose a figure within 1 space of this hazard and inflict 1 wound on the chosen figure.

TRIGGERED EXPLOSIVE
If this hazard is removed from the game, this figure takes 1 wound.