


MARVEL CRISIS PROTOCOL MINIATURES GAME

2023 Character Updates



AMAZING SPIDER-MAN
PETER PARKER

4 4 3

6 5

2 L

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SPIDER STRIKE 3 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Momentum**: After this attack is resolved, choose another enemy character within 2 of the target character. Place this character within 1 of the chosen character. The chosen character suffers a collision as if this character were Thrown into them.

WHATEVER A SPIDER CAN 2 8 4

- After this attack is resolved, this character may Advance M.
- Catch!**: After this attack is resolved, you may choose an interactive terrain feature of Size 2 or less within 3 of this character and destroy it. The target character suffers a collision as if the terrain feature were Thrown into it.

FRIENDLY NEIGHBORHOOD SPIDER-TEAM (AFFILIATION: WEB WARRIORS)

Once per Turn, during an allied character's Activation, it may spend 1 and choose an enemy character within 2. The chosen character gains the Slow special condition. If the chosen character already had the Slow special condition, Place it within 1 of its current position and remove the Slow special condition.

WEB SWING 2

Place this character within 3 of its current position. The next time it makes a **Spider Strike** this Turn, add two dice to the attack roll. This superpower can be used only once per Turn.


WITTY BANTER 1

If an enemy character within 3 of this character is attacking an allied character, this character may use this superpower during the **Modify Opponent's Dice** step of the attack. You may reroll 1 die in the attack roll.

MASTERED SPIDER-SENSE

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least one . Additionally, this character may reroll any number of its defense or dodge dice.

WALL CRAWLER



AMAZING SPIDER-MAN
PETER PARKER

4 4 3

6 5

2 L

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WHATEVER A SPIDER CAN 2 8 4

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FRIENDLY NEIGHBORHOOD SPIDER-TEAM (AFFILIATION: WEB WARRIORS)

Once per Turn, during an allied character's Activation, it may spend 1 and choose an enemy character within 2. The chosen character gains the Slow special condition. If the chosen character already had the Slow special condition, Place it within 1 of its current position and remove the Slow special condition.

WEB SWING 2

Place this character within 3 of its current position. The next time it makes a **Spider Strike** this Turn, add two dice to the attack roll. This superpower can be used only once per Turn.

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WALL CRAWLER



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BLACK BOLT
BLACKAGAR BOLTAGON

4
 4
 3

6
 5

2
 M

ENERGY BOLT 4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce**: Change 1 of the defending character's , , or results to a Blank.

MASTER PUNCH 3 7 3

- After this attack is resolved, Place this character within 1 of the target character.
- If this attack deals and the target character is Size 4 or less, after this attack is resolved, this character may Throw the target character .

KING OF THE INHUMANS (AFFILIATION: INHUMANS)

During each of your turns, one allied character may spend 1 at any time. If it does, choose an allied character within 3 of it. The chosen character gains 1 .

ANTI-GRAVITON FIELD 2

When this character is targeted by an attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

A KING SERVES HIS PEOPLE 1

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

FOCUS POWER

During the **Power Phase**, this character gains 1 additional .

INHUMAN

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

FLIGHT, IMMUNITY [POISON]



BLACK BOLT
BLACKAGAR BOLTAGON

4
 4
 3

9
 5

2
 M

ENERGY BOLT 4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce**: Change 1 of the defending character's , , or results to a Blank.

MASTER PUNCH 3 7 3

- After this attack is resolved, Place this character within 1 of the target character.
- If this attack deals and the target character is Size 4 or less, after this attack is resolved, this character may Throw the target character .

WHISPER B4 10 6

- 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.
- After the Range Tool is placed for this attack, destroy all Size 2 or smaller interactive terrain features it overlaps.

KING OF THE INHUMANS (AFFILIATION: INHUMANS)

During each of your turns, one allied character may spend 1 at any time. If it does, choose an allied character within 3 of it. The chosen character gains 1 .

ANTI-GRAVITON FIELD 2

When this character is targeted by an attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

FOCUS POWER

During the **Power Phase**, this character gains 1 additional .

INHUMAN

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

FLIGHT, IMMUNITY [POISON]

BLACK CAT

FELICIA HARDY

👊 3

🌀 3


👁 3

🫖 5

🔥 3

🛡 2

➡ L



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👊 CAT CLAWS ⊕2 🛡4 ⚙0

- After this attack is resolved, this character gains ⚙ equal to the 🛡 dealt.
- After this attack is resolved, if it dealt 🛡, the target character gains the Bleed special condition.
- 🎯 **Pierce**: Change 1 of the defending character's 🛡, 🎯, or 🛡 results to a Blank.

👊 TROUBLEMAKER ⊕3 🛡6 ⚙2

- If this attack would deal one or more 🛡, it deals 1 🛡 instead.
- After this attack is resolved, the target character gains the Stagger special condition.
- 🎯 **Elusive**: After this attack is resolved, this character may Advance 📈.

🔗 GRAPPLING HOOK ⚙2

Place this character within ⊕2 of its current position. This superpower can be used only once per Turn.

🔗 MASTER CAT BURGLER ⚙3

Action: Choose an enemy character within ⊕1 of this character. Move 1 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.

∞ BAD LUCK

When targeting this character with attacks, enemy characters cannot modify their attack dice and they do not roll additional dice for 🛡 results in their attack rolls.

∞ STEALTH

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

BLACK CAT

FELICIA HARDY

👊 3

🌀 3


👁 3

🫖 5

🔥 3

🛡 2

➡ L



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- After this attack is resolved, this character gains ⚙ equal to the 🛡 dealt.
- After this attack is resolved, if it dealt 🛡, the target character gains the Bleed special condition.
- 🎯 **Pierce**: Change 1 of the defending character's 🛡, 🎯, or 🛡 results to a Blank.

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Place this character within ⊕2 of its current position. This superpower can be used only once per Turn.

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Action: Choose an enemy character within ⊕1 of this character. Move 1 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.

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When targeting this character with attacks, enemy characters cannot modify their attack dice and they do not roll additional dice for 🛡 results in their attack rolls.

∞ STEALTH

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



BLADE
ERIC BROOKS

4
 3
 4

6
 4

2
 M

KATANA 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, the target character gains the Bleed special condition.
- Pierce**: Change 1 of the defending character's , , or results to a Blank.

THROWING GLAIVES 4 4 0

- After this attack is resolved, this character gains 1 .
- Pursuit**: Before is dealt, this character may Advance Toward the target character .
- Bleed**: After this attack is resolved, the target character gains the Bleed special condition.

NIGHT OF THE DHAMPIR 3 7 4

- If the target character has the Bleed special condition, you may reroll any number of attack dice.
- After this attack is resolved, the target character gains the Bleed special condition.
- After this attack is resolved, this character may Advance .

BUMP IN THE NIGHT (AFFILIATION: MIDNIGHT SONS)

Once per Turn, at any time during an allied character's Activation, it may spend 1 . If it does, Place that character within 1 of its current position.

HALF-BLOOD PHYSIOLOGY 1

This character immediately performs a Shake action.

SUPERNATURAL SENSES 2

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.

VAMPIRIC IMMORTALITY

At the end of this character's Activation, it gains 1 and removes 1 from itself for each other character within 2 of it that has the Bleed special condition.



BLADE
ERIC BROOKS

4
 3
 4

6
 4

2
 M

KATANA 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, the target character gains the Bleed special condition.
- Pierce**: Change 1 of the defending character's , , or results to a Blank.

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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.

VAMPIRIC IMMORTALITY

At the end of this character's Activation, it gains 1 and removes 1 from itself for each other character within 2 of it that has the Bleed special condition.



DAREDEVIL
MATT MURDOCK

4 3 3

5 4

2 L

STRIKE ⚡ 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.

BATON HOOK ⚡ 4 ⚡ 4 ⚡ 0

- This attack ignores LOS and the **Stealth** ⚡ superpower, and the defending character does not benefit from Cover.
- Pull**: After this attack is resolved, if the target character is Size 2 or less, it may be Pushed Toward this character S.

DEVIL'S DELIVERANCE ⚡ A2 ⚡ 6 ⚡ 5

- This attack adds 1 die to each of its attack rolls for each non-Dazed enemy character within ⚡ 2 of this character when this attack was chosen.
- After each attack is resolved, the target character is Pushed Away from this character S.

★ **MARVEL KNIGHTS (AFFILIATION: DEFENDERS)**

Once per Turn, an allied character may reroll a number of its attack dice equal to the number of enemy characters within ⚡ 2 of itself.


⚡ **MAN WITHOUT FEAR** ⚡ 2

After an attack targeting this character is resolved, this character may use this superpower. This character Advances Toward the attacker S. Then, if the attacker is within ⚡ 2, this character may make a **Strike** attack targeting it.

∞ **RADAR SENSE**

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

∞ **WALL CRAWLER**



DAREDEVIL
MATT MURDOCK

4 3 3

6 4

2 L

STRIKE ⚡ 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.

BATON HOOK ⚡ 4 ⚡ 4 ⚡ 0

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- After each attack is resolved, the target character is Pushed Away from this character S.

★ **MARVEL KNIGHTS (AFFILIATION: DEFENDERS)**

Once per Turn, an allied character may reroll a number of its attack dice equal to the number of enemy characters within ⚡ 2 of itself.

⚡ **DEVIL OF HELL'S KITCHEN** ⚡ 2

This character may perform an attack with a ⚡ cost of 0. After the attack is resolved, if the attack roll contains any ⚡ results, this character suffers 1 ⚡. This superpower can be used only once per Turn.

∞ **RADAR SENSE**

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

∞ **WALL CRAWLER**

DOCTOR VODOO

JERICO DRUMM



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👁️ SPIRIT VENOM

⚡3 ⚡5 ⚡0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- 👁️ **Sap Power:** Before ⚡ is dealt, the target character loses 1 ⚡ for each 👁️ in the attack roll, and this character gains that amount of ⚡.
- 👁️👁️ **Spiritual Strength:** After this attack is resolved, if the target character is Size 2 or less, Throw it 🗑️.

👁️ STAFF OF LEGBA

⚡2 ⚡7 ⚡3

- 👁️ **Power Burn:** Before ⚡ is dealt, the target character loses 1 ⚡ for each 👁️ in the attack roll. The target character suffers 1 ⚡ for each ⚡ lost in this way, and does not gain ⚡ for ⚡ suffered as a result of Power Burn.

⚡ POSSESSION

⚡ X

This character may spend any number of ⚡ to use this superpower. Choose an enemy character within ⚡ 3 of this character with a Threat Value equal to or lower than the amount of ⚡ spent to use this superpower. Move the Brother Daniel token to that character. The enemy character drops all objective tokens it is holding. While that character has the Brother Daniel token, it cannot hold objective tokens.

⚡ RECALL SPIRIT

⚡ 3

When this character is targeted by an attack, it may use this superpower. Move the Brother Daniel token to this character from anywhere.

∞ SPIRIT OF BROTHER DANIEL

This character begins the game with a Brother Daniel token. While this character has the token, add 2 dice to all of its defense and dodge rolls. Whenever this character is Dazed, or another character is Dazed or KO'd while it has the Brother Daniel token, move the token to this character. This character cannot have a Brother Daniel token except the one it begins the game with. When this character is removed from the battlefield, remove its Brother Daniel token from the game.

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

∞ FLIGHT, IMMUNITY [Hex, INCINERATE]

DOCTOR VODOO

JERICO DRUMM



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👁️ SPIRIT VENOM

⚡3 ⚡5 ⚡0

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- 👁️👁️ **Spiritual Strength:** After this attack is resolved, if the target character is Size 2 or less, Throw it 🗑️.

👁️ STAFF OF LEGBA

⚡2 ⚡7 ⚡3

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∞ FLIGHT, IMMUNITY [Hex, INCINERATE]



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ELEKTRA
ELEKTRA NATCHIOS

4	3	3
6	4	
2	M	

ANCIENT THROWING BLADES 3 5 0

- After this attack is resolved, this character gains 1 .
- Pierce:** Change 1 of the defending character's , , or results to a Blank.
- After this attack is resolved, if there is not an allied **Hand Ninjas** character in play, Place it in play within 1 of this character with an Activated token. It is part of your Squad.

IMPALE 1 8 5

- If an allied **Hand Ninjas** character is within 2 of the target character, add 2 dice to the attack roll.
- The defending character does not add results in its defense roll to its total successes and cannot add additional dice to its defense roll as a result of results.
- After this attack is resolved, this character may Advance M.

ASSASSIN'S STEP 2

When this character deals to an enemy character with an attack, after the attack is resolved, it may use this superpower. Place this character within 1 of the enemy character. 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 5 defense dice. Then, if this character suffered no from the attack, after the attack is resolved, the attacker suffers 2 .

OUT FOR BLOOD

When this character deals to an enemy character with an attack or superpower, after the attack or superpower is resolved, this character gains 1 .

STEALTH

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



ELEKTRA
ELEKTRA NATCHIOS

4	3	3
5	4	
2	M	

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IMPALE 1 8 5

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- The defending character does not add results in its defense roll to its total successes and cannot add additional dice to its defense roll as a result of results.
- After this attack is resolved, this character may Advance M.

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OUT FOR BLOOD

When this character deals to an enemy character with an attack or superpower, after the attack or superpower is resolved, this character gains 1 .

STEALTH

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

HELA, QUEEN OF HEL

HELA

👊 4

🌀 4


👁 4

🫖 6

🔥 4

🛡 2

➡ M



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👊 **HEL-FORGED BLADE**

⚡ 3

🛡 5

🌟 0

- After this attack is resolved, this character gains ⚡ equal to the 🔥 dealt.
- 👁 **Bleed**: After this attack is resolved, the target character gains the Bleed special condition.

👁 **CLAIM SOUL**

⚡ 4

🛡 6

🌟 1

- After this attack is resolved, If this attack deals 🔥, this character gains one Captured Soul token.

👊 **RAIN OF HEL**

⚡ 3

🛡 7

🌟 3

- If the target character has the Bleed special condition, it does not count 🌟 results as successes when defending against this attack.
- 👁 **Explosive**: Before 🔥 is dealt, other enemy characters within ⚡ 2 of the target character suffer 1 🔥.

⚡ **ARMY OF HEL**

🌟 0

Discard one or more Captured Soul tokens. During the next **Hel-Forged Blade** or **Rain of Hel** attack made by this character this Turn, add one die to its attack roll for each Captured Soul token that was discarded. If a Captured Soul token was discarded, after the attack is resolved, the target character gains the Bleed special condition. This superpower can be used only once per Turn.

⚡ **DEATH'S EMBRACE**

🌟 2

Choose an enemy character within ⚡ 3. Advance this character Toward the chosen character 📏. Then, if this character is within ⚡ 1 of the chosen character, roll 4 dice. For each ⚡ and 🌟 in the result, the chosen character suffers 1 🔥. For each 🔥 suffered this way, this character may remove 1 🔥. This superpower can be used only once per Turn.

∞ **ASGARDIAN**

During the **Power Phase**, this character gains 1 additional ⚡.

∞ **GODDESS OF DEATH**

When another character is Dazed or KO'd, this character gains a Captured Soul token. This character may have a maximum of three Captured Soul tokens at any time.

HELA, QUEEN OF HEL

HELA

👊 4

🌀 4


👁 4

🫖 4

🔥 4

🛡 2

➡ M



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👊 **HEL-FORGED BLADE**

⚡ 3

🛡 5

🌟 0

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

👁 **CLAIM SOUL**

⚡ 4

🛡 6

🌟 1

- After this attack is resolved, If this attack deals 🔥, this character gains one Captured Soul token.

👊 **RAIN OF HEL**

⚡ 3

🛡 7

🌟 3

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- 👁 **Explosive**: Before 🔥 is dealt, other enemy characters within ⚡ 2 of the target character suffer 1 🔥.

⚡ **ARMY OF HEL**

🌟 0

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⚡ **QUEEN OF HEL**

🌟 0


If this character has three Captured Soul tokens, when it would be KO'd, you may use this superpower. Remove all 🔥 and Captured Soul tokens from this character. It is not KO'd.

∞ **ASGARDIAN**

During the **Power Phase**, this character gains 1 additional ⚡.

∞ **GODDESS OF DEATH**

When another character is Dazed or KO'd, this character gains a Captured Soul token. This character may have a maximum of three Captured Soul tokens at any time.



MALEKITH THE ACCURSED
MALEKITH

4
 4
 4
 9
 7
 4
 M

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BLADE OF MIDNIGHT 2 7 0

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

BLOOD BOIL B4 5 0

- After each attack is resolved, this character gains 1 .
- Poison**: After each attack is resolved, the target character gains the Poison special condition.

BUTCHER OF THORS 3 10 4

- After this attack is resolved, Place this character within 1 of the target character.
- Dark Curse**: After this attack is resolved, for each in the attack roll the defending character gains one of the following special conditions: Bleed, Hex, Shock, Slow, or Stun.


THE DARK COUNCIL (AFFILIATION: CABAL)
 When this character or an allied character Dazes or KO's an enemy character, choose another non-Dazed allied character. After the effect is resolved, the chosen character may remove 1 , may gain 1 , and may Advance . A character can be affected by this Leadership ability only once per Round.

FEROCITY 3
Action: This character immediately makes a move action followed by a **Blade of Midnight** attack action. If this attack deals and the target character is Size 3 or less, after the attack is resolved, this character may Throw the target character . This superpower can be used only once per Turn.

CLOAK OF SHADOWS X
 After this character rolls attack, defense, or dodge dice but before the **Resolve Criticals** step, it may spend any amount of to use this superpower. For each 1 spent, choose one to treat as a for the remainder of the roll.

CONQUEROR OF THE TEN REALMS
 During the **Power Phase**, this character gains 1 additional .

FLIGHT, IMMUNITY [HEX, STUN]



MALEKITH THE ACCURSED
MALEKITH

4
 4
 4
 7
 7
 4
 M

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- After this attack is resolved, Place this character within 1 of the target character.
- Dark Curse**: After this attack is resolved, for each in the attack roll the defending character gains one of the following special conditions: Bleed, Hex, Shock, Slow, or Stun.

THE DARK COUNCIL (AFFILIATION: CABAL)
 When this character or an allied character Dazes or KO's an enemy character, choose another non-Dazed allied character. After the effect is resolved, the chosen character may remove 1 , may gain 1 , and may Advance . A character can be affected by this Leadership ability only once per Round.

FEROCITY 3
Action: This character immediately makes a move action followed by a **Blade of Midnight** attack action. If this attack deals and the target character is Size 3 or less, after the attack is resolved, this character may Throw the target character . This superpower can be used only once per Turn.

CLOAK OF SHADOWS X
 After this character rolls attack, defense, or dodge dice but before the **Resolve Criticals** step, it may spend any amount of to use this superpower. For each 1 spent, choose one to treat as a for the remainder of the roll.

CONQUEROR OF THE TEN REALMS
 During the **Power Phase**, this character gains 1 additional .

FLIGHT, IMMUNITY [HEX, STUN]

RONAN THE ACCUSER

RONAN THE ACCUSER

👊 3

🌀 4


👁 4

🫖 7

☢ 4

🛡 3

➡ M



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STRIKE

⊕2
⚔5
⚙0

- After this attack is resolved, this character gains ⊕ equal to the 🌀 dealt.
- 🎯 **Throw:** Before 🌀 is dealt, if the target character is Size 4 or less, this character may Throw the target character Away S.

UNIVERSAL WEAPON

⊕4
⚔5
⚙0

- 🎯 **Push:** Before 🌀 is dealt, if the target character is Size 4 or less, it may be Pushed Away from this character S.
- After this attack is resolved, if 🌀 was dealt, the target character gains the Shock special condition.

KREE JUSTICE

⊕2
⚔8
⚙4

- After this attack is resolved, if 🌀 was dealt, the target character gains the Stun and Stagger special conditions.
- 🎯 **Explosive:** Before 🌀 is dealt, other enemy characters within ⊕2 of the target character suffer 1 🌀.

JUDGMENT

⚙2

When this character or an allied character within ⊕3 of this character is damaged by an enemy effect, after the effect is resolved, you may use this superpower. The character that caused the effect gains the Judgment special condition.

THE ACCUSER

⚙0

If an enemy effect would cause this character to be Dazed or KO'd, it may use this superpower. It is not Dazed or KO'd. After the effect is resolved, this character advances S, makes one attack targeting the enemy character that caused the effect, and is then Dazed or KO'd.

GEM BEARER [POWER], IMMUNITY [POISON]

RONAN THE ACCUSER

RONAN THE ACCUSER

👊 3

🌀 4


👁 4

🫖 7

☢ 4

🛡 3

➡ M



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STRIKE

⊕2
⚔5
⚙0

- After this attack is resolved, this character gains ⊕ equal to the 🌀 dealt.
- 🎯 **Throw:** Before 🌀 is dealt, if the target character is Size 4 or less, this character may Throw the target character Away S.

UNIVERSAL WEAPON

⊕4
⚔5
⚙0

- 🎯 **Push:** Before 🌀 is dealt, if the target character is Size 4 or less, it may be Pushed Away from this character S.
- After this attack is resolved, if 🌀 was dealt, the target character gains the Shock special condition.

KREE JUSTICE

⊕2
⚔8
⚙4

- After this attack is resolved, if 🌀 was dealt, the target character gains the Stun and Stagger special conditions.
- 🎯 **Explosive:** Before 🌀 is dealt, other enemy characters within ⊕2 of the target character suffer 1 🌀.

JUDGMENT

⚙2


When this character or an allied character within ⊕3 of this character is damaged by an enemy effect, after the effect is resolved, you may use this superpower. The character that caused the effect gains the Judgment special condition.

THE ACCUSER

⚙0

If an enemy effect would cause this character to be Dazed or KO'd, it may use this superpower. It is not Dazed or KO'd. After the effect is resolved, this character advances S, makes one attack targeting the enemy character that caused the effect, and is then Dazed or KO'd.

GEM BEARER [POWER], IMMUNITY [POISON]



TASKMASTER
ANTHONY MASTERS

3
 3
 3

6
 3

2
 M

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SWORD STRIKE 2 5 0

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

SHIELD THROW 4 4 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 3 of the original target character and may be any distance from this character. This additional attack does not have the **Ricochet** special rule.

MNEMONIC TECHNIQUE 2 4 2

- Add dice to the attack roll equal to the target's Defense.
- The target character cannot modify or reroll dice in the defense roll during this attack.

PHOTOGRAPHIC REFLEXES 2

After an attack targeting this character is resolved, this character may use this superpower. If the attacker is within 3, roll 4 dice. Deal 1 to the attacker for each and each rolled. If the attacker has already targeted this character with an attack this turn, roll 6 dice instead of 4.

INTUITIVE PATTERN RECOGNITION

If an enemy character targets this character with an attack and has already targeted this character with an attack this turn, add 2 dice to the defense roll.

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.

ROGUE AGENT

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



TASKMASTER
ANTHONY MASTERS

3
 3
 3

5
 3

2
 M

© MARVEL © AMG TYLER WALPOLE

SWORD STRIKE 2 5 0

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

SHIELD THROW 4 4 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 3 of the original target character and may be any distance from this character. This additional attack does not have the **Ricochet** special rule.

MNEMONIC TECHNIQUE 2 4 2

- Add dice to the attack roll equal to the target's Defense.
- The target character cannot modify or reroll dice in the defense roll during this attack.

PHOTOGRAPHIC REFLEXES 2

After an attack targeting this character is resolved, this character may use this superpower. If the attacker is within 3, roll 4 dice. Deal 1 to the attacker for each and each rolled. If the attacker has already targeted this character with an attack this turn, roll 6 dice instead of 4.

INTUITIVE PATTERN RECOGNITION

If an enemy character targets this character with an attack and has already targeted this character with an attack this turn, add 2 dice to the defense roll.

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.

ROGUE AGENT

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

THANOS, THE MAD TITAN

THANOS

👊 3

🌀 3


👁 4

🫖 8

🔥 6

🛡 3

➡ M



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👊 STRIKE ⚡ 2 ⚡ 6 ⚡ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- 🎯 **Throw:** Before ⚡ is dealt, this character may Throw the target character Away ⚡.

🌀 COSMIC BLAST ⚡ 3 ⚡ 5 ⚡ 0

- When creating the dice pool for this attack, this character may spend up to 3 ⚡. Add 1 die to this attack roll for each ⚡ spent in this way.
- 🎯 **Titan's Will:** After this attack is resolved, this character Pushes the target character Away ⚡. The pushed character gains the Slow special condition.

★ DEATH'S AGENDA (AFFILIATION: BLACK ORDER)

When an enemy character is KO'd, this character's controlling player scores 1 VP.

🌀 COSMIC PORTAL ⚡ 2

Choose another character within ⚡ 4 of this character. Place the chosen character within ⚡ 2 of its current position. This superpower can be used only once per Turn.

⚡ DEATH'S DECREE ⚡ 2

When another allied character within ⚡ 4 of this character targets an enemy character with an attack, this character may use this superpower. If the attacking character is Healthy, it adds 2 dice to its attack roll. If the attacking character is Injured, it adds 4 dice to its attack roll. This superpower may be used only once per Turn.

∞ BEING OF IMMEASURABLE POWER

When this character would suffer ⚡ from an enemy effect, reduce the amount suffered by 1.

Additionally, this character may have two Infinity Gems rather than the normally allowed one and may use the ⚡ or ⚡ superpowers of Infinity Gems without paying the Power Cost.

∞ GEM BEARER [MIND, POWER, REALITY, SOUL, SPACE, TIME], IMMUNITY [STUN]

THANOS, THE MAD TITAN

THANOS

👊 3

🌀 3


👁 4

🫖 9

🔥 6

🛡 3

➡ M



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👊 STRIKE ⚡ 2 ⚡ 6 ⚡ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- 🎯 **Throw:** Before ⚡ is dealt, this character may Throw the target character Away ⚡.

🌀 COSMIC BLAST ⚡ 3 ⚡ 5 ⚡ 0

- When creating the dice pool for this attack, this character may spend up to 3 ⚡. Add 1 die to this attack roll for each ⚡ spent in this way.
- 🎯 **Titan's Will:** After this attack is resolved, this character Pushes the target character Away ⚡. The pushed character gains the Slow special condition.

★ DEATH'S AGENDA (AFFILIATION: BLACK ORDER)

During the **Modify Dice** step of an attack, an allied character may suffer up to 3 ⚡. For each ⚡ suffered, it may reroll one of its attack dice. (If an attacking character becomes Dazed or KO'd during the attack, the attack ends immediately.)

⚡ DEATH'S DECREE ⚡ 2

When another allied character within ⚡ 4 of this character targets an enemy character with an attack, this character may use this superpower. If the attacking character is Healthy, it adds 2 dice to its attack roll. If the attacking character is Injured, it adds 4 dice to its attack roll. This superpower may be used only once per Turn.

∞ BEING OF IMMEASURABLE POWER

When this character would suffer ⚡ from an enemy effect, reduce the amount suffered by 1.

Additionally, this character may have two Infinity Gems rather than the normally allowed one and may use the ⚡ or ⚡ superpowers of Infinity Gems without paying the Power Cost.

∞ GEM BEARER [MIND, POWER, REALITY, SOUL, SPACE, TIME], IMMUNITY [STUN]



THOR, PRINCE OF ASGARD
THOR ODINSON

4 4 4
 7 5
 2 M

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STRIKE 2 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Throw**: Before is dealt, if the target character is Size 4 or less, this character may Throw it Away .

HAMMER THROW 5 5 1

- After this attack is resolved, the target character gains the Shock special condition.

GOD OF THUNDER A2 7 4

- After each attack is resolved, the target character gains the Shock special condition.

★ PRINCE OF ASGARD (AFFILIATION: ASGARD)

At the start of each of your turns, one allied character may spend 1 . If they do, remove 1 or 1 special condition from that character. Each allied character may use this Leadership once per Round.

✦ FOR ASGARD! 3

Action: This character immediately makes a move action followed by a **Strike** attack action. If this attack action deals , the target character gains the Stagger special condition. This superpower can be used only once per Turn.


✦ STRONGEST AVENGER 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.

∞ ASGARDIAN

During the **Power Phase**, this character gains 1 additional .

∞ FLIGHT, IMMUNITY [SHOCK, STUN]



THOR, PRINCE OF ASGARD
THOR ODINSON

4 4 4
 8 5
 2 M

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STRIKE 2 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Throw**: Before is dealt, if the target character is Size 4 or less, this character may Throw it Away .

HAMMER THROW 5 5 1

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∞ FLIGHT, IMMUNITY [SHOCK, STUN]

WINTER SOLDIER

JAMES "BUCKY" BARNES



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ASSAULT RIFLE

⊕5 ⊖4 ⚙0

- After this attack is resolved, this character gains ⚙ equal to the ⚡ dealt.
- ☠ **Bleed**: After this attack is resolved, the target character gains the Bleed special condition.
- ☠ **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

⊕2 ⊖7 ⚙4

- After this attack is resolved, if the target character is Size 3 or less, the target character is Pushed Away from this character Ⓢ. Then immediately make an **Assault Rifle** attack targeting that character.



HYDRA TACTICS

⚙2

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



GOT YOUR BACK

⚙3

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 makes 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.



SPETSNAZ TRAINING

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

WINTER SOLDIER

JAMES "BUCKY" BARNES



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ASSAULT RIFLE

⊕5 ⊖4 ⚙0

- After this attack is resolved, this character gains ⚙ equal to the ⚡ dealt.
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RED FURY

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⚙2

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⚙3

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WONG
WONG

3
 3
 3
 4
 2
 2
 M



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STRIKE 2 4 0

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

FAITHFUL ASSISTANT 2

Choose another allied character within 3 of this character. It gains 1 . A character can be affected by this superpower only once per Round.

MEDITATE 0

Action: This character gains 1 .

THE VISHANTI'S BLESSING 1


Action: This character or an allied character within 3 of this character removes up to 2 or one special condition. A character can be affected by this superpower only once per Round.

SERVANT TO THE SORCERER SUPREME

While within 3 of an allied **Stephen Vincent Strange**, this character adds 1 die to its defense rolls.

WONG
WONG

3
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STRIKE 2 4 0

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

FAITHFUL ASSISTANT 2

Choose another allied character within 3 of this character. It gains 1 . A character can be affected by this superpower only once per Round.

MEDITATE 0

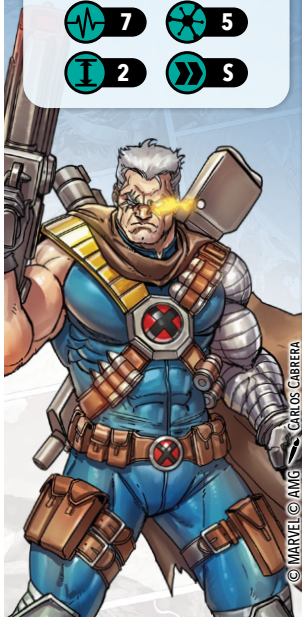
Action: This character gains 1 .

THE VISHANTI'S BLESSING 1

Action: This character or an allied character within 3 of this character removes up to 2 or one special condition. A character can be affected by this superpower only once per Round.

SERVANT TO THE SORCERER SUPREME

While within 3 of an allied **Stephen Vincent Strange**, this character adds 1 die to its defense rolls.



CABLE
NATHAN SUMMERS

3
 3
 4

7
 5

2
 5

PLASMA RIFLE 5 5 0

- After this attack is resolved, this character gains equal to the dealt.
- If the target character is within 3, this character may reroll up to 2 dice in the attack roll.
- Incinerate**: After this attack is resolved, the target character gains the Incinerate special condition.

ASKANI'SON A2 7 5

- For each attack that deals , after the attack is resolved, remove 1 from this character.

WETWORKS (AFFILIATION: X-FORCE)

Each allied character may reroll 1 die in their attack rolls once per Turn, including results. If they do and the enemy Character is within 3, the enemy character does not benefit from Cover during the attack.

BODY SLIDE BY ONE 2

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

OMEGAL LEVEL THREAT X

This character may spend 1 to 4 to use this superpower. Choose an interactive terrain feature within 3 with a Size equal to or less than the spent to use this superpower. Throw the chosen terrain feature . This superpower can be used only once per Turn.

TELEKINETIC SHIELD 2

When this character or an allied character within 3 of this character is targeted by an attack, this character may use this superpower. Add 2 dice to the target character's defense roll against this attack.

TECHNO-ORGANIC VIRUS SUPPRESSION

During the **Power Phase**, this character gains 1 additional .

IMMUNITY [POISON]



CABLE
NATHAN SUMMERS

3
 3
 4

7
 5

2
 5

PLASMA RIFLE 5 5 0

- After this attack is resolved, this character gains equal to the dealt.
- If the target character is within 3, this character may reroll up to 2 dice in the attack roll.
- Incinerate**: After this attack is resolved, the target character gains the Incinerate special condition.

ASKANI'SON A2 7 5

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Each allied character may reroll 1 die in their attack rolls once per Turn, including results. If they do and the enemy Character is within 3, the enemy character does not benefit from Cover during the attack.

BODY SLIDE BY ONE 2

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

OMEGAL LEVEL THREAT X

This character may spend 1 to 4 to use this superpower. Choose an interactive terrain feature within 3 with a Size equal to or less than the spent to use this superpower. Throw the chosen terrain feature . This superpower can be used only once per Turn.

TELEKINETIC SHIELD 2

When this character or an allied character within 3 of this character is targeted by an attack, this character may use this superpower. Add 2 dice to the target character's defense roll against this attack.

TECHNO-ORGANIC VIRUS SUPPRESSION

During the **Power Phase**, this character gains 1 additional .

IMMUNITY [POISON]

COLOSSUS

PIOTR RASPUTIN

4

3

3

6

4

3

M

STRIKE

2
 5
 0

- After this attack is resolved, this character gains equal to the dealt.
- Concussive Force**: After this attack is resolved, the target character loses 1 .

X-SLAM

3
 7
 3

- 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.

PLAYING CATCH

3

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

BIG BROTHER

2

When an enemy character within 2 of this character targets another allied character with an attack, this character may use this superpower. This character becomes the target of the attack regardless of Range and LOS.

BOZHE MOI

2

When this character is targeted by a or attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

ORGANIC STEEL

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

Additionally, this character cannot be Pushed by enemy effects.

IMMUNITY [BLEED]

COLOSSUS

PIOTR RASPUTIN

4

3

3

7

4

3

M

STRIKE

2
 5
 0

- After this attack is resolved, this character gains equal to the dealt.
- Concussive Force**: After this attack is resolved, the target character loses 1 .

X-SLAM

3
 7
 3

- 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.

PLAYING CATCH

3

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

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2

When an enemy character within 2 of this character targets another allied character with an attack, this character may use this superpower. This character becomes the target of the attack regardless of Range and LOS.

BOZHE MOI

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

ORGANIC STEEL

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

Additionally, this character cannot be Pushed by enemy effects.

IMMUNITY [BLEED]

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CYCLOPS

SCOTT SUMMERS

4
 3
 3

6
 4

2
 M

OPTIC BLAST ⊕4 ⊖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 ⚡ is dealt, this character may Push the target character Away .
- Speed of Sight**: After this attack is resolved, this character may make an additional **Optic Blast** attack. This additional attack may not target the original target character, and does not have the **Speed of Sight** special rule.

OPTIC DEVASTATION ⊕B5 ⊖7 ⚙4

- Suppression**: After each attack is resolved, the target character loses 1 ⊕ for each in the attack roll.

X-MEN BLUE (AFFILIATION: UNCANNY X-MEN)

When an allied character deals ⚡ to an enemy character with an attack, another allied character within ⊕ 5 of the attacking character may gain 1 ⊕ after the attack is resolved. A character may gain only 1 ⊕ as a result of this Leadership ability per Turn.

FIELD LEADER ⚙3

Choose another allied character within ⊕ 4. That character Advances . A character can be made to Advance by this superpower only once per Turn.

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.

QUICK DRAW ⚙2

When this character is targeted by an attack and the attacker is not within ⊕ 2 of this character, this character may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. Then, if this character suffers no ⚡ from the attack, after the attack is resolved, the attacker suffers 2 ⚡.

CYCLOPS

SCOTT SUMMERS

4
 3
 3

6
 4

2
 M

OPTIC BLAST ⊕4 ⊖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 ⚡ is dealt, this character may Push the target character Away .
- Speed of Sight**: After this attack is resolved, this character may make an additional **Optic Blast** attack. This additional attack may not target the original target character, and does not have the **Speed of Sight** special rule.

OPTIC DEVASTATION ⊕B5 ⊖7 ⚙4

- Suppression**: After each attack is resolved, the target character loses 1 ⊕ for each in the attack roll.

X-MEN BLUE (AFFILIATION: UNCANNY X-MEN)

When an allied character deals ⚡ to an enemy character with an attack, another allied character within ⊕ 5 of the attacking character may gain 1 ⊕ after the attack is resolved. A character may gain only 1 ⊕ as a result of this Leadership ability per Turn.

FIELD LEADER ⚙3

Choose another allied character within ⊕ 4. That character Advances . A character can be made to Advance by this superpower only once per Turn.

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.

QUICK DRAW ⚙2

When this character is targeted by an attack and the attacker is not within ⊕ 2 of this character, this character may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. Then, if this character suffers no ⚡ from the attack, after the attack is resolved, the attacker suffers 2 ⚡.

DEADPOOL

WADE WILSON

3
 3
 4

4
 3

2
 M

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STAB 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stab, Stab:** After this attack is resolved, this character may make another **Stab** attack. The additional attack must target the original target character. The additional attack does not have the **Stab, Stab** special rule.

BANG 4 4 0

- After this attack is resolved, this character gains 1 .
- Bang, Bang:** After this attack is resolved, this character may make another **Bang** attack. The additional attack must target the original target character. The additional attack does not have the **Bang, Bang** special rule.

DUODENUM POKE 2 6 3

- After this attack is resolved, if this attack deals , the target character gains the Bleed and Slow special conditions.

MERC WITH A MOUTH 3

Choose an enemy character within 3 of this character. It loses 2 . A character may be affected by this superpower only once per Round.

YOU CAN'T SPELL LEGENDARY WITHOUT LEG DAY 2

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

I KNOW KARATE

This character may reroll 1 die in its attack and defense rolls.

UNICORNS, RAINBOWS, AND SUGAR PLUMS DANCING THROUGH MY HEAD

This character cannot be Pushed or Advanced by effects from attacks or enemy superpowers.

HEALING FACTOR [2]

DEADPOOL

WADE WILSON

3
 3
 4

6
 3

2
 M

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STAB 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stab, Stab:** After this attack is resolved, this character may make another **Stab** attack. The additional attack must target the original target character. The additional attack does not have the **Stab, Stab** special rule.

BANG 4 4 0

- After this attack is resolved, this character gains 1 .
- Bang, Bang:** After this attack is resolved, this character may make another **Bang** attack. The additional attack must target the original target character. The additional attack does not have the **Bang, Bang** special rule.

MAXIMUM EFFORT 2 7 4

- Dance Party:** After this attack is resolved, this character may Advance . After this Advance, each other character within 2 of this character suffers 1 . This character gains 1 for each dealt in this way.

MERC WITH A MOUTH 3

Choose an enemy character within 3 of this character. It loses 2 . A character may be affected by this superpower only once per Round.

YOU CAN'T SPELL LEGENDARY WITHOUT LEG DAY 2

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

ALL RIGHT, NOW IT'S SERIOUS...

This character always counts as Healthy instead of Injured for the purposes of contesting objectives. Additionally, this character may reroll 1 die in its attack and defense rolls.

UNICORNS, RAINBOWS, AND SUGAR PLUMS DANCING THROUGH MY HEAD

This character cannot be Pushed or Advanced by effects from attacks or enemy superpowers.

HEALING FACTOR [2]

JEAN GREY

JEAN GREY

3

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5

6

5

2

M

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PSIONIC BOLT

4
 5
 0

- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before is dealt, the target character loses 1 for each in the attack roll, and this character gains that amount of .
- Pierce:** Change 1 of the defending character's , , or results to a Blank.

TELEKINETIC FORCE

3
 9
 5

- Before is dealt, if the target character is Size 4 or less, this character may Throw it Away .
- Explosive:** Before is dealt, other enemy characters within 2 of the target character suffer 1 .

BATTLEFIELD MANIPULATION

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.

MATTER TRANSMUTATION

3

Choose another character with an Activated token within 2 and Push it . A character can be moved by this superpower only once per Turn.

SHIELD MIND

2

When this character or an allied character within 4 of it would be Advanced, Placed, or Pushed by the effects of an enemy attack or enemy superpower, this character may use this superpower. The allied character is not Advanced, Placed, or Pushed.

LATENT PSYCHIC POTENTIAL

During the **Power Phase**, this character gains 2 additional .

FLIGHT

JEAN GREY

JEAN GREY

3

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7

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2

M

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PSIONIC BOLT

4
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LATENT PSYCHIC POTENTIAL

During the **Power Phase**, this character gains 2 additional .

FLIGHT

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STORM

ORORO MUNROE

3

4

3

5

3

2

M

LIGHTNING BOLT ⚡ 4 ⚡ 4 ⚡ 0

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

ICE BLIZZARD ⚡ B3 ⚡ 4 ⚡ 0

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

HURRICANE ⚡ A2 ⚡ 6 ⚡ 4

- This attack ignores LOS, and the defending character does not benefit from Cover.
- After all attacks are resolved from this area attack, each enemy character with the **Flight** ∞ superpower targeted by this attack suffers 1 ⚡.
- Allied characters in Range of this attack do not suffer ⚡ from this attack.

★ **X-MEN GOLD (AFFILIATION: UNCANNY X-MEN)**

Once per Round, you may use this Leadership ability during an allied character's Activation if it is not holding an objective token. If you do, the active character may spend 1 ⚡. If it does, choose another allied character within ⚡ 2 of it. Place the active character within ⚡ 1 of the chosen character. Additionally, when an enemy character targets an allied character with an attack, if the enemy character is not within ⚡ 2 of it, the allied character may reroll 1 of its defense die.

⚡ **EYE OF THE STORM** ⚡ 2

During the next attack action made by this character this Turn, add 2 dice to its attack rolls.

⚡ **TEMPEST** ⚡ 3

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

∞ **GODDESS OF STORMS**

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

∞ **FLIGHT, IMMUNITY [SHOCK]**

STORM

ORORO MUNROE

3

4

3

5

3

2

M

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HURRICANE ⚡ A2 ⚡ 6 ⚡ 4

- This attack ignores LOS, and the defending character does not benefit from Cover.
- After all attacks are resolved from this area attack, each enemy character with the **Flight** ∞ superpower targeted by this attack suffers 1 ⚡.
- Allied characters in Range of this attack do not suffer ⚡ from this attack.

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

∞ **FLIGHT, IMMUNITY [SHOCK]**

WOLVERINE

JAMES LOGAN HOWLETT

4
 3
 2

7
 4

2
 M

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ADAMANTIUM SLASH 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Bleed**: After this attack is resolved, the target character gains the Bleed special condition.
- Pierce**: Change 1 of the defending character's , , or results to a Blank.

BERSERKER BARRAGE 3 7 3

- Before is dealt, Place this character within 1 of the target character.
- If this attack deals , after the attack is resolved, if the target character is Size 3 or less, this character may Throw it .

THE BEST AT WHAT I DO . . . 2

Action: This character immediately makes a move action followed by an attack action. When making this attack, each in the attack roll counts as 2 successes. This superpower can be used only once per Turn.

ADAMANTIUM SKELETON

When determining if this character can be Thrown or Pushed by an effect or special rule, or when it is colliding with another character or terrain feature, this character counts as Size 3.

HEALING FACTOR [2], IMMUNITY [STUN]

WOLVERINE

JAMES LOGAN HOWLETT

4
 3
 2

6
 4

2
 M

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Action: This character immediately makes a move action followed by an attack action. When making this attack, each in the attack roll counts as 2 successes. This superpower can be used only once per Turn.

ADAMANTIUM SKELETON

When determining if this character can be Thrown or Pushed by an effect or special rule, or when it is colliding with another character or terrain feature, this character counts as Size 3.

WILD RAGE

Add 1 die to this character's attack rolls for each it has. Additionally, this character cannot Interact with or hold objective tokens.

HEALING FACTOR [2], IMMUNITY [STAGGER, STUN]