

# WICCAN



4

3

2

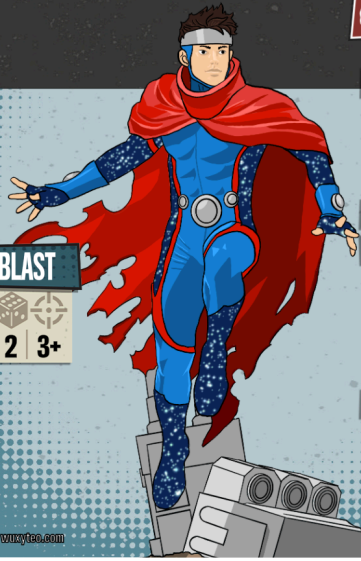
1

0

## ELECTRIC BLAST



0-1 2 3+



1

2

3

## IMPROVISED SPELL

You may spend 1 ⚡ for you or a Super Hero within Range 1 to draw 1 Heroic Trait. (This may be done repeatedly.)

## +1 ACTION

### TELEPORTATION

Once during your Turn, you may spend 1 ⚡ to move ALL Super Heroes, Enemies, and Bystanders in your Zone to any Zone on the board containing a Super Hero.

## DEMIURGE

At the start of your Turn, increase your ⚡ to 4.

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# HULKLING



4

3

2

1

0

## EXCELSIOR SWORD



0 3 4+



1

2

3

## KREE/SKRULL DURABILITY

Once per Round, you may spend 1 ⚡ to ignore 1 Wound you would suffer.

## +1 ACTION

### WINGED FLIGHT

Once per Turn, you may move +1 Zone during a Move Action, ignoring Enemies. You may move 1 Super Hero or Bystander from the Zone you start in with you.

## EMPEROR DORREK VIII

Once during your Turn, you may have 1 Super Hero perform 1 free Move Action and another Super Hero perform 1 free Power-Up Action. Then, resume your Turn.

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**SPEED**

4  
3  
2  
1  
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**RAPID PUNCHES**

0 3 4+

**SUPER SPEED**

Once during your Turn, when you perform a Move Action, you ignore Enemies and may spend any amount of ⚡. For each ⚡ spent, move +1 Zone.

**+1 ACTION**

**MOLECULAR ACCELERATION**

After performing Super Speed, deal a number of hits equal to the amount of ⚡ spent to the Zone you end in. Once per Turn, you may perform 1 free Open Door Action.

**SUPER STAMINA**

At the start of your Turn, you gain +1 ⚡. Once during your Turn, you may perform 1 free Move Action.

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**PATRIOT**

4  
3  
2  
1  
0

**MIGHTY PUNCHES**

0 2 3+

**ORIGINAL SHIELD**

Each time Enemies attack your Zone, before assigning Wounds, roll 1 die for each Wound. On a 4+, prevent that Wound.

**+1 ACTION**

**SUPER SOLDIER BLOOD**

Before attacking with Mighty Punches, you may spend 1 ⚡ to gain 1 of the following effects:

- +1 to dice results
- Enemy has -1 Toughness (min. 1)

**SKILLED TACTICIAN**

Once during your Turn, you may allow 1 other Super Hero to perform 1 free Action, Then, resume your Turn.

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# HAWKEYE (KATE BISHOP)



1

2

3



4

3

2

1

0

## ARROWS



0-2 1 2+

## "WORLD'S GREATEST ARCHER"

You ignore Target Priority. When attacking a Zone with Brutes, you may spend 1 to have Enemies suffer -1 Toughness (min. 1).

## +1 ACTION

### TRICK ARROW

Once per Turn, you may spend 1 when attacking with Arrows to gain +1 Range and to not require Line of Sight, being able to go around corners but not through walls.

## MARTIAL ARTIST

Each time Enemies move into your Zone, you may perform 1 free Attack Action.

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# STATURE



1

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4

3

2

1

0

## MARTIAL ARTS



0 3 4+

## VARYING SIZES

You may spend 1 to move +1 Zone per Move Action, ignoring Enemies. Once during your Turn, you may perform 1 free Open Door Action.

## +1 ACTION

### GROWTH SPURT

When attacking with Martial Arts, you may spend 1 to replace your base dice with 1 die for each Enemy in the Zone (no possible bonuses), ignoring Zombie Heroes for this Attack.

## RAISED BY HEROES

At the start of your Turn, you may draw 2 free Heroic Trait cards and select 1, discarding the other.

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# AMERICA CHAVEZ



4

3

2

1

0

## MIGHTY PUNCHES



0

3

4+



1

2

3

## SUPER STARLING

When attacking with Mighty Punches, you may spend 2 stars. If you do, roll only 1 die (no bonuses possible). A successful roll scores 4 Hits against that Zone.

## +1 ACTION

## STAR PORTAL

Once during your Turn, you may spend 1 star to move to any Zone on the board containing a Super Hero. You may move any Bystander in your Zone with you when using Star Portal.

## POWER STOMP

Once during your Turn, you may spend 1 star and 1 Action to eliminate half of each Enemy type in that Zone, ignoring Zombie Heroes for this Attack.

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# IRON LAD



4

3

2

1

0

## REPULSOR



0-1

3

4+



1

2

3

## NEUROKINETIC ARMOR

When attacking with Repulsor, you may spend 1 star to gain +1 to dice results. Once per Round, you may spend 1 star to ignore 1 Wound.

## +1 ACTION

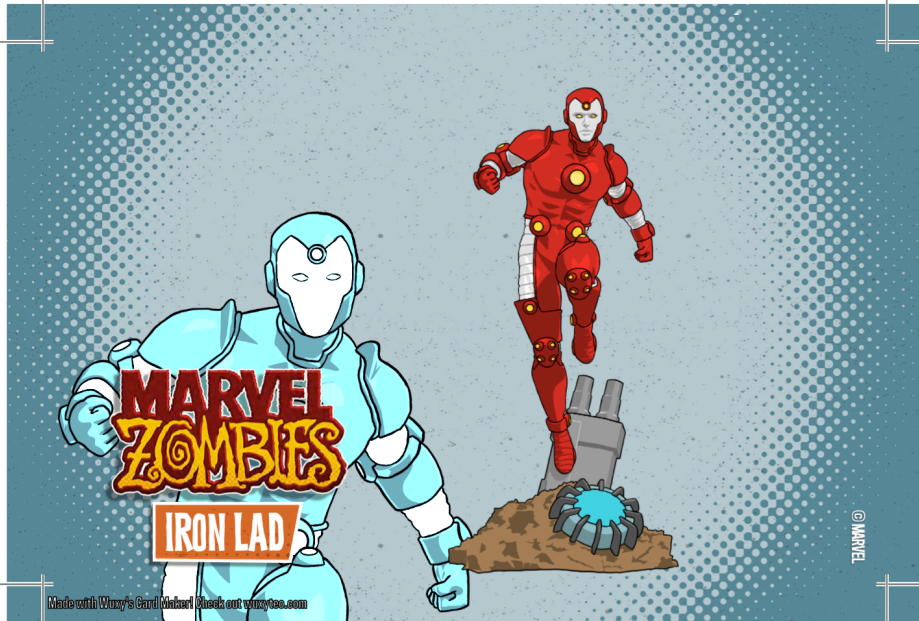
## VISION'S A.I.

Once during your Turn, you may draw a Heroic Trait card for free. When drawing Heroic Traits, you may draw 2 and select 1, discarding the other.

## TIME TRAVEL

Once during your Turn, you may spend 2 stars to perform 2 free Actions.

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# MARVEL BOY



4

3

2

1

0

## GAUNTLETS



1

2

3

## KREE TECHNOLOGY

Once per Turn, you may perform 1 free Power-Up OR draw 1 free Heroic Trait.

## +1 ACTION

## WHITE RUNNING

When performing Move Actions, you may move +1 Zone and ignore Enemies as long as you end your move in Zone with Enemies. Then, you may spend 1 to perform 1 free Attack Action.

## SPLICED INSECT DNA

Once during your Turn, you may ignore 1 Wound you would suffer. During the End Phase, you may spend 1 to heal all of your Wounds.



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