

Heroscape Figures

<http://www.crystalkeep.com/heroscape>
by S. D'Angelo (dangelo@crystalkeep.com) 06/29/2008

Heroscape Product Key

#	Code	Full Name	Nickname	Notes
	RotV	Rise of the Valkyrie	Master Set	
	SotM	Swarm of the Marro	Master Set 2 / Swamp	
	RtFF	Road to the Forgotten Forest	Roads & Trees	
	TT	Thaelenk Tundra	Snow & Ice	
	FotA	Fortress of the Archkyrie	Castle	
	VW	Volcarren Wasteland	Lava	
	MP	Malliddon's Prophecy	Series 1	1 = Grut Orcs 2 = The IX Roman Legion 3 = Snipers & Vipers 4 = Heroes of Bleakwoode
	UR	Utgar's Rage	Series 2	1 = Drones & Minions 2 = Knights & Swog Rider 3 = Minute Men & Wolves 4 = Heroes of Barenspur
	JO	Jandar's Oath	Series 3	1 = Gorillas & Hounds 2 = Kilts & Commandos 3 = Monks & Sentinels 4 = Heroes of Nostralund
	ZD	Zanfor's Discovery	Series 4	1 = Soulborgs & Elves 2 = Lawmen & Samurai 3 = Greeks & Vipers 4 = Heroes of Trollsford
	TV	Thora's Vengeance	Series 5	1 = Soulborgs 2 = Gladiators & Agents 3 = Warriors & Soulborgs 4 = Ninjas & Samurai
	DD	Dawn of Darkness	Series 6	1 = Shades & Orcs 2 = Archers & Kyries 3 = Warriors & Soulborgs 4 = Heroes of Durgeth
	FV	Fields of Valor	Series 7	1 = Riflemen & Spearmen 2 = Vampire & Fiends 3 = Knights Templar 4 = Heroes of Elswin
	DK	Defenders of Kinsland	Series 8	1 = Soldiers & Wolves 2 = Marro Cavalry 3 = Elves 4 = Heroes of the Molten Sea
	OR	Orm's Return	Heroes of Laur	
	RV	Raknar's Vision	Heroes of Lindesfarme	
	CV	Crest of the Valkyrie	Flagbearers	Einar Jandar Ullar Utgar Vydar
	AA	Aquilla's Alliance		
	TJ	Ticalla Jungle	Jungle	
	PR	Promotional Figure		

Marvel Heroscape Product Key

#	Code	Full Name	Nickname	Notes
	MCB	Marvel: The Conflict Begins	Marvel Master Set	

Column Descriptions and Statistics

Column	Description	Statistics					
Pts	The figure's point cost	1 is 225 1 is 220 2 are 210 2 is 200 3 is 185	2 are 180 1 is 170 3 are 160 5 are 150 4 are 140	1 are 135 4 are 130 9 are 120 11 are 110 1 are 105	20 are 100 10 are 90 11 are 80 5 are 75 5 are 70	3 are 65 7 are 60 1 is 55 12 are 50 1 is 45	7 are 40 3 are 30 2 are 25 2 is 20 2 is 10
Info	Faction	3 are Aquilla	26 are Einar	25 are Jandar	24 are Ullar	48 are Utgar	16 are Vydar
	Race	49 are Human 14 are Soulborg 12 are Elf 12 are Marro	11 are Kyrrie 7 are Orc 7 are Undead 5 are Dragon	4 are Viper 3 are Wolf 2 are Primadon 1 is Arachnid	1 is Doggin 1 is Dzu-Teh 1 is Fiantooh 1 is Giant	1 is Gryphillin 1 is Insect 1 is Moltarn 1 is Nagrubs	1 is Ogre 1 is Troll 1 is Trolticar 1 is Wulsinu
	Class	15 are Warrior 10 are Champion 8 are Soldier 8 are Wizard 7 are Hunter 6 are Scout 6 are Warlord 5 are Agent	5 are Guard 5 are Ninja 5 are Samurai 4 are Archer 4 are Deathwalker 3 are Devourer 3 are Beast 3 are Gladiator	3 are Hivelord 3 are Knight 3 are Lawmen 3 are Major 2 are Ashigaru 2 are King 2 are Monk 2 are Queen	2 are Sniper 1 is Alphalion 1 is Archmage 1 is Daimyo 1 is Darklord 1 is Deathreaver 1 is Drone 1 is Duchess	1 is Emperor 1 is Hive 1 is Lady 1 is Lord 1 is Minion 1 is Mount 1 is Predator 1 is Protector	1 is Savage 1 is Sentinel 1 is Stinger 1 is Warden 1 is Warwitch
	Personality	28 are Disciplined 23 are Tricky 21 are Wild	12 are Relentless 11 are Precise 10 are Valiant	9 are Terrifying 5 are Ferocious 3 are Merciful	3 is Rebellious 1 is Loyal 1 is Menacing	1 is Resolute 1 is Tormenting	
Type	Unique unless specified as Common	86 Unique Heroes	2 Common Heroes	12 Unique Squads	42 Common Squad		
# @ Life	The number of figures and life total per figure	1 has 9 life 2 have 8 life 2 have 7 life	19 have 6 life 28 have 5 life 16 have 4 life	10 have 3 life 3 have 2 life 52 have 1 life	<i>Of those with 1 life:</i>	16 have 4 figures 37 have 3 figures	1 has 2 figures 7 have 1 figure
Height	The height of the figure (H#)	1 is H17 1 is H13 2 are H12	3 are H11 2 is H10 2 are H9	2 are H8 7 are H7 13 are H6	73 are H5 31 are H4 3 are H3	1 is H2	
Base	The base size is 1 unless specified (B#)	1 is B5	30 are B2	111 are B1			
Size	Medium size unless specified	14 are Huge	19 are Large	104 are Medium	4 are Small		
Move	The movement rate (M#)	7 are M8 13 are M7	42 are M6 67 are M5	11 are M4 None are M3	None are M2 1 is M1	1 is M0	
Range	The attack range (R#)	1 is R10 1 is R9	5 are R8 14 are R7	13 are R6 3 are R5	None are R4 None are R3	None are R2 106 are R1	
Attack	The attack dice count (A#)	1 is A8 1 is A7	6 are A6 7 are A5	25 are A4 60 are A3	35 are A2 7 are A1		
Defnse	The defense dice count (D#)	1 is D9 1 is D8	4 are D7 4 are D6	9 are D5 32 are D4	56 are D3 27 are D2	7 are D1 1 is D0	

Marvel Column Descriptions and Statistics

Column	Description	Statistics					
Pts	The figure's point cost	1 is 370 1 is 360	2 are 320 1 is 245	1 is 240 1 is 220	1 is 190 1 is 160	1 is 150	
Info	Race	6 are Human	1 is Clone	1 is Eternal	1 is Symbiote	1 is Zenn-Lavian	
	Class	2 are Creature 1 is Adventurer	1 is Conquerer 1 is Crime Fighter	1 is Herald 1 is Mastermind	1 is Ruler 1 is Soldier	1 is Vigilante	
	Personality	2 are Ferocious 2 are Valiant	1 is Angry 1 is Arrogant	1 is Egomaniacal 1 is Nihilist	1 is Ruthless 1 is Tricky		
Type	Unique unless specified as Common	10 Unique Heroes	0 Common Heroes	0 Unique Squads	0 Common Squad		
# @ Life	number of figures + life total per figure	2 have 8 life	2 have 6 life	4 have 5 life	2 have 4 life		
Height	The height of the figure (H#)	2 are H6	8 are H5				
Base	The base size is 1 unless specified (B#)	10 are B1					
Size	Medium size unless specified	10 are Medium					
Move	The movement rate (M#)	6 are M6	4 are M5				
Range	The attack range (R#)	3 are R6	1 is R5	1 is R4	0 are R3	0 are R2	5 are R1
Attack	The attack dice count (A#)	1 is A7	4 are A6	1 is A5	4 are A4		
Defnse	The defense dice count (D#)	2 are D7	5 are D6	0 are D5	2 are D4	1 is D3	

Aquilla Figures

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Master Win Chiu Woo ^{PR}	140	Aquilla Human Monk Disciplined	Hero	5 life	H5	M5 R1	A4 D4	May attack any or all figures adjacent to him, with each attack rolled separately. Other Monks you control within R2 clear sight get +1A and +1D. Monk squad figures you control can ignore +13 levels when using their leap move power. Instead of normal move, can M3 with no disengage attacks during the move. Each steps ignores up to 25 levels up/down.
Sujoah ^{AA}	185	Aquilla Insect Predator Relentless	Hero	6 life	H6 B2 Huge	M8 R1	A4 D4	Flying. Special Attack: R1 / A4. If at least one wound inflicted, roll d20. On 10-19, do +1 wound. On 20, destroy the figure.
Fyorlag Spiders ^{TJ}	40	Aquilla Arachnid Scout Wild	Common Squad	3 @ 1 life	H2	M7 R1	A2 D2	Act as H6 for purposes of moving up/down terrain. Before taking a turn with this card, you may take a turn with a Predator you control. After moving and before attacking, you may choose one small or medium enemy figure that is engaged with at least 3 of these figures. On 16+, remove one unrevealed order marker from that figure's card.

Einar Figures (Part 1 of 2)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defense	Specials
Crixus TV-2	90	Einar Human Gladiator Rebellious	Hero	5 life	H4	M5 R1	A5 D3	If get at least one shield on defense, then can take at most one wound from that attack.
Empress Kiova DD-4	90	Einar Kyrie Warrior Disciplined	Hero	5 life	H6	M5 R1	A3 D4	Flying. Does not take leaving engagement attacks when starting to move. Other Einar Kyrie within R5 may re-roll defense dice that are not shields.
Guilty McCreech ZD-2	30	Einar Human Lawman Wild	Hero	2 life	H4	M5 R7	A2 D2	Attacks twice each turn.
Gurei-Oni AA	100	Einar Ogre Guard Tormenting	Hero	4 life	H7 B2 Large	M5 R1	A4 D4	When defend against non-adjacent for normal attack, each excess shield is an unblockable hit on attacker. Special Attack: R1 / A3. Also affects one figure of your choice adjacent to the target is affected by the same attack roll, but defends separately.
Hamamoto Taro CV	130	Einar Human Samurai Disciplined	Hero	5 life	H5	M5 R1	A2 D2	+1 shield on defense if at least one friendly Einar is adjacent to him. When a friendly Samurai or Ashigaru within R8 defends, use the Valkyrie dice and count Valkyrie symbols as shields.
Kaemon Awa DD-4	120	Einar Human Samurai Disciplined	Hero	4 life	H5	M5 R7	A4 D4	When defend against adjacent non-Samurai for normal attack, each excess shield is an unblockable hit on attacker. Special Attack: R4 / A4. This attack may be performed twice in one turn.
Kato Katsuro DK-4	200	Einar Human Daimyo Disciplined	Hero	5 life	H5	M6 R1	A4 D4	Instead of taking a turn with this figure, you may take a turn with a figure in clear sight of this one that is: a) one Samurai Hero, b) one Samurai Squad, c) both one Ashigaru Harquebus Squad and one Ashigaru Yuri Squad (you pick which squad goes first and can use only one of the two squads if you want).
Marcus Decimus Gallus MP-4	100	Einar Human Warlord Disciplined	Hero	6 life	H5	M5 R1	A3 D3	Gives +1M to Soldiers you control. Gives +1A to friendly adjacent Soldiers.
Parmenio ZD-4	90	Einar Human Warlord Disciplined	Hero	5 life	H5	M5 R1	A3 D3	At start of the game, you can change one card to be of personality Disciplined until end of game. If would receive wounds while adjacent to a Sacred Band figure, on 15+ ignore those wounds.
Retiarius TV-2	90	Einar Human Gladiator Rebellious	Hero	4 life	H5	M5 R1	A5 D3	After moving, on 14+, an adjacent small or medium figure may not roll more than 1 defense die.
Shiori SotM	60	Einar Human Ninja Tricky	Hero	3 life	H4	M6 R1	A3 D3	Disengage. Ghost Walk. +1A and +1D if has exactly one unrevealed order marker. Special Attack: R5 / A*. This attack is A3 against small or medium figures, and A2 against all other targets.
Spartacus TV-2	200	Einar Human Gladiator Rebellious	Hero	5 life	H5	M5 R1	A6 D4	Gives +1M, +1A, and +1D to all Gladiators if all order markers are on Gladiators and at least one is on this card.
Valguard ZD-4	110	Einar Human Warlord Wild	Hero	7 life	H5	M5 R1	A2 D4	Gives +1 on d20 for Berserker Charge power on any of your figures. (See Tarn Viking Warriors.) +3A if defending figure was not adjacent to this figure at the start of the turn.
Zelrig AA	185	Einar Dragon Emperor Disciplined	Hero	6 life	H11 B2 Huge	M6 R1	A4 D4	Flying. Special Attack: R7 / A3. All figures adjacent to the target are also affected by the same attack roll, but defend separately. Common Squad figures roll 2 less defense dice. Does not affect himself.

Einar Figures (Part 2 of 2)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
10 th Regiment of Foot ^{DK-1}	75	Einar Human Soldier Disciplined	Common Squad	4 @ 1 life	H5	M5 R6	A2 D2	+1A if none of these figures move on this turn. +1A if moved at least 1 space this turn and attacks an adjacent figure. +1D against normal attacks from adjacent figures.
Ashigaru Harquebus ^{FV-1}	60	Einar Human Ashigaru Disciplined	Common Squad	4 @ 1 life	H5	M5 R6	A2 D1	+1A if none of these figures move on this turn.
Ashigaru Yari ^{FV-1}	40	Einar Human Ashigaru Disciplined	Common Squad	4 @ 1 life	H5	M5 R1	A2 D1	Special Attack: R1 / A6. If three of these figures you control are adjacent to the same enemy figure, you may use this attack. Compare height to the lowest of your three figures. If this is used, the fourth unit that moved may not attack.
The Einar Imperium ^{DD-2}	140	Einar Kyrie Soldier Disciplined	Common Squad	3 @ 1 life	H5	M5 R1	A3 D3	Flying. Does not take leaving engagement attacks when starting to move. Attacks twice each turn.
Izumi Samurai ^{RotV}	60	Einar Human Samurai Disciplined	Squad	3 @ 1 life	H5	M6 R1	A2 D5	When defend against adjacent non-Samurai for normal attack, each excess shield is an unblockable hit on attacker.
Kozuke Samurai ^{TV-4}	100	Einar Human Samurai Disciplined	Squad	3 @ 1 life	H4	M5 R1	A5 D3	When defend against adjacent non-Samurai for normal attack, each excess shield is an unblockable hit on attacker. +3M if start unengaged and end move adjacent to an opponent's figure.
Ninjas of the Northern Wind ^{TV-4}	110	Einar Human Ninja Disciplined	Squad	3 @ 1 life	H4	M6 R1	A4 D3	Disengage. Ghost Walk. If at least one skull rolled on a normal attack on this figure, on 12+ this figure may take no damage and M4 to a space not adjacent to any enemy figures.
Roman Archers ^{MP-2}	55	Einar Human Archer Disciplined	Common Squad	3 @ 1 life	H5	M4 R6	A2 D1	Special Attack: R6 / A5 by 3 unengaged Roman Archers at the same level on one target they can all see in this range.
Roman Legionnaires ^{MP-2}	50	Einar Human Soldier Disciplined	Common Squad	4 @ 1 life	H5	M4 R1	A3 D2	+1D per adjacent Roman Legionnaire (max +2D). Before taking a turn with this card, you may first take a turn with a Warlord you control.
Sacred Band ^{ZD-3}	50	Einar Human Soldier Disciplined	Common Squad	4 @ 1 life	H5	M4 R1	A3 D2	+1D if all your cards are Disciplined. Before taking a turn with this card, you may first take a turn with a Einar Warlord you control.
Tagawa Samurai ^{ZD-2}	120	Einar Human Samurai Disciplined	Squad	3 @ 1 life	H5	M6 R1	A3 D5	When defend against adjacent non-Samurai for normal attack, each excess shield is an unblockable hit on attacker. When a figure from this card destroys a figure, put an "experience" marker on this card if there are less than 3 markers already. Gets +1A for each "experience" marker.
Tagawa Samurai Archers ^{DD-2}	65	Einar Human Samurai Disciplined	Common Squad	3 @ 1 life	H5	M5 R6	A2 D3	When defend against adjacent non-Samurai for normal attack, each excess shield is an unblockable hit on attacker.

Jandar Figures (Part 1 of 2)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Alastair MacDirk ^{JO-4}	110	Jandar Human Champion Valiant	Hero	6 life	H5	M5 R1	A5 D3	Once per round after taking a turn with this figure, you can place a wound on him and take an extra turn.
Concan the Kyrie Warrior ^{JO-4}	80	Jandar Kyrie Warrior Valiant	Hero	5 life	H5	M5 R1	A4 D4	Flying. When defend against adjacent normal attack, each excess shield is an unblockable hit on attacker.
Eldgrim the Viking Champion ^{DD-4}	30	Jandar Human Champion Valiant	Hero	3 life	H4	M5 R1	A2 D2	Once per turn, after taking a turn with this card, you may place a wound marker on him to take another turn with him. When dies, permanently gives +1M to one card.
Finn the Viking Champion ^{RotV}	80	Jandar Human Champion Valiant	Hero	4 life	H5	M5 R1	A3 D4	Gives +1R and +1A to adjacent figures. When dies, permanently gives +1A to one card.
Johnny "Shotgun" Sullivan ^{JO-4}	65	Jandar Human Lawman Tricky	Hero	5 life	H5	M5 R7	A2 D2	Special Attack: R5 / A3. Affects targeted figure and all adjacent to it (except this figure).
Kelda the Kyrie Warrior ^{MP-4}	80	Jandar Kyrie Warrior Merciful	Hero	5 life	H5	M6 R1	A2 D3	Flying. After moving, choose an adjacent wounded Hero and roll d20: 1=add 2 wounds, 2-5= remove 1 wound, 6-17=remove 2 wounds, 18-20=remove all wounds.
Nilfheim ^{RV}	185	Jandar Dragon King Ferocious	Hero	6 life	H12 B2 Huge	M6 R1	A6 D4	Flying. Special Attack: R5 / A4. May attack up to 3 separate targets, rolling separate attack dice for each.
Raelin the Kyrie Warrior ^{RotV}	80	Jandar Kyrie Warrior Merciful	Hero	5 life	H5	M6 R1	A3 D3	Flying. Gives +2D to other friendly figures within R4.
Raelin the Kyrie Warrior ^{SotM}	120	Jandar Kyrie Warrior Resolute	Hero	5 life	H5	M6 R1	A3 D3	Flying. Gives +1D to other friendly figures within R6. May attack any number of figures adjacent to her, with each attack rolled separately.
Sgt. Drake Alexander ^{RotV}	110	Jandar Human Soldier Valiant	Hero	5 life	H5	M5 R1	A6 D3	Cannot be the target of a non-adjacent normal attack. Instead of normal move, can move one space that is up to 25 levels higher.
Sgt. Drake Alexander ^{SotM}	170	Jandar Human Soldier Valiant	Hero	6 life	H5	M6 R1	A6 D4	Cannot be the target of a non-adjacent normal attack. Instead of a normal move, can M4 as if Flying, but no more than 45 levels of elevation up/down during the move. Special Attack: R5 / A3. Cannot be used on a Jandar figure.
Sir Denrick ^{UR-4}	100	Jandar Human Champion Valiant	Hero	5 life	H5	M5 R1	A4 D4	+2A against Huge figures. Rolls extra die against figures leaving engagement.
Sir Dupuis ^{DK-4}	150	Jandar Human Knight Valiant	Hero	6 life	H6 B2 Large	M8 R1	A4 D3	+1A for each Knight you control within 4 clear sight spaces to a maximum of +3A. +1D if has 4 or more wounds. When receiving one or more wounds from a leaving-engagement attack, roll d20. On 7+, ignore those wounds.
Sir Gilbert ^{CV}	105	Jandar Human Champion Valiant	Hero	6 life	H5	M5 R1	A3 D4	Gives +1A to adjacent friendly figures with R1 attack. After this figures turn, roll 12 Valkyrie dice. You may move up to four friendly Jandar squad figures within R8 each up to the number of Valkyrie symbols rolled.
Thorgrim the Viking Champion ^{RotV}	80	Jandar Human Champion Valiant	Hero	4 life	H5	M5 R1	A3 D4	Gives +1D to adjacent figures. When dies, gives permanent +1D to one card.
Zetacron ^{AA}	60	Jandar Soulborg Scout Precise	Hero	2 life	H7 B2 Large	M5 R8	A2 D4	When attacking, all skulls count as 2 skulls.

Jandar Figures (Part 2 of 2)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
4 th Massachusetts Line ^{UR-3}	70	Jandar Human Soldier Valiant	Common Squad	4 @ 1 life	H5	M5 R6	A2 D2	+1A if no member of this squad moves. +1D if every card you control is Valiant.
Airborne Elite ^{RotV}	110	Jandar Human Soldier Disciplined	Squad	4 @ 1 life	H5	M4 R8	A3 D2	Special Attack: Once per game can R5 / A2 / Lob 12 from each member. Affects targeted figure and all adjacent to it. Does not start in play. At start of each turn, roll 13+ before order markers in order to put them into play.
Dzu-Teh ^{TT}	75	Jandar Dzu-The Hunter Wild	Common Squad	3 @ 1 life	H6	M5 R1	A4 D3	Ice and Snow only count as 1 space when moving. Instead of normal move, if adjacent to a glacier, can move to any other space adjacent to that glacier. Cannot be attacked with a normal non-adjacent attack if adjacent to a glacier.
Knights of Weston ^{UR-2}	70	Jandar Human Knight Valiant	Common Squad	4 @ 1 life	H5	M4 R1	A3 D4	Rolls extra die against figures leaving engagement. Before taking a turn with this card, you may first take a turn with a Human Champion you control.
MacDirk Warriors ^{JO-2}	80	Jandar Human Warrior Wild	Common Squad	4 @ 1 life	H5	M5 R1	A2 D2	Choose a Human Champion you control at start of game (only one shared by all squads). +1A for each wound on that figure. Before taking a turn with this figure, you may take a turn with any Human Champion you control.
Omicron Snipers ^{MP-3}	100	Jandar Soulborg Sniper Precise	Common Squad	3 @ 1 life	H5	M5 R7	A1 D3	When attacking, all skulls count as 2 skulls.
Sentinels of Jandar ^{JO-3}	110	Jandar Kyrie Sentinel Valiant	Common Squad	3 @ 1 life	H5	M4 R1	A3 D4	Flying. When defending, each shield counts as 2 shields.
Tarn Viking Warriors ^{RotV}	50	Jandar Human Warrior Wild	Squad	4 @ 1 life	H5	M4 R1	A3 D4	(Berserker Charge) After moving all, can move all again on 15+.
Templar Cavalry ^{FV-3}	120	Jandar Human Knight Valiant	Squad	3 @ 1 life	H6 B2 Large	M8 R1	A3 D3	+2A if attacking a figure that was at least 4 spaces away at the start of his turn. +1A against Utgar figures. +1D against adjacent small or medium squad figures.

Ullar Figures (Part 1 of 2)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Acolarth ^{CV}	110	Ullar Elf Wizard Valiant	Hero	5 life	H5	M5 R1	A3 D2	Gives +2M to friendly Ullar that begin their turn adjacent to this figure. If a friendly Elf within R8 would die from wounds, roll 10 Valkyrie dice. If 3 or more Valkyrie symbols are rolled, ignore all the wounds the figure just received.
Arkmer ^{DK-3}	50	Ullar Elf Wizard Tricky	Hero	3 life	H5	M5 R5	A4 D2	+*D, where * is the number of Elves adjacent to this figure that you control. When opponent's figure moves into engagement with this one, on 13+ that figure gets a wound.
Brunak ^{OR}	110	Ullar Trolicor Mount Ferocious	Hero	3 life	H8 B2 Huge	M6 R1	A4 D7	Does not end movement when entering lava. Does not roll for lava or hot ground damage. (Carry) Before moving, choose a friendly unengaged adjacent figure. After moving, place that figure adjacent to this one. Special Attack: R1 / A4. If this attack destroys a figure, he may use this attack again. Repeat until he fails to destroy a figure.
Chardris ^{DK-4}	90	Ullar Elf Wizard Valiant	Hero	6 life	H5	M5 R1	A3 D2	Special Attack: R6 / A*, where * is 2 plus the number of Elf Wizards within 3 clear sight spaces with a maximum of 3 (making a maximum A5).
Charos ^{OR}	210	Ullar Dragon King Valiant	Hero	9 life	H9 B2 Huge	M5 R1	A5 D5	Flying. Carry: Before moving, choose a friendly unengaged adjacent figure. After moving, place that figure adjacent to this one.
Deadeye Dan ^{ZD-2}	60	Ullar Human Sniper Precise	Hero	3 life	H5	M5 R10	A1 D2	If does not move, instead of attacking, choose a non-adjacent figure within R10. On 19+ it is destroyed. Special Attack: R10 / A1. Target must be a small or medium non-adjacent figure. It does not get to roll defense. This attack cannot be used if this figure moved this turn.
Emirroon ^{DK-3}	80	Ullar Elf Wizard Tricky	Hero	5 life	H5	M5 R1	A3 D3	After moving and before attacking, roll d20 and add the number of Elves you control that are adjacent to this figure. On 5-11, you may move one Elf you control to be adjacent to this figure. On 12-17, you may move two Elves to be adjacent. On 18+, you may move three Elves to be adjacent.
Jorhdawn ^{DK-3}	100	Ullar Elf Wizard Valiant	Hero	6 life	H4	M5 R1	A3 D2	Special Attack: R7 / A*, where * is 1 plus the number of Elf Wizards within 3 clear sight spaces with a maximum of 3 (making a maximum of A4). All figures adjacent to the target are also affected by the same attack roll, but roll defense separately. Does not affect herself.
Jotun ^{RV}	225	Ullar Giant Warrior Wild	Hero	7 life	H10 B2 Huge	M6 R1	A8 D4	After moving, choose an adjacent small or medium non-flying figure. On 14+, throw the figure to an empty space up to 4 spaces away. It does not take disengage damage. If the figure lands on a non-water space the same or a lower level than Jotun's height, on 11+ it takes 2 wounds. Special Attack: R1 / A4. Attack affects the target and each figure (other than Jotun) adjacent to the target.
Kyntela Gwyn ^{FV-4}	20	Ullar Elf Wizard Valiant	Hero	2 life	H4	M5 R1	A2 D2	Gives +1D to adjacent friendly Elves.
Moriko ^{DK-4}	110	Ullar Human Ninja Disciplined	Hero	4 life	H4	M6 R1	A4 D4	Ghost Walk. Disengage. Special Attack: R1 / A*. Starts with 6 attack dice and may attack against the same or different targets with up to 3 dice per attack until all dice are used.
Morsbane ^{ZD-4}	100	Ullar Elf Wizard Tricky	Hero	6 life	H5	M5 R1	A3 D2	Starts with 3 "negation" markers. At end of turn, if there is at least one "negation" marker on this card, you may choose a unique figure within R6 and roll d20: 1-15=nothing, 16-19=Add "negation" marker to target figure to negate all of its powers until end of game, 20=Destroy the target figure.
Sonlen ^{SotM}	160	Ullar Elf Archmage Tricky	Hero	6 life	H5	M5 R6	A4 D3	Before moving, you may choose a wounded Hero within R4 (including this figure), and on 15+ remove a wound marker. After moving, you may choose a figure within R4, and on 15+ put a wound on the figure.
Saylind the Kyrie Warrior ^{JO-4}	80	Ullar Kyrie Warrior Valiant	Hero	5 life	H5	M6 R1	A3 D3	Flying. After moving, you must choose a figure you control. On 9+, move it to be adjacent to this figure.
Syvarris ^{RotV}	100	Ullar Elf Archer Precise	Hero	4 life	H5	M5 R9	A3 D2	Attacks twice each turn.
Theracus ^{RV}	40	Ullar Gryphillin Scout Disciplined	Hero	3 life	H5 B2 Large	M7 R1	A3 D3	Flying. (Carry) Before moving, choose a friendly unengaged adjacent figure. After moving, place that figure adjacent to this one.

Ullar Figures (Part 2 of 2)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Ulginesh ^{DK-3}	150	Ullar Elf Wizard Tricky	Hero	5 life	H6 B2 Large	M7 R6	A3 D3	Flying. Instead of taking a turn with this figure, you may take a turn with up to two different Elf Wizards (other than this figure) you control that are within 6 clear sight spaces.
Venoc Warlord ^{MP-4}	120	Ullar Viper Warlord Relentless	Hero	6 life	H6	M7 R1	A4 D3	Does not end movement when entering water. All Scouts you control get +2M. Gives +1 on d20 roll for any army card's Frenzy ability.
Armoc Vipers ^{ZD-3}	65	Ullar Viper Protector Relentless	Common Squad	3 @ 1 life	H5	M7 R1	A3 D3	Does not end movement when entering water. Before taking a control with this card, you may first take a turn with a Ullar Warlord you control.
Aubrien Archers ^{ZD-1}	70	Ullar Elf Archer Precise	Common Squad	3 @ 1 life	H4	M5 R7	A2 D2	(Frenzy) After taking a turn with this card, on 16+ take another turn with this card.
Elite Onyx Vipers ^{PR-2}	100	Ullar Viper Scout Precise	Squad	3 @ 1 life	H5	M7 R1	A3 D2*	D8 against non-adjacent attacks. Does not end movement when entering water. (Frenzy) After taking a turn with this card, on 16+ take another turn with this card.
Shaolin Monks ^{JO-3}	80	Ullar Human Monk Disciplined	Common Squad	3 @ 1 life	H5	M6 R1	A3 D3	May attack any or all adjacent figures in one turn. Instead of normal move, can M3 with no disengage attacks during the move. Each step ignores up to 12 levels up/down.
Venoc Vipers ^{MP-3}	40	Ullar Viper Scout Relentless	Common Squad	3 @ 1 life	H5	M7 R1	A3 D0	Does not end movement when entering water. (Frenzy) After taking a turn with this card, on 16+ take another turn with this card.
Warriors of Ashra ^{TV-3}	50	Ullar Elf Warrior Tricky	Common Squad	3 @ 1 life	H4	M5 R1	A3 D3	One shield blocks all damage against a normal attack by an adjacent figure.

Utgar Figures (Part 1 of 3)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Cyprien Esenwein ^{FV-4}	150	Utgar Undead Lord Terrifying	Hero	6 life	H4	M8 R1	A3 D4	Flying. Does not take leaving engagement attacks when starting to move. Each time this figure destroys a figure (not destructible object), you may remove a wound from this figure. After moving and before attacking, you may choose an adjacent non-Soulborg, non-Object figure and roll d20: 1-12= nothing, 13-15=1t gets 1 wound, 16-17=2 wounds, 18-19=3 wounds, 20=6 wounds.
Deathwalker 7000 ^{JO-4}	100	Utgar Soulborg Deathwalker Tricky	Hero	1 life	H5	M6 R1	A3 D7	One shield blocks all damage if attacker is adjacent. Instead of attacking, destroy this figure and roll d20: 1-3=nothing, 4-15=2 wounds to each adjacent, 16-19=4 wounds, 20=8 wounds.
Deathwalker 8000 ^{OR}	130	Utgar Soulborg Deathwalker Precise	Hero	1 life	H7 Large	M5 R7	A3 D8	Special Attack: R7 / A3. If this attack inflicts a wound, he may use this attack again. Repeat until he fails to inflict a wound.
Deathwalker 9000 ^{RotV}	140	Utgar Soulborg Deathwalker Precise	Hero	1 life	H7 Large	M5 R7	A4 D9	+2R to adjacent Soulborg Guards. Special Attack: R7 / A3 targets figure and affects all adjacent to it.
Dumatef Guard ^{RFF}	25	Utgar Fiantooth Guard Relentless	Common Hero	1 life	H7 B2 Large	M6 R1	A4 D4	+1A and +1D when on a road. Gives +1A to friendly adjacent Devourers.
Grimnak ^{RotV}	120	Utgar Orc Champion Ferocious	Hero	5 life	H11 B2 Huge	M5 R1	A2 D4	Before attacking, choose a small or medium adjacent figure. If it is a squad member, destroy it. If it is a hero, destroy it on 16+. +1A and +1D to adjacent Orc figures.
Isamu ^{FV-4}	10	Utgar Human Ninja Disciplined	Hero	1 life	H4	M6 R1	A3 D1	Disengage. Ghost Walk. +2A against Jandar figures. If at least one skull rolled on an attack on this figure, on 9+ this figure may take no damage and M4 to a space not adjacent to any enemy figures.
Iskra Esenwein ^{FV-2}	50	Utgar Undead Duchess Terrifying	Hero	4 life	H4	M6 R1	A3 D3	Flying. Each time this figure destroys a figure (not destructible object), you may remove a wound from this figure. After taking a turn with this figure, if you have Rechets of Bogdan in your army and they have not been summoned yet, you may roll 14+. If you do, place all three of them within 6 clear sight spaces. Any that cannot be placed are destroyed. You may immediately take a turn with the ones that are placed.
Kee-Mo-Shi ^{DD-4}	130	Utgar Marro Warwitch Tricky	Hero	4 life	H6	M6 R1	A4 D4	After attacking, roll d20 for each non-Soulborg adjacent to this figure. On 17+ the figure receives a wound.
Khosumet the Darklord ^{UR-4}	75	Utgar Wolf Darklord Relentless	Hero	3 life	H5	M6 R1	A3 D3	Gives +1A to adjacent Relentless figures. Gives +1 on d20 for Unleashed Fury power on any of your figures.
Krug ^{UR-4}	120	Utgar Troll Beast Relentless	Hero	8 life	H8 B2 Huge	M5 R1	A2 D3	Attacks twice each turn. +1A for each wound this card has.
Marcu Esenwein ^{FV-2}	20	Utgar Undead Devourer Terrifying	Hero	6 life	H4	M7 R1	A4 D1	Flying. Each time this figure destroys a figure (not destructible object), you may remove a wound from this figure. After revealing an order marker on this figure, on 17+ you choose an opponent who will control this figure for the rest of the turn, but they can't look at any remaining order markers.
Marro Hive ^{SotM}	160	Utgar Marro Hive Terrifying	Hero	6 life	H17 B5 Huge	M0 R1	A1 D2	Before taking a turn with this figure, you may take a turn with any small or medium common Marro squad you control that is within R12. After taking a turn with this figure, on 13+ you may place a previously destroyed common Marro Squad figure into an empty space adjacent to this figure.
Me-Burq-Sa ^{UR-4}	50	Utgar Marro Warlord Wild	Hero	3 life	H7 B2 Large	M8 R6	A3 D3	After moving, choose a small or medium figure within R6. On 16+ that figure cannot roll defense dice against this card this turn.
Mimring ^{RotV}	150	Utgar Dragon Beast Ferocious	Hero	5 life	H9 B2 Huge	M6 R1	A4 D3	Flying. Special Attack: A4 on all figures in up to 8 spaces in a straight line.
Ne-Gok-Sa ^{RotV}	90	Utgar Marro Warlord Tricky	Hero	5 life	H5	M5 R1	A3 D6	After moving, choose a unique adjacent figure. On 20, take control of that figure's army card (removing order markers from it) and all figures it controls.

Utgar Figures (Part 2 of 3)

	Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defense	Specials
	Nerak the Glacian Swog Rider PR-1	50	Utgar Orc Champion	Hero	3 life	H6 B2 Large	M8 R1	A3 D3	Disengage. +1A and +1D when on a snow space. Gives +1D to other Orcs within R4.
	Ornak CV	100	Utgar Orc Champion Wild	Hero	4 life	H5	M6 R1	A3 D3	If the first order marker is on this figure, before moving you may take a turn with one or two friendly unique Utgar heroes within R8, then continue this figure's turn. If a friendly Orc within R2 attacks, use the Valkyrie dice and Valkyrie symbols count as skulls.
	Runa DD-4	120	Utgar Kyrie Warrior Tricky	Hero	5 life	H5	M6 R1	A3 D3	Flying. After moving, you may roll d20 for each figure within R3. On a 20, destroy that figure.
	Sir Hawthorne PR-3	90	Utgar Human Champion Relentless	Hero	6 life	H5	M5 R1	A5 D6	After you take a turn with this figure, roll d20. On a 1, remove order markers from this card and choose an opponent to take control of this card.
	Sonya Esenwein FV-4	45	Utgar Undead Lady Terrifying	Hero	3 life	H4	M6 R1	A3 D3	Flying. Each time this figure destroys a figure (not destructible object), you may remove a wound from this figure. Gives +2 to Cyprien Esenwein's d20 rolls. Takes 2 wounds immediately if Cyprien Esenwein is destroyed.
	Su-Bak-Na OR	160	Utgar Marro Hivelord Tricky	Hero	5 life	B12 B2 Huge	M6 R1	A7 D3	Flying. Gives +1 to Marro or Wulsinu card d20 rolls.
	Swog Rider UR-2	25	Utgar Orc Beast Wild	Common Hero	1 life	H6 B2 Large	M8 R1	A3 D3	Disengage. Gives +1A and +1D to friendly adjacent Orc Archers.
	Taelord the Kyrie Warrior MP-4	180	Utgar Kyrie Warrior Relentless	Hero	5 life	H5	M5 R1	A3 D3	Flying. Gives +1A to other friendly figures within R4.
	Tor-Kul-Na SotM	220	Utgar Marro Hivelord Terrifying	Hero	6 life	H11	M6 R1	A6 D5	At any time while moving and on a legal space to end movement, you may choose an adjacent small or medium figure in a space where this figure could end its movement, then roll d20: 1-7=this figure's movement ends, 8-20=chosen figure receives a wound. If the figure is not destroyed, this figure's movement ends. If the figure is destroyed, move this figure into that space and continue movement.
	Tornak MP-4	100	Utgar Orc Champion Tricky	Hero	3 life	H6 B2 Large	M7 R1	A4 D5	Disengage. Gives +1A and +1D to friendly adjacent Orc Warriors.
	Warden 816 FV-4	90	Utgar Soulborg Warden Tricky	Hero	2 life	H4	M5 R7	A3 D6	Gives +1M to all Guards you control. Special Attack: R1 / A5. This cannot be used on small figures.
	Wo-Sa-Ga AA	135	Utgar Marro Hivelord Terrifying	Hero	4 life	H10 B2 Huge	M6 R1	A6 D4	Does not end movement when entering water. When attacking, if deals 2+ wounds on a small, medium, or large figure, roll d20. On 15+ destroy the figure.
	Anubian Wolves UR-3	75	Utgar Wolf Devourer Relentless	Common Squad	3 @ 1 life	H5	M6 R1	A1 D4	(Unleashed Fury) Before moving, roll d20: 1=Destroy an Anubian Wolf figure you control, 2-6=+1A, 7-11=+2A, 12-15=+3A, 16-19=+4A, 20=+8A.
	Arrow Gruts MP-1	40	Utgar Orc Archer Wild	Common Squad	3 @ 1 life	H4	M6 R6	A1 D1	Disengage. Before taking a turn with this card, you may first take a turn with a Beast you control.
	Blade Gruts MP-1	40	Utgar Orc Warrior Wild	Common Squad	4 @ 1 life	H4	M6 R1	A2 D2	Disengage. Before taking a turn with this card, you may first take a turn with an Orc Champion you control.
	Deathreavers TV-3	40	Utgar Soulborg Deathreaver Tricky	Common Squad	4 @ 1 life	H3 Small	M6 R1	A1 D4	Disengage. Act as H6 for purposes of moving up/down terrain. After rolling defense against a normal attack, you may M4 any 2 of these figures.
	Deathstalkers TV-1	100	Utgar Soulborg Deathstalker Wild	Common Squad	3 @ 1 life	H5 B2 Large	M7 R1	A3 D5	If roll a skull on every attack die against a small or medium figure, the defender cannot roll defense dice.
	Grok Riders DK-2	130	Utgar Marro Hunter Menacing	Common Squad	3 @ 1 life	H5 B2 Large	M7 R1	A3 D3	+2A against any figure adjacent to a Marro Warlord you control. Before taking a turn with this card, you may first take a turn with a Marro Warlord you control. Cannot be rebirthed using the Marro Hive power.

Utgar Figures (Part 3 of 3)

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Heavy Gruts DD-1	70	Utgar Orc Warrior Wild	Common Squad	4 @ 1 life	H4	M5 R1	A3 D3	Disengage. Before taking a turn with this card, you may first take a turn with an Orc Champion you control.
Marrden Hounds JO-1	90	Utgar Wulsinu Hunter Wild	Common Squad	3 @ 1 life	H4 B2 Large	M1* R1	A3 D5	Before moving, roll d20: 1-3=M2, 4-5=M4, 7-20=M8 After moving, you must roll d20 for each adjacent non-Soulborg, non-Wulsinu figure. On 16+, it gets a wound.
Marden Nagrubs SotM (x2)	30	Utgar Nagrubs Guard Loyal	Common Squad	3 @ 1 life	H3 Small	M6 R1	A2 D2	Act as H6 for purposes of moving up/down terrain. Before taking a turn with this card, you may first take a turn with a Hivelord you control. Before moving the Hivelord, you may destroy one of these figures if it is adjacent and remove a wound from the Hivelord.
Marro Drones UR-1	50	Utgar Marro Drone Wild	Common Squad	3 @ 1 life	H5	M6 R1	A3 D3	Before moving, roll d20: 1-12=You may move and attack with up to 3 Marro Drones, 13-16=up to 6, 17-20=Up to 9.
Marro Drudge SotM (x2)	50	Utgar Marro Hunter Wild	Common Squad	3 @ 1 life	H4	M5 R5	A2 D2	+1A and +1D if on a swamp water space. If this figure ends its movement on a swamp water space, you may move it to any other empty, same-level swamp water space within 5 spaces. If it was engaged, it will take leaving engagement attacks.
Marro Stingers SotM (x2)	60	Utgar Marro Stinger Wild	Common Squad	3 @ 1 life	H4	M5 R5	A3 D3	After moving and before attacking, roll d20: 1-4=destroy a Marro Stinger and you cannot attack, 5-9=nothing, 10-20=Give this card +1A.
Marro Warriors RotV	50	Utgar Marro Warrior Wild	Squad	4 @ 1 life	H4	M6 R6	A2 D3	Instead of attacking, roll 15+ (10+ if in water) for each squad member to put a dead one back into play adjacent to the one that makes the roll.
Minions of Utgar UR-1	110	Utgar Kyrie Minion Relentless	Common Squad	3 @ 1 life	H6	M4 R1	A2 D6	Flying. Gets +1 skull if all attack dice are skulls. Instead of taking a turn with this card, you can take a turn with any Utgar Kyrie Warrior.
Obsidian Guards VW	100	Utgar Moltarn Scout Ferocious	Common Squad	3 @ 1 life	H5	M4 R1	A4 D4	Does not end movement when entering lava. Does not roll for lava or hot ground damage. -2D if in water. Normal attack is R3 if in lava.
Rechets of Bogdan FV-2	50	Utgar Undead Devourer Terrifying	Squad	3 @ 1 life	H4	M6 R1	A3 D3	Flying. Does not start the game in play. They must be summoned by Iskra Esenwein. If roll all skulls when attacking a small or medium figure, the figure cannot roll defense and is destroyed.
Shades of Bleakewood DD-1	100	Utgar Undead Devourer Terrifying	Common Squad	3 @ 1 life	H5	M7 R1	A2 D4	Flying. Does not take leaving engagement attacks when starting to move. Before moving, each of these that is adjacent to a unique hero may roll d20. On 19+, destroy this figure and take control of that army's card (remove all order markers from it).
Wolves of Badru DK-1	80	Utgar Wolf Hunter Relentless	Common Squad	3 @ 1 life	H3 Small	M6 R1	A3 D3	Act as H6 for purposes of moving up/down terrain. Before taking a turn with this card, you may first take a turn with a Darklord you control. Special Attack: R3 / A5. Choose a non-adjacent figure no more than 5 levels higher or lower. If this attack destroys the target, move this figure into its space. If not, destroy this figure instead.
Zettian Guards RotV	70	Utgar Soulborg Guard Precise	Squad	2 @ 1 life	H5	M4 R7	A2 D7	+1A for second guard if it attacks the same target as the first guard.
Zombies of Morindan DD-3	60	Utgar Undead Savage Terrifying	Common Squad	3 @ 1 life	H5	M4 R1	A2 D3	You can only move up to 6 of these figures each turn and can only attack with 3 of them. The ones that attack do not have to be the ones that moved. If this figure destroys a small or medium non-Undead figure and there are any destroyed Zombies, place one of those Zombies into play where the figure was destroyed. It cannot attack this turn. Special Attack: R1 / A6. Three of these figures on the same level and engaged with one figure can combine their attack into one roll.

Vydar Figures

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Agent Carr RotV	100	Vydar Human Agent Tricky	Hero	4 life	H5	M5 R6	A2* D4	Disengage. Ghost Walk. A6 if adjacent to target.
Braxas RV	210	Vydar Dragon Queen Wild	Hero	8 life	H13 B2 Huge	M6 R1	A5 D3	Flying. Instead of attacking, choose up to 3 small or medium figures within R4. Roll d20 for each. Destroy the figure on 8+ if squad, or 17+ if hero.
Dund OR	110	Vydar Doggin Hunter Tricky	Hero	4 life	H4 B2 Large	M6 R1	A3 D5	Before moving, choose a figure within R5. On 15+, remove order markers from that figure's army card.
James Murphy ZD-2	75	Vydar Human Lawman Disciplined	Hero	5 life	H4	M5 R7	A2 D2	After moving, on 12+ a small or medium adjacent figure cannot roll defense dice if attacked by this card this turn. Special Attack: R5 / A3. All figures adjacent to target figure (other than this one) are affected.
Laglor CV	110	Vydar Primadon Alphallon Precise	Hero	6 life	H5	M5 R7	A3 D3	Gives +2R to friendly Vydar within R4 who already had R4 or better. Special Attack: R7 / A3. Roll Valkyrie dice for the attack. If at least one Valkyrie symbol comes up, you may attack again.
Major Q9 RV	180	Vydar Soulborg Major Precise	Hero	4 life	H7 B2 Large	M5 R8	A4 D7	Special Attack: R6 / A*. Starts the attack with 9 dice. Can do as many A1, A2, or A3 attacks as desired until all 9 dice are used up.
Major Q10 SotM	150	Vydar Soulborg Major Merciful	Hero	4 life	H6 B2 Large	M5 R8	A4 D5	Special Attack: R7 / A2. This attack may be used 4 times in one turn against the same or different figures each time. Special Attack: R4 / A4. This attack may be used 2 times in one turn against the same or different figures each time.
Major X17 ZD-4	100	Vydar Soulborg Major Disciplined	Hero	5 life	H5	M5 R1	A4 D3	+4D against adjacent figures. A small or medium figure adjacent to a this figure cannot be moved by any means.
Otonashi DK-1	10	Vydar Human Ninja Tricky	Hero	1 life	H4	M6 R1	A2 D3	Ghost Walk. Disengage. +1A against Wild figures. +4M if starts turn adjacent to a Tricky figure you control.
Sudema ZD-4	140	Vydar Undead Queen Wild	Hero	4 life	H5	M5 R1	A2 D3	Instead of attacking, choose a figure within R4. On 7+ to destroy a squad figure, or 17+ if it is a hero.
Blastatrons TV-1	100	Vydar Soulborg Guard Disciplined	Common Squad	4 @ 1 life	H4	M5 R7	A1 D2	+1A against non-adjacent figure for every Vydar Soulborg adjacent to the figure. Before taking a turn with this card, you may 4 Gladiatrons you control up to 5 spaces each.
Gladiatrons ZD-1	80	Vydar Soulborg Hunter Disciplined	Common Squad	4 @ 1 life	H5	M5 R1	A2 D3	+1D against adjacent figures. A small or medium figure adjacent to a Gladiatron cannot be moved by any means.
Gorillinators JO-1	90	Vydar Primadon Agent Tricky	Common Squad	3 @ 1 life	H5	M7 R6	A2 D1	Always gets +1 shield on defense rolls.
Krav Maga Agents RotV	100	Vydar Human Agent Tricky	Squad	3 @ 1 life	H4	M6 R7	A3 D3	One shield blocks all damage if attacker is not adjacent.
Microcorp Agents JO-2	100	Vydar Human Agent Tricky	Common Squad	3 @ 1 life	H5	M5 R7	A2 D3	+1A extra if have height advantage. +2D while in water. Does not end movement when entering water. When receive a wound, on 15+ ignore all wounds.
Nakita Agents TV-2	120	Vydar Human Agent Tricky	Squad	3 @ 1 life	H4	M5 R6	A3 D3	When opponent's figure moves into engagement with this one, on 15+ that figure gets a wound. When any Nakita Agent you control or any figure you control adjacent to those agents is targeted by a non-adjacent normal attack, on 13+ the attack misses. Before taking a turn with this card, you may M7 up to 3 Gorillinators you control.

Marvel Superhero Figures

Name	Pts	Info	Type	# @ Life	Height Base	Move Range	Attack Defnse	Specials
Abomination ^{MCB}	320	Marvel Human Creature Ferocious	Hero	8 life	H6	M5 R1	A7 D6	Super Strength. Instead of normal move, can leap with M10. Each step ignores up to 40 levels up/down. Will take leaving engagement attacks. Also get -3A on this turn. Special Attack: R1 / A3. All adjacent figures are attacked using one attack roll. Each defends separately. Cannot be used on the same turn that he leaps.
Captain America ^{MCB}	220	Marvel Human Soldier Valiant	Hero	5 life	H5	M5 R1	A6 D6	Gives +1A and +1D to adjacent friendly figures. When defend against adjacent figures for a normal attack, each excess shield is an unblockable hit on attacker. Special Attack: R5 / A4. May attack 3 figures within range, each with a separate roll. May not attack the same figure twice.
Doctor Doom ^{MCB}	245	Marvel Human Ruler Egomaniacal	Hero	4 life	H5	M6 R6	A5 D6	Super Strength. Flying. After taking a turn with this figure, you may choose a unique hero within R4 clear sight. On 17+, you take a turn with the chosen hero. This does not remove order markers from it.
Incredible Hulk ^{MCB}	370	Marvel Human Creature Angry	Hero	8 life	H6	M5 R1	A6 D6	Super Strength. +1A for each wound on this figure (maximum of +5A). Instead of normal move, can leap with M10. Each step ignores up to 50 levels up/down. Will take leaving engagement attacks. Also get -3A on this turn. Special Attack: R1 / A3. All adjacent figures are attacked using one attack roll. Each defends separately. Cannot be used on the same turn that he leaps.
Iron Man ^{MCB}	240	Marvel Human Adventurer Arrogant	Hero	4 life	H5	M6 R6	A4 D6	Super Strength. Flying. Attacks twice each turn.
Red Skull ^{MCB}	190	Marvel Clone Mastermind Ruthless	Hero	5 life	H5	M5 R5	A4 D3	Instead of taking a turn with this figure, you may take a turn with any unique hero you control within clear sight. After moving and before attacking, you may either affect one figure within R3 clear sight or affect all adjacent figures (rolled separately). On 19+, the affected figure is destroyed.
Silver Surfer ^{MCB}	320	Marvel Zenn-Lavian Herald Valiant	Hero	6 life	H5	M6 R4	A4 D7	Super Strength. Flying. Does not take leaving engagement attacks when starting to move. Special Attack: R6 / A6. If a unique hero receives a wound from this attack, on 16+ remove an order marker from it. After taking a turn with this, M5 if the special attack was not used.
Spider-Man ^{MCB}	160	Marvel Human Crime Fighter Tricky	Hero	5 life	H5	M6 R1	A4 D4	Super Strength. Instead of normal move, can swing with M4. Each step ignores up to 40 levels up/down. Will not take leaving engagement attacks. If attacked and at least one skull is rolled, on 11+ this figure takes no damage and can perform its swing move. Special Attack: R4 / A3. Defender gets -1D against this attack.
Thanos ^{MCB}	360	Marvel Eternal Conqueror Nihilist	Hero	6 life	H5	M6 R6	A6 D7	Super Strength. Flying. At the start of each of your turns, if this figure has been destroyed, on 19+ it returns to play with no wounds adjacent to another figure you control.
Venom ^{MCB}	150	Marvel Symbiote Vigilante Ferocious	Hero	5 life	H5	M6 R1	A6 D4	Super Strength. Instead of normal move, can swing with M4. Each step ignores up to 40 levels up/down. Will not take leaving engagement attacks. If attacked and at least one skull is rolled, on 14+ this figure takes no damage and can perform its swing move. Special Attack: R4 / A3. Defender gets -1D against this attack.