



1

SHADOW NINJUTSU

Move up to 3 spaces—Batman cannot be attacked for one turn



1

SUPER SPEED ATTACK

Move up to 3 spaces then deal (1) damage to an adjacent character—this card remains face up



1

MACHINE GUN CONSTRUCT

Deal (1) damage to all characters up to three spaces away



2

EXPLOIT ANY WEAKNESS

Select the card of an adjacent character and turn it face-down



2

TOO FAST DEFENSE

Flash receives (0) damage—Flash may move up to 5 spaces



2

GIANT FIST CONSTRUCT

Deal (2) damage to an adjacent character—move that character to any space on the board



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

7 6 5 4 3
2 1 R



1

FLIGHT
Move up to 5 spaces



1

SUCKER PUNCH
After Joker is attacked, all adjacent characters receive (1) damage—this card remains face up



1

SONIC CANNON
Deal (2) damage to all adjacent characters—adjacent characters cannot move for two turns



2

FUELED BY YELLOW SUN
Superman deals (1) extra damage when attacks land—this card remains face-up



2

GUM SHOE
All adjacent characters cannot move for two turns



2

CYBERNETIC REPAIR
If Cyborg did not receive damage the previous turn, he may recover (1) health—this card remains face-up



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



HEALTH COUNTER

5 4 3 2 1
R



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



1

FLIGHT

Move up to 5 spaces



1

SPIDER AGILITY ATTACK

Deal (1) damage to an adjacent character then move up to 3 spaces—this card remains face up



1

IMPACT WEBBING

Deal (2) damage to a character up to 3 spaces away—this character cannot move for two turns



2

UNIBEAM

Deal (x) damage to an a character up to 3 spaces away—where (x) is equal to the damage Iron Man has received



2

SPIDER SENSE

Spider-Man receives (0) damage—attacker receives (1) damage



2

SYMBIOTE'S ASSIST

Deal (1) damage to any adjacent character who deals damage to Venom—this card remains face-up



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

5 4 3 2 1
R



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



1

FERAL ATTACK

Deal (2) damage to all adjacent characters



1

GIANT LEAP

Move up to 3 spaces



1

GOBLIN GLIDER

Move up to 1 space—this card remains face up



2

QUICK HEALING FACTOR

If Wolverine received damage the previous turn, he may recover (1) health—this card remains face-up



2

MJÖLNIR'S LIGHTNING

Deal (2) damage to all characters up to 2 spaces away



2

GOBLIN Bombs

Deal (2) damage to all adjacent characters



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



HEALTH COUNTER

5 4 3 2 1
R



1

BEST SHOT

Deal (2) damage to a character up to 5 spaces away



1

GATLING GUN ASSAULT

Deal (1) damage to an adjacent character—this card remains face-up



1

OLD-FASHIONED FISTICUFFS ATTACK

Deal (1) damage to a character up to 3 spaces away, then (2) damage to an adjacent character



2

BOOMERANG ARROW

Deal (1) damage to a character up to 3 spaces away—this card remains face-up



2

INDOMITABLE WAR MACHINE

War Machine receives (0) damage



2

VIBRANIUM SHIELD

Captain America receives (1) less damage—this card remains face-up



HEALTH COUNTER

5 4 3 2 1

R



HEALTH COUNTER

7 6 5 4 3

2 1 R



6 5 4 3 2

1 R



1

HULK SMASH

Deal (x) damage to an adjacent character—where (x) is equal to the damage Hulk has received



1

HEAT SEEKING MISSILES

Deal (2) damage to a single character or (1) damage to two characters anywhere on the board



1

ACROBATICS

Deal (2) damage to an adjacent character, then Beast may move up to 3 spaces



2

GAMMA CLAP ATTACK

Deal (1) damage to a character up to three spaces away—this character cannot move for two turns



2

MAGNETIC IMPACT BLAST ATTACK

Deal (2) damage to an adjacent character and move the character up to 5 spaces



2

GRAPPLE THE BEAST

Deal (2) damage to an adjacent character—this character cannot move for two turns



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



HEALTH COUNTER

7 6 5 4 3
2 1 R



HEALTH COUNTER

7 6 5 4 3
2 1 R



1

BIRDARANGS

Deal (1) damage to a character up to 3 spaces away—this card remains face-up



1

GOLDEN LASSO ATTACK

Deal (2) damage to a character up to 3 spaces away—this character cannot move for two turns



1

Z IS FOR ZEUS' POWER

Deal (x) damage to an adjacent character—where (x) is equal to the amount of Shazam's remaining health that you choose to sacrifice



2

BŌJUTSU ATTACK

Deal (2) damage to all adjacent characters, then Robin may move up to 3 spaces



2

AMAZONIAN STRENGTH

Wonder Woman receives (0) damage—regains (2) health



2

A IS FOR ATLAS' STAMINA

If Shazam is still alive, recover up to 2 health



HEALTH COUNTER

5 4 3 2 1
R



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



1

ENERGY ABSORPTION

Bishop receives (0) damage and regains (x), where (x) is the amount of damage Bishop would've received



1

PRECISION OPTIC BLAST

Deal (2) damage to a character up to five spaces away



1

CHARGED CARD TOSS

Deal (1) damage to a character up to three spaces away—this card remains face-up



2

ENERGY BLAST

Deal (x) damage to a character up to three spaces away—where x is equal to the amount of damage Bishop has received



2

REMOVE THE RUBY QUARTZ

Cyclops deals (1) extra damage when attacks land—this card remains face-up



2

DEFENSIVE BOJUTSU

Gambit receives (0) damage and deals (1) damage to all adjacent characters



HEALTH COUNTER

7 6 5 4 3
2 1 R



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

5 4 3 2 1
R



1

THE UNSTOPPABLE JUGGERNAUT

Move up to five spaces then deal (x) damage to an adjacent character—where x is equal to a roll of the red die



1

LIMITLESS MAGNETIC FORCE ATTACK

Move all adjacent characters up to three spaces away—this card remains face-up



1

MIND POSSESSION

Select the face-up card of an adjacent character and use its effect immediately—both cards must now remain face down



2

I'M THE JUGGERNAUT

Move up to three spaces then deal (2) damage to an adjacent character



2

METALLIC MAYHEM

Deal (2) damage to all adjacent characters



2

MIND MANIPULATION

All adjacent characters may not move or attack Professor X next turn nor move Professor X



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

7 6 5 4 3
2 1 R



1

SHAPE SHIFT

Loki takes an adjacent character's card and may use its effect. Both cards remain face down after used.



1

FLIGHT

Move up to 5 spaces



1

TURN UP THE HEAT

Deal (1) damage to all characters up to 2 spaces away—these characters cannot move for one turn



2

TELEPORT ATTACK

Loki may move next to any character and deal (2) damage



2

POWER ABSORPTION

Take a face-down card from an adjacent character and use its effect



2

DISTANCE FLAMETHROWER

Deal (2) damage to a character up to 5 spaces away



HEALTH COUNTER

7 6 5 4 3
2 1 R



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

6 5 4 3 2
1 R



1

VENOM-DRIVEN

Sacrifice (2) health to move up to three spaces and deal (x) damage to an adjacent character—where (x) is a roll of the red die



1

HEALING FACTOR

If Deadpool has more than (two) damage, he may recover (1) health—this card remains face-up



1

ULTIMATE GYMNAST

Move up to 1 space—this card remains face up



2

I WILL BREAK YOU

Bane deals (2) damage to an adjacent character—that character's cards must now remain face-down



2

SWORDS AND GUNS

Deal (2) damage to an adjacent character and (1) damage to a character up to 5 spaces away



2

EXPERT THIEF

Move up to 3 spaces, turn an adjacent character's card face-down, then move up to another 3 spaces



HEALTH COUNTER

7 6 5 4 3
2 1 R



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

5 4 3 2 1
R



1

ACCELERATED HEALING FACTOR

If Sabertooth has less than (four) health, he may recover (1) health—this card remains face-up



1

DEATH SPORES

Deal (1) damage to an adjacent character and (1) damage to Omega Red—this card remains face-up



1

OMEGA BEAM ATTACK

Deal (x) damage to an adjacent character—where (x) is equal to the roll of red die



2

FERAL HUNTER

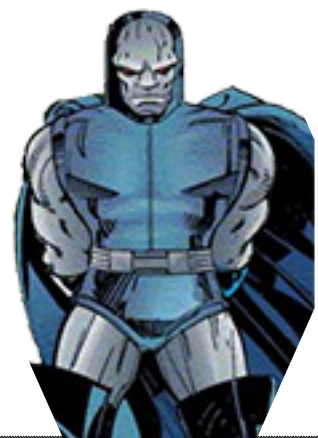
Deal (2) damage to an adjacent character, then move up to 3 spaces and deal (1) damage to all adjacent characters



2

LIFE FORCE DRAIN

Deal (x) damage to an adjacent character and regain (x) health, where (x) is equal to a roll of the red die



2

TELEPORT AND TELEKINESIS

Move next to any character and deal (2) damage then move that character up to 5 spaces



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

7 6 5 4 3
2 1 R



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



1

GAUNTLET TASER ATTACK

Deal (1) damage to an adjacent character.
This character cannot move for one turn—
this card remains face-up



1

SKILLED HUNTER ATTACK

Move up to 2 spaces and deal (1)
damage to an adjacent character—
this card remains face-up



1

DIVE BOMB ATTACK

Move up to 3 spaces and deal (1) damage
to an adjacent character, then move up to 3
more spaces—this card remains face-up



2

ADVANCED ACROBATICS

Black Widow receives (0) damage
and moves up to 3 spaces



2

VIBRANIUM UNIFORM

Black Panther receives (1) less
damage—this card remains face-up



2

REDWING ASSIST

Falcon receives (0) damage—attacker
receives (1)



HEALTH COUNTER

5 4 3 2 1

R



HEALTH COUNTER

6 5 4 3 2

1 R



HEALTH COUNTER

5 4 3 2 1

R



1

TWELTH LEVEL INTELLIGENCE

Change the roll of any die to another number



1

TACTICAL ANALYSIS

Select the card of a character up to 3 spaces away and turn it face-down



1

POWER REPLICATION

When an attack card damages Doomsday, the attacker receives (x) damage, where (x) is equal to the damage Doomsday received



2

DEADLY TENDRILS

Deal (1) damage to all adjacent characters



2

SHOULDER ROCKETS

Deal (2) damage to a character up to 3 spaces away



2

INVULNERABILITY

Doomsday receives (1) less damage—this card remains face-up



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

9 8 7 6 5
4 3 2 1 R



1

DENSITY CONTROL
Ignore one Attack Card's effect and turn it face down—this card remains face-up



1

FUELED BY YELLOW SUN
Supergirl deals (1) extra damage when attacks land—this card remains face-up



1

VACUUM BREATH
Deal (1) damage to a character up to 3 spaces away and pull them adjacent



2

ENERGY PROJECTION
Deal (2) damage to an adjacent character



2

SUPER BREATH
Deal (1) damage to an adjacent character—this character cannot move for two turns



2

FUELED BY YELLOW SUN
Bizarro deals (1) extra damage when attacks land—this card remains face-up



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



HEALTH COUNTER

8 7 6 5 4
3 2 1 R



1

PROBABILTY MAGIC

Change the roll of any die to another number



1

GIANT MAN

Deal (2) damage to all adjacent characters, then move up to 3 spaces and deal (2) damage to all adjacent characters



1

CYBERNETIC ARM PUNCH AND HOLD

Deal (2) damage to an adjacent character—this character cannot move for two turns



2

CHAOS MAGIC

Deal (x) damage to an adjacent characters—where x is equal to a roll of the red die



2

SHRINK AND SQUISH

Ant-Man receives (0) damage—attacker receives (2) damage



2

EXPERT ASSASSIN

Deal (1) damage to a character up to 3 spaces away



HEALTH COUNTER

6 5 4 3 2
1 R



HEALTH COUNTER

5 4 3 2 1
R



HEALTH COUNTER

7 6 5 4 3
2 1 R



1

CROC CHOKE HOLD
Deal (1) damage to an adjacent character—this character cannot move for one turn—this card remains face-up



1

HEAT VISION
Deal (1) damage to a character up to 3 spaces away

1



2

FLEE
Move up to 3 spaces



2

INVULNERABILITY
Mongul receives (1) less damage—this card remains face-up

2



HEALTH COUNTER
8 7 6 5 4
3 2 1 R



HEALTH COUNTER
9 8 7 6 5
4 3 2 1 R

HEALTH COUNTER
9 8 7 6 5
4 3 2 1 R