

MARVEL™

HEROCLIX®

**PRINT &
PLAY**

**GALACTIC GUARDIANS
CHARACTER CARDS**

Original Text

PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File>Print or Ctrl/Cmd+P*).
2. Click on *Properties* and set your *Page Orientation* to *Landscape* (11 x 8.5).
3. Under *Print Range>Pages* input the pages you would like to print. (See *Table of Contents*)
4. Under *Page Handling>Page Scaling* select *Multiple pages per sheet*.
5. Under *Page Handling>Pages per sheet* select *Custom* and enter *2 by 2*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border*.
7. Click *OK*.

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HEAL AND REPAIR SUBSYSTEMS (Regeneration)



REAL NAME: Richard Rider

SIGNIFICANT APPEARANCE: *Nova* #1 (1976)

BACKGROUND: Richard Rider was a normal teenager at Harry S Truman High School when suddenly he was transported to the side of Rhomann Dey, of the Xandarian elite Nova Corps. Rhomann selected Richard Rider to succeed him and bestowed his powers upon him in the hopes the young human would use them wisely. Rider took up Rhomann Dey's cause and became one of Earth's most celebrated young heroes, going on to join the likes of the New Warriors and Steve Roger's Secret Avengers. Recently inheriting the full power of the Nova Corps and the Worldmind, Richard has rebuilt the Nova Corps from the ground up.



NOVA

New Warriors, Nova Corps, Police, Soldier



Share Through the Worldmind Friendly characters with the Nova Corps keyword can use Force Blast. Give an adjacent friendly character with the Nova Corps keyword a power action and knock back all adjacent opposing characters 1 square from Nova.



The Human Rocket Nova can use Charge and automatically breaks away. When he uses it and moves at least 3 squares and only in the same horizontal, vertical, or diagonal direction, modify his damage value by +1.



ROCKET RESCUE (Charge)



TIME TO GO (Phasing/Teleport)



PROUD MEMBER OF THE CORPS (Toughness)



CHANNEL POWER TO DEFENSE (Invulnerability)

POINT VALUE: 100



REAL NAME: Various

SIGNIFICANT APPEARANCE: *Devil Dinosaur Spring Fling Special #1* (1997)

BACKGROUND: Skrull governments often employ independent, deniable Skrull agents to assassinate and then if possible, impersonate their targets. One such agent was sent to assassinate D'Ken, the emperor of the Shi'ar, but failed and escaped to the alternate reality of Devil Dinosaur, where he was pursued and caught by Gladiator. Other agents were used during the Secret Invasion to impersonate figures close to the superhero community.

SKRULL ASSASSIN

Skrulls, Spy



STALKING (Stealth)



KILL SHOT SPRINT (Running Shot)



NO WITNESSES (Blades/Claws/Fangs)



MARTIAL TRAINING (Combat Reflexes)



THE MISSION IS ALL (Willpower)



ASSASSINATION ATTEMPT (Ranged Combat Expert)



POINT VALUE: 40



WAVE RIDING (Combat Reflexes)



HUMAN-ATLANTEAN HYBRID (Toughness)



TEMPER (Battle Fury)



REAL NAME: Namor McKenzie

SIGNIFICANT APPEARANCE: *Namor: The First Mutant* #1 (2010)

BACKGROUND: Born the mutant offspring of a sea captain and the princess of fabled Atlantis, Prince Namor has long been the child of both the sea and the surface world. At times his defense of Atlantis has led him to battle the "surface-dwellers", while at other times he has been one of their staunchest defenders. He recently was part of Norman Osborn's Dark X-Men for his own reasons, and later assisted the X-Men in their fight against Dracula.

NAMOR

Atlantis, Dark X-Men, Defenders, Illuminati, Ruler, X-Men



Prince of Atlantis Namor can use the Swim ability. When Namor occupies water terrain, modify his speed and defense values by +1.



HEEDLESS INTO BATTLE (Charge)



YOU DARE TO STRIKE THE PRINCE OF ATLANTIS? (Flurry)



Drag to the Depths When Namor occupies water terrain, if he hits a character that can't use the Swim ability with an attack, after actions resolve give that character an action token and place them in any square adjacent to Namor.



STRENGTH OF THE ENDLESS WAVES (Super Strength)



THE PRESSURE OF 10,000 FATHOMS (Invulnerability)



POINT VALUE: 100



RESILIENCE (Toughness)

YOU ARE NOT WITHOUT WEAKNESSES, VILLAIN
(Exploit Weakness)

REAL NAME: Arthur Douglas

SIGNIFICANT APPEARANCE: *Annihilation: Nova* #1 (2006)

BACKGROUND: Surviving the destruction of the Klyn, Drax and his human companion Cammi teamed with Nova to fight against the Annihilation Wave. Drax tutored Nova on maintaining focus and how to destroy without remorse when needed. Finding Thanos on an Annihilation Wave ship attempting to free Galactus. Heedless of the consequences, Drax finally fulfilled his primary purpose when he was able to penetrate Thanos' force field and kill him with a mighty blow to the chest. Purposeless for a time, Drax eventually joined the Guardians of the Galaxy alongside his daughter, Moondragon, and old friends Adam Warlock and Gamora.



DRAX

Brute, Guardians of the Galaxy, Infinity Watch, Warrior

**Created Only For This Purpose** Modify Drax's attack value by +2 when attacking a character named Thanos.

KEEP CAMMI SAFE - KEEP THANOS DEAD (Charge)

SLIP THROUGH YOUR FIELD UNDETECTED
(Leap/Climb)MY BLADES ARE EXTENSIONS OF MY WILL
(Blades/Claws/Fangs)

THE POWER OF CHRONOS (Invulnerability)



KNIFE-FIGHTER (Combat Reflexes)

POINT VALUE: 75



Force-Shielded Armor Dr. Doom can use Energy Shield/Deflection and Invulnerability. If an adjacent opposing character attacks Dr. Doom and misses, that character is knocked back from Dr. Doom a number of squares equal to their printed damage value.



I FORGED MY ARMOR MYSELF (Invulnerability)



MY FORCE OF WILL IS STRONGER (Toughness)



DOOM NEVER MISSES (Ranged Combat Expert)



REAL NAME: Victor Von Doom

SIGNIFICANT APPEARANCE: *Fantastic Four* #5 (1962)

BACKGROUND: Victor Von Doom was a college rival of Reed Richards who experimented with dimensional travel. Finding a flaw in his calculations, Reed Richards warned him to no avail, and the resulting accident scarred him for life. While studying mysticism in Tibet, he forged a suit of armor and returned to his native Latveria to conquer it and install himself as monarch. An unparalleled scientific genius, Doom then struck back at his hated rival, who had since become Mr. Fantastic.



DR. DOOM

Armor, Mystical, Ruler, Scientist



Hated Rivals Dr. Doom modifies his attack value by +1 when attacking characters with the Fantastic Four keyword or team symbol.



IMPACT BEAM (Force Blast)



SHIELD EXTENSION (Quake)



SHIELD EXPLOSION (Pulse Wave)



LASER SYSTEM (Penetrating/Psychic Blast)



GAUNTLET ROCKETS (Energy Explosion)



POINT VALUE: 139



DR. STRANGE

Defenders, Detective, Marvel Knights, Midnight Sons,
Mystical



APPOINTED SORCERER SUPREME (Willpower)



INVISIBLE SHIELD OF EVERLASTING
ENCHANTMENT (Energy Shield/Deflection)



CANTRIP (Perplex)



MASTER OF BLACK MAGIC (Probability Control)



SURGEON IN ANOTHER LIFE (Support)



ASTRAL MOVEMENT (Phasing/Teleport)



WINDS OF WATOOMB (Force Blast)



CRYSTALS OF CYNDRIARR (Energy Explosion)



EYE OF AGAMATTO (Penetrating/Psychic Blast)



RINGS OF RAGADOOR (Incapacitate)



Shields of the Seraphim Dr. Strange and adjacent friendly characters can use Energy Shield/Deflection.



POINT VALUE: 75



REAL NAME: Dr. Stephen Strange

SIGNIFICANT APPEARANCE: *Strange Tales* #110 (1963)

BACKGROUND: Surgeon Dr. Stephen Strange lost the use of his hands in a tragic accident. Traveling to the Himalayas for healing, he sought out the Ancient One, but at his feet learned humility and the mystic ways instead. Using his powers to defend Earth from mystical attacks as our Sorcerer Supreme, he rarely interacted with other heroes. In the early days, he operated as a sort of occult detective, investigating and defeating strange menaces from other dimensions when alerted by fellow citizens. When he later joined the Defenders, Dr. Strange took his first steps into becoming part of the larger hero community.



LIMITLESS GAMMA POWER (Regeneration)



POUND INTO SUBMISSION (Close Combat Expert)



REAL NAME: Dr. Robert Bruce Banner

SIGNIFICANT APPEARANCE: *Incredible Hulk* #102 (1968)

BACKGROUND: Saving Rick Jones from a gamma bomb he designed, Dr. Banner was irradiated by high energy gamma rays. Unwittingly transforming into a viridian creature of rage and destruction, he detests the puny Banner that hides within. Loosely associated with several groups such as the Avengers, Defenders, and the Fantastic Four, Hulk is forever trying to find his place in the world with those who are able to accept him for what he is.



HULK

Avengers, Brute, Defenders



LEGS LIKE TREE TRUNKS (Leap/Climb)



RARGH! (Charge)



MIGHTIEST ONE THERE IS (Super Strength)



Ground Clobber Hulk can use Quake. When he does so, after actions resolve you may place a hindering terrain marker in Hulk's square and/or one adjacent square.



GAMMA SKIN (Impervious)



LAYERS OF MUSCLE (Invulnerability)



POINT VALUE: 128





BEND WITH THE BLOW (Super Senses)



SKRULL INHERITANCE (Shape Change)



Rock Fists and Elastic Arms Super Skrull may use Close Combat Expert. When using Close Combat Expert, Super Skrull may target an opposing figure within 3 squares and line of fire.



REAL NAME: Kl'rt

SIGNIFICANT APPEARANCE: *Fantastic Four* #18 (1963)

BACKGROUND: Enhanced by Skrull science to fight against the Fantastic Four on even terms, Kl'rt was gifted with all of their powers in addition to his natural shape-shifting abilities. He fought with Nova against the Annihilation Wave, trying to save the Skrull empire from their deadly planet-killer: the Harvester of Sorrows. A faction of Skrulls created many more Super-Skrulls and invaded Earth, not including Kl'rt for his uncertain loyalties and the belief he was an outmoded relic of the old empire. That proved a mistake as Kl'rt fought with Nova against the invasion.



SUPER SKRULL

Skrulls, Warrior



TO SAVE THE SKRULL EMPIRE (Running Shot)



ENTANGLE THE ENEMY (Plasticity)



TO DEFEAT THE FANTASTIC FOUR (Charge)



SHEATHED IN FLAME (Poison)



ROCK FIST (Quake)



Invisible Shields and Rock Skin At the end of your turn, choose one: Energy Shield/Deflection, Stealth, or Toughness. Super Skrull can use the chosen power until your next turn.



POINT VALUE: 100



SILVER SURFER

Cosmic, Defenders, Herald



THE CHOSEN HERALD (Impervious)



ABSORB AMBIENT ENERGY (Regeneration)



MY LIFE ENERGY CAN SUSTAIN YOURS (Support)



REAL NAME: Norrin Radd

SIGNIFICANT APPEARANCE: *Silver Surfer* #1 (1968)

BACKGROUND: Norrin Radd saved his planet from being consumed by Galactus by agreeing to become his herald. When he came to Earth, he was touched by the beauty and potential shown him by blind sculptress Alicia Masters, and rebelled against his master. Exiled to Earth, he wandered aimlessly, both defending and attacking those who deserved it in his eyes. This long solitary time was finally broken when he found companionship with an unlikely group – the Defenders.



MY SILVER SURFBOARD (Hypersonic Speed)



SPACE WARP (Phasing/Teleport)



WORLDS WITHOUT END (Running Shot)



RELEASE THE POWER COSMIC (Pulse Wave)

TRAPPED IN A WORLD HE NEVER MADE
(Invulnerability)

RESILIENT PROTECTOR (Defend)



POINT VALUE: 149



ENERGY SHEATH (Energy Shield/Deflection)



FOR THE CORPS! (Willpower)



ADVANCED TACTICAL TRAINING
(Ranged Combat Expert)



REAL NAME: Various

SIGNIFICANT APPEARANCE: *Nova* #24 (1979)

BACKGROUND: Congratulations, recruit! Though you are not yet ready for the responsibility of being a full Centurion, you have been selected for the rank of Denarian, only one small step below! You will receive advanced training at the hands of senior Centurions, and lead your own scouting and reconnaissance missions for the corps! You will also have charge of a small contingent of Corpsman who shall serve under you. You shall be able to access more of the Nova Force as well, and be trained in its advanced use. Welcome to the upper echelons of the Corps!

NOVA CORPS DENARIAN

Nova Corps



Share Through the Worldmind Friendly characters with the Nova Corps keyword can use Super Senses, if they can't already, but only succeed on a roll of 6. Once per turn, give an adjacent friendly character with the Nova Corps keyword a power action and you may reroll an attack roll made by Nova Corps Denarian later this turn.



BOOSTED FLIGHT (Charge)



STRENGTH ENHANCE (Super Strength)



EM STATIC BURST (Pulse Wave)



NOVA CORPS UNIFORM (Toughness)



DEFENSIVE SYSTEMS BOOST (Invulnerability)

POINT VALUE: 80