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PRINT & PLAY

**THOR – THE DARK WORLD
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. Under *Pages to Print>Pages* input the pages you would like to print. (See *Table of Contents*)
3. Under *Page Sizing & Handling>Size* select *Actual size*.
4. Under *Page Sizing & Handling>Multiple>Pages per sheet* select *Custom* and enter *1 by 2*.
5. Under *Page Sizing & Handling>Multiple>Orientation* select *Landscape*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling>Multiple*).
7. Click OK.

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THE LION OF ASGARD (Impervious)



BRACED FOR BATTLE (Invulnerability)



FORTIFIED WITH FURY (Toughness)



DRILLED IN DEFENSE (Combat Reflexes)



WE MUST STAND TOGETHER (Leadership)



THE HAMMER FALLS (Close Combat Expert)

REAL NAME: Thor Odinson



THOR™

Asgardian, Avengers, Deity, Warrior



Asgardian Armor Once per game, when Thor would be dealt damage, you may instead give him an action token. If you do, Thor ignores that damage.



INTO THE DARK WORLD (Running Shot)



HAVE AT THEE! (Charge)



Mighty Mjolnir Give Thor a power action and make a ranged combat attack. This attack generates knock back, but this knock back path is not stopped by walls or squares of blocking terrain. Instead, destroy that terrain and knock back damage from this attack equals 1 damage plus 1 for each wall or square of blocking terrain the character moved through.



CONCUSSIVE SHOCK WAVES (Energy Explosion)



THE WORLD IS A WEAPON (Super Strength)

POINT VALUE: 200



Shield Wall When Einherjar is adjacent to a friendly character named Einherjar, modify both of their defense values by +1 if not already modified by this effect.



EINHERJAR™

Asgardian, Warrior



RUSH TO WAR (Charge)



DRIVEN TO VICTORY (Flurry)



SWORD IN HAND (Blades/Claws/Fangs)



SHIELD AND MAIL (Invulnerability)



MUSCLE AND SINEW (Toughness)



RELENTLESS ASSAULT (Willpower)

POINT VALUE: 50





DARK ELF SOLDIER™

Pilot, Svartalfheim, Warrior

HEROCLIX



003b



Harrows Rider Dark Elf Soldier has and can use the Ram ability. When he uses Ram, his movement may be made up of 2 direct lines.



COMBAT TRAINING (Sidestep)



DENSE ARMOR (Invulnerability)



RAISED FOR BATTLE (Toughness)



PERFECT VISION (Ranged Combat Expert)

RAM Give this character a move action; it may only move along a direct horizontal or vertical line and it can't change its orientation. After actions resolve, make a close combat attack as a free action that targets all opposing characters that were moved through. Each hit character is dealt this character's damage value and deal this character 1 unavoidable damage for each 100 points of characters dealt damage during the movement.

POINT VALUE: 50



DARK ELF SOLDIER™

Soldier, Svartalfheim, Warrior

HEROCLIX



003a



Driven When Dark Elf Soldier would be dealt pushing damage, roll a d6. On a result of 1-2, ignore that pushing damage.



REPOSITION (Sidestep)



Micro Black Hole Burst Dark Elf Soldier can use Incapacitate. This attack has an area of effect including all opposing characters adjacent to the target. In addition to the normal effects, all hit characters halve their speed values until your next turn.



GET DOWN! (Super Senses)



STAND YOUR GROUND (Combat Reflexes)



SUPERB TRAINING (Enhancement)

POINT VALUE: 50



MALEKITH™

Cosmic, Mystical, Ruler, Svartalfheim



I CANNOT BE STOPPED! (Invincible)



I SHALL PREVAIL! (Invulnerability)

**Last Stand** Malekith can use Super Senses and Toughness.

I KNOW YOUR PLANS (Probability Control)



I AM YOUR SUPERIOR (Perplex)

**Mystics** When a character using the Mystics team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.**Power Cosmic** Characters using the Power Cosmic team ability can use Willpower and their powers cannot be countered. Uncopyable.

REAL NAME: Malekith

**The Aether and I Are One** Characters hit by an attack from Malekith can't use defense powers until their next turn.

I AM ALL-POWERFUL! (Running Shot)



I HAVE NO NEED FOR MINIONS (Hypersonic Speed)



THIS WORLD IS MINE (Sidestep)



I SEE YOUR WEAKNESSES (Precision Strike)



I LAUGH AT YOUR INSIGNIFICANCE (Impervious)



POINT VALUE: 350/225



My Lord...My Love Sif can use Invulnerability. When Sif is adjacent to a friendly character named Thor, he can use Shape Change, but only succeeds on a result of 1-3.



SHIELD MAIDEN (Toughness)



BATTLE-BORN (Combat Reflexes)



NO STRAW DEATH FOR US (Empower)



None So Sharp As Asgardian Steel When Sif makes a close combat attack, she may target all adjacent opposing characters. If she does, the damage dealt by the attack can be divided in any way among the successfully hit targets, provided that all damage dealt is divided among them.

REAL NAME: Sif



SIF™

Asgardian, Deity, Warrior



Mistress of the Blade Sif can use Blade/Claws/Fangs. When an adjacent friendly character with the Asgardian and Warrior keywords uses Blades/Claws/Fangs, the minimum result of that character's d6 roll is its printed damage value.



MELEE BOUND (Charge)



MY SWORD'S SONG (Flurry)



WHERE I AM MOST NEEDED! (Leap/Climb)



STEEL FOR ALL (Quake)



IN ALL DEFENSE, A WEAKNESS (Precision Strike)

POINT VALUE: 100



Battle Is Where I Belong Tyr can use Invulnerability. When Tyr is targeted with a close combat attack, modify his defense value by +1 for each adjacent, opposing character.



ASGARDIAN BUILD (Invulnerability)



FOR THE REALM ETERNAL! (Empower)



TYR™

Asgardian, Brute, Deity, Warrior



War-Bringer At the beginning of your turn, all friendly characters within 6 squares, which are 100 points or less and have both the Asgardian and Warrior keywords can use Sidestep, and modify their damage values by +1 this turn.



STEEL MEETS STEEL (Charge)



NO ESCAPE (Sidestep)



MY SWORD THIRSTS! (Flurry)



None Can Stand Against Me Tyr can use Quake. When he does, his damage value becomes 3 and is locked.



BLADE STRAIGHT, STEEL TRUE (Blades/Claws/Fangs)

REAL NAME: Tyr Odinson

POINT VALUE: 200



I KNEW THAT WOULD HURT... (Exploit Weakness)



... AND THAT WOULD, TOO (Close Combat Expert)



MARAUDER™

Brute



RUNNING RAMPANT (Charge)



PILLAGING AS WE GO (Sidestep)



YOU'RE MINE NOW (Plasticity)



USE WHATEVER'S HANDY (Blades/Claws/Fangs)



NO PUSHOVER (Invulnerability)



STILL FIGHTING (Toughness)

POINT VALUE: 75

REAL NAME: Various



ENGINE OF DESTRUCTION (Super Strength)



FINDING THE WEAK LINK (Precision Strike)



HARDENED ARMOR (Impervious)



JUST A SCRATCH (Invulnerability)



HARD TO TAKE DOWN (Invincible)



MIGHTY DESTROYER (Close Combat Expert)



RELENTLESS ASSAULT (Exploit Weakness)



Power Comic Characters using the Power Cosmic team ability can use Willpower and their powers cannot be countered. Uncopyable.

REAL NAME: Algrim the Strong



KURSE™

Brute, Monster, Svartalfheim, Warrior

Single-Minded Power   **Focused Hatred** Kurse can use Battle Fury.

Algrim Reborn If Kurse enters play through the Battlefield Promotion ability, he is KO'd if he crosses the red KO line. When a countdown click is showing, Kurse can't be moved, placed, targeted, or damaged and at the end your turn, turn this dial once to the right. If all characters friendly to Kurse are KO'd, all countdown clicks become KO clicks. This ability can't be ignored.



DESTROYER OF GODS (Hypersonic Speed)



FUELED BY RAGE (Charge)



CLOSING IN (Sidestep)



POINT VALUE: 250



STRONG ARMOR (Invulnerability)



BATTLE-HARDENED (Toughness)



EXPERIENCE AND DRIVE (Exploit Weakness)



ALGRIM™

Svartalfheim, Warrior



Battlefield Promotion: **Reborn as Kurse** When Algrim would take 3 or more damage from an attack, you may replace him with #008 Kurse on his orange starting line. When Algrim would be KO'd, roll a d6 and add the amount of damage he has just taken. On a result of 7 or more, replace him with #008 Kurse on his orange starting line instead.



HUNGRY FOR BATTLE (Charge)



NIMBLE (Sidestep)



NEVER FAIL (Flurry)



DARK ELF BLADE (Blades/Claws/Fangs)

REAL NAME: Algrim the Strong

POINT VALUE: 125



I See All Things Heimdall can use Perplex and Probability Control as if he had a range value of 8. When he does, he can use



HEIMDALL™

Asgardian, Deity, Herald, Warrior



Far Sight Heimdall can use Super Senses.



GUARDIAN OF THE BIFROST (Charge)



URU BLADE (Blades/Claws/Fangs)



Activate the Bifrost Heimdall can use Telekinesis. If an opposing character moved or was placed adjacent to Heimdall since your last turn, Heimdall can use Telekinesis as a free action, but may only use it to place that opposing character.



ASGARDIAN-BRED (Invulnerability)



DO NOT MISJUDGE ME (Toughness)

REAL NAME: Rig-Heimdall

POINT VALUE: 175



A BIT OF PLANNING (Perplex)



THE SWORD THAT ENDED THE MIGHTY
MANDRIGORE (Exploit Weakness)



FANDRAL™

Asgardian, Warrior, Warriors Three



Warriors Three Friendly characters with the Warriors Three keyword marked with one action token can use Sidestep.



THE DASHING (Charge)



THE BEST OF US WITH A BLADE (Flurry)



Just A Feint! Fandral can use Blades/Claws/Fangs. Once per turn, if he uses it and the hit target takes less than 2 damage, another friendly character may immediately make a close combat attack targeting the same character as a free action.



FANDRAL THE LAUGHING (Combat Reflexes)



FANDRAL THE DARING (Willpower)

REAL NAME: Fandral

POINT VALUE: 75



RRRAAAARRRRHHH!!! (Battle Fury)



I'M GOING TO HIT YOU... (Close Combat Expert)



...AND IT'S GOING TO HURT! (Exploit Weakness)

REAL NAME: Unknown



KRONAN STONE MAN™

Brute, Monster



WHO WILL CHALLENGE ME? (Charge)



YOU SEEM WORTHY (Sidestep)



THIS MIGHT HELP! (Super Strength)



IS THAT ALL YOU'VE GOT? (Impervious)



I CAN TAKE IT (Invincible)



"STONE MAN," REMEMBER?! (Toughness)

POINT VALUE: 100



MISCHIEF BEGETS EVIL (Penetrating/Psychic Blast)



GOD-LIKE PRECISION (Precision Strike)



TRAINED BY TYR (Blades/Claws/Fangs)



SOME STILL YET SERVE ME (Mastermind)



ALWAYS THE LUCKY ONE (Super Senses)



ASGARDIAN (Toughness)



IMMORTAL (Regeneration)



After All, I Am The God Of Lies Loki can use Probability Control and Shape Change. When Loki uses Shape Change and the result is **[E]**, deal the attacker 1 unavoidable damage after actions resolve.



MY BROTHER ALWAYS FALLS FOR THIS (Shape Change)



LOKI™

Asgardian, Deity, Mystical



Imprisoned By Greed... As long as Loki is on a countdown click, he can't be moved, placed, targeted, assigned an action, or damaged, and at the beginning of your turn, you may turn his dial once to the right. If Loki is on a countdown click and no friendly characters are on the map, click Loki to click #4.



...Freed By Grief When this power is first revealed, you may place Loki adjacent to an opposing character that has hit a character that is both friendly to Loki and 30 points or more. When you do, Loki may use Pulse Wave as a free action.



LOCKED AWAY (Stealth)



SHARE MY PAIN (Flurry)



WHO ELSE PAYS? (Charge)



AREAS BETWEEN REALMS (Phasing/Teleport)

POINT VALUE: 150



STRONGER THAN I SEEM (Toughness)



Illusions and Deception Malekith can use Perplex and Shape Change. When he uses Shape Change and succeeds, place a Deceived token on the attacker's character card. Malekith may use Mind Control as a free action targeting any number of characters marked with Deceived tokens. Remove all Deceived tokens from characters hit by this use of Mind Control.



ILLUSION (Perplex)



Mystics When a character using the Mystics team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.



MALEKITH™

Mystical, Ruler, Svartalfheim



Lord Of The Dark Elves Malekith can use Leadership. When he does and the result is **1E1**, you may choose to not remove an action token and instead modify an adjacent friendly character's combat values by +1 until the beginning of your next turn.



MOVE WITH CAUTION (Stealth)



DOORWAY TO ANOTHER WORLD (Phasing/Teleport)



STRIKE THEM WHERE IT HURTS (Precision Strike)



Aether-Enhanced Power Malekith can use Penetrating/Psychic Blast and Pulse Wave.



I AM IN CHARGE (Mastermind)



POINT VALUE: 150

REAL NAME: Malekith



Gathering the Marauders Duhg can use Invulnerability and Mastermind.



BATTLE-READY (Invulnerability)



STILL STANDING (Toughness)



NOT DOWN YET (Regeneration)



IMPOSING VISAGE (Leadership)



GIVING ORDERS (Perplex)



A MIGHTY BLOW (Exploit Weakness)

REAL NAME: Duhg



DUHG™

Armor, Brute, Duhg's Army, Monster, Soldier, Warrior



A Motley Army From All Nine Realms When building your force, if Duhg is the highest-point character, other characters that share a keyword with him also have the Duhg's Army keyword.



LEADING THE CHARGE (Charge)



REPOSITION (Sidestep)



ALL-OUT BATTLE (Flurry)



EXPERIENCED WARRIOR (Precision Strike)



BITE OF STEEL (Blades/Claws/Fangs)

POINT VALUE: 125



HOGUN THE STRATEGIST (Outwit)

THE STRIKE THAT FELLED THE DREAD
VRUUSSK (Close Combat Expert)

HOGUN™

Asgardian, Warrior, Warriors Three

**The Warriors Three** Friendly characters with the Warriors Three keyword can use Empower, but only to affect characters with the Warriors Three keyword.

THE GRIM (Charge)

**Master Of All Weaponry** Hogun can use Super Strength but can't pick up or hold heavy or special objects. When he makes a close combat attack while holding an object, roll a d6. On a result of 1 - 2, he can use Precision Strike. On a result of 3 - 6, the object is not removed after the attack and Hogun continues to hold it.

EITRI'S ARMOR (Invulnerability)



IMMORTAL STAMINA (Toughness)

**Battlefield Medicine** Hogun can use Regeneration and Support.

POINT VALUE: 100

REAL NAME: Hogun



The True Lion Of Asgard Volstagg can use Defend and Invulnerability.



VOLSTAGG THE STALWART (Invincible)



VOLSTAGG THE UNWAVERING (Invulnerability)



VOLSTAGG THE EASILY BRUISED (Toughness)



THE BLOW THAT SLEW THE MOUNTAIN NORJYR
(Close Combat Expert)

REAL NAME: Volstagg



VOLSTAGG™

Asgardian, Warrior, Warriors Three



The Warriors Three Friendly characters with the Warriors Three keyword can use Mastermind. When they do, they may only transfer damage to other characters with the Warriors Three keyword, but they may do so regardless of their point values.



THE VALIANT (Plasticity)



INTO BATTLE! (Charge)



...THAT IS ENOUGH BATTLE (Force Blast)



One Last Feast With Friends Once per game, give Volstagg a double power action that deals no pushing damage. Heal all adjacent friendly characters of damage equal to 2 minus the number of action tokens they have and, when Volstagg next clears action tokens, heal him to click #4. Other friendly characters with the Warriors Three keyword are considered adjacent during this action.

POINT VALUE: 125



THOR™

Asgardian, Avengers, Deity, Warrior



GOD'S WOUNDS (Toughness)

THE SON OF ODIN DOES NOT APOLOGIZE!
(Battle Fury)

ONE OF US SHALL FALL! (Exploit Weakness)

**Strongest of the Asgardians** Thor can use Super Strength. Give Thor a close combat action and, if he hits, you may roll a d6. If the result is greater than the damage taken, replace him with #001 Thor on the same click number +1.**Godly Stamina** Thor begins the game with two Stamina tokens on his card. When Thor would take pushing damage, you may instead remove a Stamina token and ignore the pushing damage.

RUSH INTO BATTLE (Charge)



ONE AGAINST MANY (Flurry)

**Mighty Swing** Thor can use Precision Strike and Quake.

WARRIOR-PRINCE (Invulnerability)

REAL NAME: Thor Odinson

POINT VALUE: 125



THOR™

Asgardian, Avengers, Deity, Warrior



THE GOD OF THUNDER (Impervious)



ASGARDIAN PHYSIOLOGY (Invincible)



ASGARDIAN ARMOR (Invulnerability)



ASGARD'S GOLDEN SON (Leadership)

WITH THE FORCE OF 100 MORTALS
(Close Combat Expert)**Avengers Initiative** Characters using the Avengers Initiative team ability treat hindering terrain as clear terrain for movement and line of fire purposes.

REAL NAME: Thor Odinson

**You Dare Attack the Son of Odin?!****Defender of the Nine Realms** Thor can use Super Strength and adjacent friendly characters can use Toughness. Once per turn, Thor can use Defend.

TO ME, HAMMER! (Running Shot)

**Asgardian Fury** Thor can use Charge and Flurry.

WITH THE SPEED OF MJOLNIR (Hypersonic Speed)

**Call Down The Lightning** Give Thor a ranged combat action and he can use for this action. The area of effect for this ranged attack is any one square within range and line of fire and each square adjacent to it. A hit character occupying the chosen square is dealt Thor's printed damage value. Other hit characters are dealt Thor's printed damage -1.

POINT VALUE: 400/200





MASTER OF THE LIGHTNING (Energy Explosion)



FURY OF THE STORM (Pulse Wave)



GODLY MIGHT (Super Strength)



ALL-FATHER OF THE GODS (Invincible)



CLAD BY THE BEST OF ASGARD (Impervious)



TRUE BLOOD OF ASGARD (Invulnerability)



KING OF ASGARD (Leadership)



BE READY FOR WAR (Probability Control)



JOIN ME IN BATTLE (Empower)



Power Cosmic Characters using the Power Cosmic team ability can use Willpower and their powers cannot be countered. Uncopyable.



ODIN™

Asgardian, Cosmic, Deity, Ruler



Huginn and Muninn



350
pts



Gungnir Once per game, give Odin a double power action and make a ranged combat attack targeting the highest-point opposing character anywhere on the map. For this attack, Odin's combat values are locked, the attack can't be evaded and the attack roll can't be rerolled by friendly characters. After actions resolve, deal Odin 1 unavoidable damage.



TO BATTLE! (Running Shot)



OPEN THE BIFROST (Phasing/Teleport)



THINKING AS A WARRIOR (Charge)



STRIKE WITH THE ODINFORCE
(Penetrating/Psychic Blast)



POINT VALUE: 350/200