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# PRINTING INSTRUCTIONS

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HE LION OF ASGARD (Impervious)



BRACED FOR BATTLE (Invulnerability)

FORTIFIED WITH FURY (Tour





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THE HAMMER FALLS (Close Combat Expert)

IN DEFENSE (Combat Reflexe

REAL NAME: Thor Odinso

© MARVEL



THOR<sup>™</sup> Asgardian, Avengers, Deity, Warrior



001

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 blacking terrain. Instead, destroy that terrain and knock back damage from this attack equals 1 damage plus 1 for each wall or square of blacking terrain the character moved through.

CONCUSSIVE SHOCK WAVES (Energy Explosion)

THE WORLD IS A WEAPON (Super Strengt

POINT VALUE: 200



**REAL NAME: Variou** © 2013 WIZKIDS/NECA, LLC.





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

© MARVE

												01	ARVEL		
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															SWORD IN HAND (Blades/Claws/Fangs
															DRIVEN TO VILTURY (Flurry)
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															Restrict Mitre (charge)
															RUSH TO WAR (Charge)





#### DARK ELF SOLDIER<sup>TM</sup> Pilot, Svartalfheim, Warrior

æ

003h



# DARK ELF SOLDIER™

Soldier, Svartalfheim, Warrior

### HEROCLIX





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)



X

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 dose 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 unavidable damage for each 100 points of characters dealt damage during the movement.

# POINT VALUE: 50





 $\hat{\omega}$ 





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.

Driven When Dark Elf Soldier would be dealt pushing damage,

roll a d6. On a result of 📰 – 📰, ignore that pushing damage.



GET DOWN! (Super Senses)



STAND YOUR GROUND (Combat Reflexes



SUPERB TRAINING (Enhancement)



CO MARV

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POINT VALUE: 50



CANNOT BE STOPPED! (Invincible)

SHALL PREVAIL! (Invulnerability

Last Stand Malekith can use

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KNOW YO

AM YOI



62



MALEKITH™ Cosmic, Mystical, Ruler, Svartalfheim



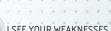
The Aether and I Are One Characters hit by an attack from Malekith can't use defense powers until their next turn.



I AM	ALL-	POWE	RFUL!	(Running	Shot)



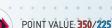
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HIS WORLD IS MINE (Sidestep)	٠	٠	
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SEE YOUR WEAKNESSES (Precision Strike)	•	•	
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Mystics When a character using the Mystics team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.



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

REAL NAME: Maleki

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O MARVE





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 [::].



SHIELD MAIDEN (Toughness)



BATTLE-BORN (Combat



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.





Asgardian, Deity, Warrior



POIN

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RFAL NAME Sif © 2013 WI7KIDS/NECA 110

O MARVE





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.

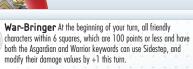


ASGARDIAN BUILD (Invulnerability)



FOR THE REALM ETERNAL! (Empower)





TYR™

Asgardian, Brute, Deity, Warrior



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POINT VALUE 200

STEEL MEETS STEEL (Charae)

NO ESCAPE (Sidest



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)



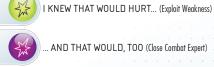
REAL NAME: Tyr Odinson

> MARVEL





#### MARAUDER™ Brute



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



|--|

YOLL'DE MINE NOW (Plasticity)



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USE	WHATE	VER'S HA	NDY (Blade:	s/Claws/Fangs)	





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CO MARVE





ENGINE OF DESTRUCTION (Super Strength)



FINDING THE WEAK LINK (Precision Strike



HARDENED ARMOR (Impervious)

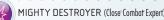


JUST A SCRATCH (Involnerability

HARD TO TAKE DOWN (Invin



M





RELENTLESS ASSAULT (Exploit Weakness)



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

REAL NAME: Algrim the Strong

D MARVEL



KURSE™ Brute, Monster, Svartalfheim, Warrior

+ Single-Minded Power 🕉 🔲

008





Algrim Reborn If Kurse enters play through the Battlefield Promotion ability, he is K0'd if he crosses the red K0 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 K0'd, all countdown clicks become K0 clicks. This ability can't be ignored.



DESTROYER OF GODS (Hypersonic Speed)



UELED BY RAGE (Charge)



CLOSING IN (Sidestep)

POINT VALUE: 250







STRONG ARMOR (Invulnerability)



BATTLE-HARDENED (Toughness)



EXPERIENCE AND DRIVE (Exploit Weakness



009



DARK ELF BLADE (Blades/Claws/Fang

VALUE 125



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REAL NAME: Alarim the Strong

© MARVEL



orange starting line instead.

NIMBLE (Sid

NEVER FAIL

POINT

HUNGRY FOR BATTLE (Charge

#### ALGRIM<sup>™</sup> 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 \$\Phi\$ #008 Kurse on his





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)





ASGARDIAN-BRED (Invulnerability)



DO NOT MISJUDGE ME (Toughness)

POINT



. . . . . .

REAL NAME: Rig-Heimda



A BIT OF PLANNING (Perplex)



011

FANDRAL<sup>™</sup> Asgardian, Warrior, Warriors Three



THE SWORD THAT ENDED THE MIGHT MANDRIGORE (Exploit Weakness)



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

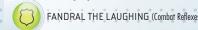


THE BEST OF US WITH A BLADE (Flurry)

THE DASHING (Charae



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.





ANDRAL THE DARING (Willnower)

POINT VALUE: 75



REAL NAME: Fandra



RRRAAAARRRRHHH!!! (Battle Fury)



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



... AND IT'S GOING TO HURT!

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REAL NAME: Unkno



#### KRONAN STONE MAN<sup>™</sup> Brute, Monster



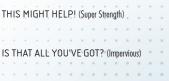
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POINT VALUE: 100

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"STONE MAN." REMEMBER ?! (Toughness



© MARVE



MISCHIEF BEGETS EVIL (Penetrating/Psychic Blast)



GOD-LIKE PRECISION (Precision Strike)



RAINED BY TYR (Blades/Claws/Fangs)



SOME STILL YET SERVE ME (Mastermind)



ALWAYS THE LUCKY ONE (Super Senses

ASGARDIAN (Toughnes



MMORTAL (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 🛄 deal the attacker 1 unavoidable damage after actions resolve. MY BROTHER AI WAYS F (Shane (hanae)



#### 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.



Ŵ





POINT VALUE: 150

SHARF MY PAIN (Flurry





013



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)



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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.

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#### MALEKITH™ Mystical, Ruler, Svartalfheim



014





AM I	N	CHARGE	(Master	mind)	٠



M	IN	СН	AR	GE	(Mi	aste	rmin	d)	•
		-			-				







Gathering the Marauders Duhg can use Invulnerability and Mastermind



REPOS

POINT

015

#### 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.



BATTLE-READY (Invulnerability)



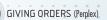


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STILL STANDING (Tou









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REAL NAME: Duho

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54



EXPE

LEADING THE CHARGE (Charge)



O MARVE

FEL (Blades / Claws / Fanas

VALUE 125



CO MARVE



#### HOGUN THE STRATEGIST (Outwit)



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



#### HOGUN™ Asgardian, Warrior, Warriors Three



016

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 □ - ⊡, he can use Precision Strike. On a result of ⊡ - ⊡, 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



REAL NAME: Hogun





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



VOLSTAGG THE STALWART (Invincible





VOI STAGG THE FASH Y BRUISED (Tourdhness



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





#### 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.



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ΝТΟ	BA	ŤTI	Έ!	(Charge)			٠	•	•	•	٠	•	•	•	
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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 Volstaga 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



REAL NAME: Volston © 2013 WIZKIDS/NECA LLC



GOD'S WOUNDS (Toughness)



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



ONE OF US SHALL FALL! (Exploit Weakness)



018



Mighty Swing Thor can use Precision Strike and Quake.



WARRIOR-PRINCE (Invulnerability)

VALUE 125



REAL NAME: Thor Odinso





RUSH INTO BATT

POINT

ONE AGAINST MANY (

#### THOR<sup>™</sup> Asgardian, Avengers, Deity, Warrior



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  $\mathfrak{P}$  #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.



THE GOD OF THUNDER (Impervious)



ASGARDIAN PHYSIOLOGY (Invincible



ASGARD'S GOLDEN SON (Leadership

ASGARDIAN ARMOR (Invulnerab



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.

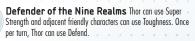
REAL NAME: Thor Odinso













TO ME, HAMMER! (Running Shot)



Asgardian Fury Thor can use Charge and Flurry



WITH THE SPEED OF MJOLNIR (Hypersonic Speed)









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 MEIN BATTLE (Emnower



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

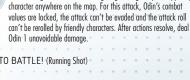


ODIN™ Asgardian, Cosmic, Deity, Ruler



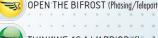


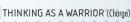




Gungnir Once per game, give Odin a double power action and

make a ranged combat attack targeting the highest-point opposing







(Penetrating/Psychic Blast





