

<u>Character</u>	<u>Power Level 1</u>	<u>Power Level 2</u>	<u>Power Level 3</u>	<u>Power Level 4</u>
Captain American		<b>Shield Throw</b> - Captain America can shoot his shield at an enemy chip, knocking them back six inches on a successful attack. (After Player takes their shot)		Team Rally – Captain America can remove one of his teammates and replace it with two other heroes from the Marvel Sack. Captain America now controls the additional hero. (Before Player's Turn)
Deadpool	<b>Power Regen</b> – Deadpool can take two Power Level Cards from the bottom of the Power Level Card Deck. If Deadpool is at Card limit, swap out equal amount of cards. (After Player's Shot)	<b>Dual Shot</b> – Deadpool can take two shots this turn. (Before Player's Shot)		
Elektra	<b>Swift Dispatch</b> – Elektra can take out two minions from the map for points for 100 points each. (Before Player's Shot)		<b>Shadow Switch</b> – Elektra can switch places with any other character on the map. (In place of shot)	

Human Torch	<b>Ring of Fire</b> – Human Torch sets fire to the warp hole, leaving it difficult to make it into the warp hole. (Before Opponent's Shot)		<b>After Burn</b> – The opposition's attack is nullified and the attacker loses their next turn. (After Opponent's Attack on Player)	
Iceman	<b>Frosty Armor</b> – Iceman is invincible from all attacks for his next turn. (After Player's Shot)		<b>Ice Wall</b> – Iceman creates an ice obstacle anywhere on the map that lasts two turns until it melts. (Anytime)	
Invisible Woman	<b>Concussion Blast</b> – Each opponent has to put one Power card back into the deck. (After Player's Turn)		<b>Invisibility</b> – Invisible Woman is immune to all opponents' attacks for 2 turns. (After Player's Shot)	

Iron Man	Plasma Disc: Iron man chooses a Power Level Card, and Shoots a Chip. The following consequences effect hit enemies by which card is picked. 1: knocked back 2 inches.2: knocked back 6 inches.3: knocked back 10 inches(enemy allies are knocked back 3 inches)4: Removed from the map. All obstacle Rules Apply. (IP)	<b>Damage Reroute</b> – Player draws a Power Level Card. If Player gets 2 or lower for the next two turns, the attack is delayed otherwise the attack is back in play. (After Opponent attacks Player)		
Luke Cage	<b>Taunting Power</b> – Opponent discards all Power Level Cards, and redraws however many they dropped. (Before Opponent's Shot)	<b>Destruction's Price</b> – Luke Cage can take out an obstacle for another hero, the hero then looses their next turn. (Before Teammates Shot)		
Mr. Fantastic	<b>Extended Hand</b> – Mr. Fantastic can put launcher forward five inches and shoot from there. (Before Player's Shot)	<b>Sling Shot</b> – Mr. Fantastic takes the last opponents chip, and can shoot it back in the direction it came from. (After Opponent's Shot)		
Ms. Marvel	<b>Binary Boost</b> – All players on the hero team get to draw another Power Card, or swap if they have six cards. (Anytime)		<b>Energy Travel</b> – During Ms. Marvels turn, if she hits a villain chip she can shoot again from that position. She can do this twice in one turn. (In place of Player's shot)	
Spider-Man	<b>Web Shield</b> – Spider-Man	<b>Web Traps</b> – Three web traps		

	will hold enemy attacks for one turn. The following turn the attack is released and hits Spider-Man. (After Opponent attacks Player)	are place around the hole blocking the opponent's next shot. (After Player's Shot)		
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Spider-Woman	<b>Pheromone Seduction</b> – Spider-Women makes the next player lose their turn. (After Player's Shot)			<b>Venom Shot</b> – A bioelectrical shot is sent to the front, back, right and left of the chip, any enemy in that line of fire gets pushed 8 spaces away from where the blast came from. (Before Player's Shot)
Storm			<b>Tornado</b> – A tornado is placed anywhere on the map (must be 6 inches from the Warp Hole). Any player that enters the tornado is sucked into the middle and loses there next turn. The tornado lasts for two turns. (all players shoot twice) (After Player's Shot)	<b>Fog of War</b> – All players must randomly sacrifice a Power Level Card every turn until the end of the map, or until Storm leaves the map. Storm is unaffected by this power. (Before Player's Shot)
Thing		<b>Tough Skin</b> – Thing can not be attacked for two turns. (After Player's Shot)	Clobberin' Time – Thing throws an opponent into any obstacle. If the obstacle can be removed remove it, and the opponent is put in its place. If the obstacle can not be removed place the opponent next to the obstacle on the side it came from. (Before	

			Player's Shot)	
Thor		<b>Divine Intervention</b> – Thor chooses an ally, Thor takes the attacks for the ally for their next turn. (After Player's Shot)		<b>God Blast</b> – Thor chooses two villains to be blasted off the map. (Anytime)
Wolverine		<b>Upper Cut</b> – Three large spikes are placed in front of the hole, making it difficult for the opponent to exit the map. (Before Opponent's Shot)	<b>Regen</b> – The player gets to put their ball back into place if the opposition does anything to it. (After Opponent Attacks Player)	
Black Panther	<b>Pounce</b> – After Black Panther's shot, he can pounce four inches in any direction. (After Player's Shot)			<b>Jungle Warfare</b> – Black Panther evades the attack, the attacker then takes the affect of the attack. Black Panther then moves four inches forward. (After Opponent Attacks Player)

Blade		<p><b>Power Drain</b> – Blade sucks the power out of a villain. Blade can use that power in place of this power. The villain can no longer use that power. The power remains the same Power Level of the Villain's. (Before Player's Turn)</p>	<p><b>Life After Death</b> – Blade can revive one teammate who has been removed from the map. The revived hero must make it into the Warp Hole based on a Power Level Card draw. (Before Player's Turn)</p>	
Daredevil	<p><b>Devastation</b> – After Daredevil shoots, he moves forward six inches. (Before Player's Shot)</p>		<p><b>Enhanced Sense</b> – Daredevil can evade any attack that is a Power Level of 3 or lower for the next two turns. (After Player's Shot)</p>	
Doctor Strange		<p><b>Black Magic</b> – Doctor Strange shoots and any player he hits turns into an obstacle for one turn. Players can not shoot when they are an obstacle. (Takes Place of Player's Shot)</p>		<p><b>The Grand Illusion</b> – Four obstacles are removed from the map, and are randomly replaced on the map. (All players take turns) (InPlace of Player's Shot)</p>

Ghost Rider		<b>Hellfire</b> – After Ghost Rider shoots a flame trail is left behind him. The trail remains there until Ghost Rider moves. (Before Player’s Shot)	<b>Damnation</b> – Ghost Rider chooses a villain to put a count down on. A Power Card is drawn and the villain must make it into the Warp Hole in that many turns. If the villain does not make it they are removed from the map. (Before Opponent’s Shot)	
Nick Fury	<b>Sniper Shot</b> – The Warp Hole is enlarged due to Nick Fury’s precision aiming. This lasts only for Nick Fury’s shot. (Before Player’s Shot)			<b>Call for Back Up</b> – All S.H.I.E.L.D. Agents present on the map are now stronger. If a villain hits a S.H.I.E.L.D. Agent they draw a Power Card. Level 1 or 2 the villain is placed back where they shot from. Level 3 they stay next to the Agent but do not take them out. Level 4 they take out the Agent for the appropriate amount of points. This last the rest of the map. (Anytime)
Silver Surfer		<b>Surfs Up</b> – Silver Surfer uses his hero abilities of flight and liquid-state, to remove one obstacle from the board for their shot. (Before Player’s Shot)	<b>Big 10 Boogie</b> (Level 2) – Silver Surfer throws his surfboard, whoever the surfboard touches is carried to where the surfboard stops. (Before Player’s Shot, Takes the Place of the Player’s Shot)	

Colossus	<b>Throw Back</b> – If a villain hits Colossus on their shot, they are knocked back five inches from Colossus. (Before Opponent's Shot)			<b>Take Down</b> – Colossus exchanges spots with a villain of his choice, that villain is removed from the map. (Before Player's Shot, Takes the Place of the Player's Shot)
Moon Knight		<b>Boomerang</b> – This power sends the last enemy back to where they shot from. (After Opponent's Shot)	<b>Full Moon</b> – After each shot Moon Knight moves forward two inches. Moon Knight can not be attacked. This power lasts for the next two turns. (Before Player's Shot)	