

<u>Character</u>	<u>Power Level 1</u>	<u>Power Level 2</u>	<u>Power Level 3</u>	<u>Power Level 4</u>
Arcade	Evil Construction – Arcade can put one obstacle anywhere on the map. (Before Enemy Shot)			Deadly Trap – Arcade sets up a trap, if any player hits the trap, they must draw a Power Level Card. If they draw a level 1 or 2 they live and play as if it was a normal obstacle. If they draw a level 3 they lose their next turn. If they draw a level 4 they die and are removed from the map. (Before Opponent's Shot)
Attuma		Trident Throw – Attuma chooses 3 opponents and can move one back 6 inches, another back 3 inches, and the last back 2 inch. (After Player's shot) (Can't push players through obstacles)	Murky Vision – Attuma can remove two obstacles from the map, one for their turn, and one for another villain's turn. Must be two different obstacles. Each obstacle is replaced after the shot. (Before Player's shot)	
Baron Mordo		Teleport – Baron Mordo draws from Power Card Deck and if higher than a 2, they evade the attack. Baron Mordo teleports 1 inch from the attacker every time this power is played. (After Opponent attacks Player)	Astral Projection – Another villain is chosen at random and placed on the board. This additional villain is worth the same amount of points as any other villain. This villain must reach the Warp Hole before Baron Mordo for the team to receive the points. (In Place of Player's Shot) One time Only.	

Blackheart	Telekinesis – Blackheart chooses an obstacle and can move it six inches in any direction. (Before their Shot, or Before Opponent's Shot)			Manipulation – All heroes must move their chip back five spaces after each shot. Affects all heroes for two turns. (After Player's Shot)
Bullseye	Dead On – The Warp Hole opens up fully for the turn. (Before Player's Shot)	Dart Barrier - Player has ability to create three darts to block the heroes from getting to the Warp Hole. These can be placed anywhere on the map. (Before Opponent's Shot)		
Destroyer		Magnetic Attraction – All other players must move five inches towards Destroyer. (Play Anytime)	Deathly Choke – Destroyer chooses an opponent and the hero must draw a Power Level Card. If they draw a 4, the opponent loses two turns, if they draw a 3 or lower they lose one turn. (Before Opponent's Shot)	
Deathbird	Sharp Wing Span – During Deathbird's shot any player hit is move three inches to the side.(Before Player's Shot)	Swooping Grab – Deathbird remove any S.H.I.E.L.D. agent out for the appropriate amount of points. (Anytime)		
Doctor Doom		Energy Band – Doctor Doom can place any hero next to any other player on the map. (Before Opponent's Shot, and Opponent loses their turn.)		Forceful Will – Doctor Doom can take the next shot for any hero on the board. (After Player's Shot.)
Enchantress	Inhuman Endurance – If Enchantress runs into an obstacle on her shot, she removes the obstacle.(Before Player's shot)		Inter-Dimensional Travel – Enchantress picks up her Villain chip and can flip it anywhere on the map. However, the chip can not land within ten inches from the hole. If it does,	

			Enchantress returns to her position at the beginning of her turn. (In place of Player's Shot).	
Fin Fang Foom	Power Grab – Fin Fang Foom can steal two power cards from the shooting hero. These cards are drawn at random. (Before Opponent's Shot)		Flaming Strike – Fin Fang Foom shoots three fireballs at any opponents. Any opponent hit is moved back six inches. (In place of Player's Shot)	
Galactus				Planet Eater – *two Level 4 cards for it* Galactus consumes the map and receives points for each villain still on the map. The map is over and is switched to the next area. (Anytime)
Gladiator		Invulnerability – Gladiator is invulnerable to any attack until next turn. (After Player's Shot)	Cold Will – Gladiator can freeze two opponents, causing them to lose their next turn. If however Gladiator draws a Power Level 4 card then the freezing does not happen and Gladiator is moved back five inches. (In place of Player's Shot)	

Grey Gargoyle	Like a Rock – Any opponent who attacks Grey Gargoyle is turned to stone and loses their turn. (After Player is Attacked)	Petrified Touch – Grey Gargoyle chooses an opponent, and that opponent loses one turn. (Before an Opponents Shot)		
Ymir	Icey Club – Ymir drops an ice club anywhere on the map. After one turn, the club is taking back. (After Player's Shot)	One Giant Step – Ymir moves ahead ten inches. He can walk over any obstacles. (After Player's Shot)		
Kurse	Living Armor – Kurse places an obstacle in place of himself until his next turn. He cannot be destroyed or removed while in obstacle form, but if another player hits him he transforms back into a chip. (After his Shot)			Burning Rage – Kurse loses one turn. The attacking player returns to the beginning of the map. (Level 4, After Attacked)
Loki	Deception – After the Enemy's Shot, Loki can place an obstacle between the enemy and the Warp Hole (After the Oppositions Shot)			Total Control – Loki takes Total Control of any opponent for their turn. (Before Opponents Shot)

Mandarin	Blinding White Light – Mandarin gets to move forward five inches. (After Their Turn)			Vortex - All obstacles are removed from the map, and are randomly replaced on the map. (All players take turns) (Anytime)
Mephisto	Warp Hole Alteration – Mephisto can make the Warp Hole larger for his shot and smaller for the next villain that shoots. (Before Player's Shot)			Sheaths of the Soul – Mephisto chooses any character, hero or villain. This character can be either dead or from the Marvel Sack. This character is controlled by Mephisto and is worth the normal amount of points. (In Place of Player's shot, but they can shoot the new villain onto the board)
Mysterio		Tricky Roll – For one set of turns, all heroes must move back four inches after each shot. (After Player's Shot)	Holographic Projection – Mysterio is invulnerable to any attack unless the opponent draws a Power Level Card of 3 or higher. (After Opponent attacks Player)	
Dragon Man		Tail Whip –the player can smack an enemy that is within a six-inch radius and cause them to lose a turn. After doing this a "indent" obstacle is put in place of where the attack was directed for the rest of the map. (Before Player's Shot)	Flaming Death – Dragon Man can choose an opponent to eliminate from the map. (In Place of Player's Shot)	
Shocker		Feedback – If any player hits Shocker on their shot, they must be placed four inches	Vibro-Shock – Shocker knocks an opponent back five inches. One the	

		behind Shocker. (After Player's Shot)	opponents next turn they must draw a Power Level card of 3 or 4. Otherwise they lose one turn. (Before Player's Shot)	
Starbolt	Concussion bolt – Starbolt knocks an opponent back five inches. (Before Player's Shot)			Energy Oven – Effective for the rest of the map, any powers used moves Starbolt forward. Anytime a Power Level 4 is used Starbolt moves forward five inches, Level 3 four inches, Level 2 one inch, Level 1 Power moves Starbolt back one inch. (In Place of Player's Shot)
Super Skrull	Steal Force – Super Skrull is replaced with an obstacle. If a hero hits the obstacle they lose their powers for the next turn. (Before Opponent's Shot)		Obtain Force – Super Skrull obtains the force the one the Fantastic 4. He keeps these powers for two turns. (Before Player's Shot)	
Tiger Shark		Swimmer's Agility – Tiger Shark draws a Power Level Card and multiplies that number by two. Tiger Shark moves forward that many inches. (After Player's Shot)	Attack from Below – Tiger Shark sacrifices his turn but is invulnerable for his next two turns. On his next turn he picks an opponent. Tiger Shark is placed next to that opponent and the opponent loses a turn. (Before Player's Shot)	

Titannus		Advanced Regeneration – For one turn no attacks will affect Titannus. (After Player's Shot)	Titanic Strength – Allows Titannus to take an extra shot for the next two turns. (Before Players Shot).	
Ultron	Encephalo-Ray – Ultron chooses one opponent who loses one turns (Before Opponent's Shot)		Latter-Ray – Allows the Ultron to take control of one opponent for their next turn. (After Player's Shot)	