AVENGERS VS. X-MEN
CHARACTER CARDS

Original Text
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)


4. Under Page Sizing & Handling>Multiple>Pages per sheet select Custom and enter 1 by 2.

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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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**Take Down** Captain America can use Incapacitate as if he had 3\#. When he does and hits 2 characters, he may give one hit character 2 action tokens instead of giving each of them one. If that character can’t be given the second action token, deal it 1 penetrating damage instead.

**SUPER SOLDIER** (Impervious)

**CHAINMAIL** (Invulnerability)

**SOLDIER** (Toughness)

**BATTLE STRATEGY** (Perplex)

**INSPIRING PRESENCE** (Empower)

**WHATEVER IT TAKES TO FINISH THIS** (Exploit Weakness)

**T001 Avengers** This team character can use Combat Reflexes and Defend.

**REAL NAME:** Steve Rogers

**SIGNIFICANT APPEARANCE:** Avengers #25 (2012)

**Combat Training**

**Avengers, Assemble!** Captain America can use Leadership. When he does and the result is 3\#, you may place a friendly character with the Avengers keyword, a lower point value, and within 4 squares adjacent to him, but only if you remove the action token from that character.

**Super Soldier & Shield** At the beginning of your turn choose either Combat Reflexes or Energy Shield/Deflection. Captain America can use that power until the beginning of your next turn.

**SHIELD THROW** (Running Shot)

**LEADING FROM THE FRONT** (Charge)

**POINT VALUE:** 200/100
ARMOR AT 77% (Invulnerability)

ARMOR AT 35% (Toughness)

SYSTEM REBOOT (Regeneration)

Inventing on the Fly Once per turn, Iron Man can use Outwit or Perplex.

FOCUSED REPULSOR (Ranged Combat Expert)

T001 Avengers This team character can use Perplex. When they do and Black Panther is also attached, you may modify an opposing character’s combat value by -2 instead.

Enhanced Repulsors All of Iron Man’s attacks generate knock back.

BOOT JETS (Running Shot)

REPULSOR BLASTS (Penetrating/Psychic Blast)

GUIDED MISSILES (Energy Explosion)

LAST-DITCH EFFORT (Pulse Wave)

ARMOR AT 100% (Impervious)

REAL NAME: Tony Stark
SIGNIFICANT APPEARANCE: Avengers vs. X-Men #1 (2012)

POINT VALUE: 150/100
DAMAGED ARMOR (Toughness)

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REAL NAME: Thor Odinson
SIGNIFICANT APPEARANCE: Secret Avengers #25 (2012)

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THOR™
Asgardian, Avengers, Deity, Mystical

Call the Storm & Tear Open the Sky
Thor can use Super Strength. When Thor targets and hits more than 1 opposing character with an attack, targets of the attack are dealt penetrating damage.

LIGHTNING STRIKE (Running Shot)

ARC LIGHTNING (Energy Explosion)

LIGHTNING STORM (Pulse Wave)

GODLY MIGHT (Impervious)

CHAINMAIL (Invulnerability)

POINT VALUE: 200/100

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**ScienCtifIc MiNd**
(Precision Strike)

**INcreased aGIlIty**
(Combat Reflexes)

**With great pOwer...**
(Toughness)

**...cOmes great reSPonsIbIlItY**
(Willpower)

**DISTraCting bAnTeR**
(Shape Change)

**IMproVising**
(Perplex)

**SavE the dAy**
(Outwit)

**t001 Avengers**

This team character can use Super Senses.

**rEal namE:** Peter Parker

**SignIFICant aPpearance:** Avengers vs. X-Men #9 (2012)

**pOInT vaLue:** 125/100

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**Webs get me anYwHeRe**

**wHatevEr a SpIder can**
When Spider-Man is the target of a ranged combat attack, he can use Super Senses, but evades the attack on a result of 6-8.

**StrengtH and SpIeed of a SpIder**
Spider-Man can use Incapacitate and the Move and Attack ability. When he uses the Move and Attack ability, he modifies his attack value by -1 instead of -2.

**PouncE**
(Charge)

**leApIng abouT**
(Flurry)

**pOproCIOnaL StrengtH, rEmEmber?**
(Super Strength)
**Wolverine**

**Real Name:** James Howlett  
**Significant Appearance:** *Wolverine and the X-Men* #9 (2012)

**Point Value:** 175/125/75

- **Adaptable Skills:**  
  - **Ninja Training** (Stealth)  
  - **Spoiling for a Fight** (Charge)  
  - **Lashing Out** (Flurry)  
  - **Hard to Hurt** (Impervious)

- **Adaptable Effects:**  
  - **Healing Factor** (Regeneration)  
  - **Tough Canuck** (Toughness)  
  - **Cut Through Anything** (Exploit Weakness)  
  - **Enraged** (Battle Fury)  
  - **Can Take a Lot of Damage** (Invulnerability)  
  - **To01 Avengers** This team character can use Blades/Claws/Fangs and Regeneration.

**Adaptable Abilities:**  
- **Adamantium Claws** (Blades/Claws/Fangs)
STRONG-WILLEDD (Willpower)

WINDS OF MAGIC (Probability Control)

Casting Spells Scarlet Witch can use Perplex, Probability Control, and Support.

Scarlet Witch can use Perplex, Probability Control, and Support.

REAL NAME: Wanda Maximoff
SIGNIFICANT APPEARANCE: Avengers vs. X-Men #0 (2012)

No More Mutants Once per game, give Scarlet Witch a double power action and choose a team ability. Any other character that can use that team ability must roll a d6 that can’t be rerolled and if the result is 1-3, that character can’t use the chosen team ability for the rest of the game.

IN HIDING (Stealth)

TRANSPORT SPELL (Phasing/Teleport)

HEX BOLT (Penetrating/Psychic Blast)

CHAOS MAGIC (Precision Strike)

Mystical Wards Scarlet Witch can use Energy Shield/Deflection. When Scarlet Witch is hit with an attack, the roll is ignored and the attacker must roll again. This new roll can’t be rerolled or ignored.

POINT VALUE: 150/100
INTENSE TRAINING
(Energy Shield/Deflection)

TOO STUBBORN TO HURT
(Toughness)

Let's Put the World Back On Track Cyclops can use Leadership and Outwit. When he uses Leadership, adjacent characters with a shared keyword are considered to have a lower point value.

CUTTING LOOSE (Ranged Combat Expert)

WE'RE A TEAM (Enhancement)

TO02 X-Men This team character can use Leadership. When they do and the result is a ⬇️, remove an action token from them.

REAL NAME: Scott Summers
SIGNIFICANT APPEARANCE: Avengers vs. X-Men #5 (2012)

POINT VALUE: 150/100

I Can Still See the Dream

THIS IS HOW I WAS TRAINED (Running Shot)

Ongoing Optic Blasts Cyclops can use Force Blast and Running Shot. When he uses Running Shot, after actions resolve, he can use Force Blast as a free action.

CONCUSSIVE BLASTS (Force Blast)

EVERYTHING HAS A WEAKNESS (Precision Strike)

HIGH-INTENSITY BEAMS (Penetrating/Psychic Blast)
GHOSTS OF MY PAST
(Willpower)

HEADMISTRESS
(Enhancement)

I CAN SEE YOUR FEARS
(Outwit)

I CAN SEE YOUR THOUGHTS
(Probability Control)

T002 X-Men
This team character can’t be targeted by Mind Control or Penetrating/Psychic Blast.

Scott Can Handle It
Emma Frost’s powers can’t be countered. When a friendly character with the X-Men keyword is more than 4 squares away, Emma Frost can use Sidestep.

LISTEN TO ME... (Mind Control)

...OR I’LL MAKE YOU (Charge)

It’s Her Decision
Emma Frost can use Outwit and has a range value of 7.

OVER HERE, DARLING (Super Senses)

Diamond Form
Emma Frost can use Exploit Weakness, Impervious, and Shape Change.

REAL NAME: Emma Frost
SIGNIFICANT APPEARANCE: Avengers vs. X-Men #5 (2012)

POINT VALUE: 125/100

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EMMA FROST™
Hellfire Club, Hellions, X-Men
THIS IS OUR HOME
(Imperious)

WE HAVE BUSINESS TO
FINISH... (Invulnerability)

...YET STILL YOU FIGHT?
(Invincible)

Entrenched Recovery Namor can use Toughness. When
Namor occupies water terrain, he can use Regeneration and, when
it’s not your turn, opposing characters can’t draw a line of fire to
him.

THE TIME FOR TALK HAS PASSED (Battle Fury)

AN EXCELLENT BLUDGEON (Close Combat Expert)

T002 X-Men This team character can use Close Combat
Expert and the Flight ability.

REAL NAME: Namor McKenzie
SIGNIFICANT APPEARANCE: Uncanny X-Men #12 (2012)

Boiling Rage

Imperius Rex! When Namor is hit with an attack or given a
second action token, put a Rage token on his card. Before Namor
rolls for an attack, you may remove a Rage token from his card so
that the attack deals penetrating damage.

IT'S ALREADY RAMPED UP (Charge)

FISTS CHURNING THE SEA (Flurry)

MIGHTY ATLANTEAN (Super Strength)

TIDAL SMASH (Precision Strike)

POINT VALUE: 225/150
REAL NAME: Piotr Rasputin
SIGNIFICANT APPEARANCE: Uncanny X-Men #11 (2012)
DEFENSIVE SPELLS (Energy Shield/Deflection)

WALLS OF LIMBO (Barrier)

DANGER ROOM TRAINING (Combat Reflexes)

SORCERESS (Probability Control)

TO02 X-Men: This team character can use Phasing/Teleport. If Colossus is also attached, they can use Energy Shield/Deflection.

REAL NAME: Illyana Rasputin
SIGNIFICANT APPEARANCE: Avengers vs. X-Men #5 (2012)

Teleportation Discs: Give Magik a power action and choose an adjacent character. Place Magik in any square within range, place the chosen character in an adjacent square, and roll a d6. On a result of 1-3, the chosen character can’t be given a non-free action until your next turn.

I’ve Beaten Belasco: Magik deals penetrating damage to characters with the Mystical keyword.

IMPATIENT (Charge)

ELDRITCH BLASTS (Pulse Wave)

TEAM COORDINATOR (Telekinesis)

SOULSWORD (Blades/Claws/Fangs)

POINT VALUE: 125/75
LEADER OF MUTANTS (Leadership)

AGELESS (Outwit)

REBORN AN X-MAN (Enhancement)

T002 X-Men Give this team character a power action and they can use Telekinesis twice as a free action.

REAL NAME: Erik Lehnsherr
SIGNIFICANT APPEARANCE: X-Men Legacy #274 (2012)

Are You Sure About This, Scott? Magneto can use Energy Shield/Deflection and Telekinesis. During the beginning of your turn, if Magneto has two action tokens, he can use Telekinesis as a free action, but may only use it to place friendly characters.

I WISH I WAS THERE (Running Shot)

Magnetic Field Magneto can use Force Blast. When he has no action tokens, he can use it as a free action.

E.M.P. BURST (Pulse Wave)

MAGNETIC SHIELDS (Invincible)

CHAINMAIL (Toughness)

POINT VALUE: 200/150
ONE LAST PSI-BOLT
(Penetrating/Psychic Blast)

MILITARY MAN
(Toughness)

VIRUS IS SPREADING
(Invulnerability)

I’M STILL...HEALING (Regeneration)

ADVANCED WEAPONRY (Outwit)

FUTURE STARTECH (Perplex)

REAL NAME: Nathan Summers
SIGNIFICANT APPEARANCE: Avengers: X-Sanction #1 (2011)

Save Hope: Adjacent friendly characters named Hope Summers modify their defense value by +1 if not already modified by this effect.

Coming After All of You: Cable modifies his attack and damage values by +1 when attacking a character with the Avengers keyword or team ability.

Timeslide: Cable can use Phasing/Teleport and Shape Change.

THE OLD-FASHIONED WAY (Running Shot)

GETTING HARDER TO BREATHE
(Earthbound/Neutralized)

There’s Always “Plan B”: Cable can use the Duo Attack ability. When he does, during the second attack, he can use Precision Strike.

POINT VALUE: 124