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PRINT & PLAY
BYSTANDER TOKENS

Text from Player's Guide 1/29/2014

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 *3 by 3*.

PRINTING INSTRUCTIONS (CONTINUED)

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.
8. When cutting out tokens use dotted lines as a guide or use a $1\frac{3}{8}''$ – $1\frac{1}{2}''$ hole punch (readily available at most hobby or scrapbooking stores).

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JARVIS™



4
COST

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B001

HENRY PETER GYRICH™



5
COST

∞
B002

MARY JANE WATSON-PARKER™



5
COST

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∞
B003

J. JONAH JAMESON™



3
COST

B004

ALICIA MASTERS™



5
COST

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B005

BETTY ROSS-BANNER™



3
COST

B006

FOGGY NELSON™



3
COST

∞
B007

DELI WORKER



3
COST

 B008

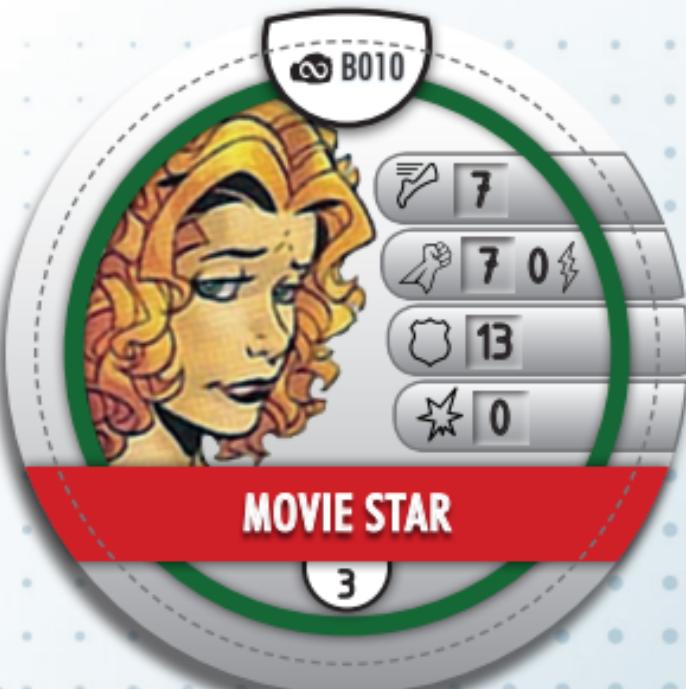
PROFESSOR



2
COST

B009

MOVIE STAR



3
COST

B010

REPORTER



3
COST

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 B011

POLITICIAN



3
COST

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B012

AUNT MAY™



2
COST

MM
B001

BEN URICH™



4
COST

MM
B002

FLASH THOMPSON™



5
COST

MM
B003

FRANKLIN RICHARDS™



2
COST

MM
B004

GWEN STACY™



3
COST

MM
B005

KONG™



4
COST

MM
B006

ROBBIE ROBERTSON™



4
COST

MM
B007

MOIRA MACTAGGART™



5
COST

4
B001

HENRY PETER GYRICH™



7
COST

4F
B002

PROFESSOR STORM™



4
COST

4
B003

MISTY KNIGHT™



12
COST

4
B004

COLLEEN WING™



10
COST

45
BOOS

WILD SENTINEL™



13
COST

4
B006

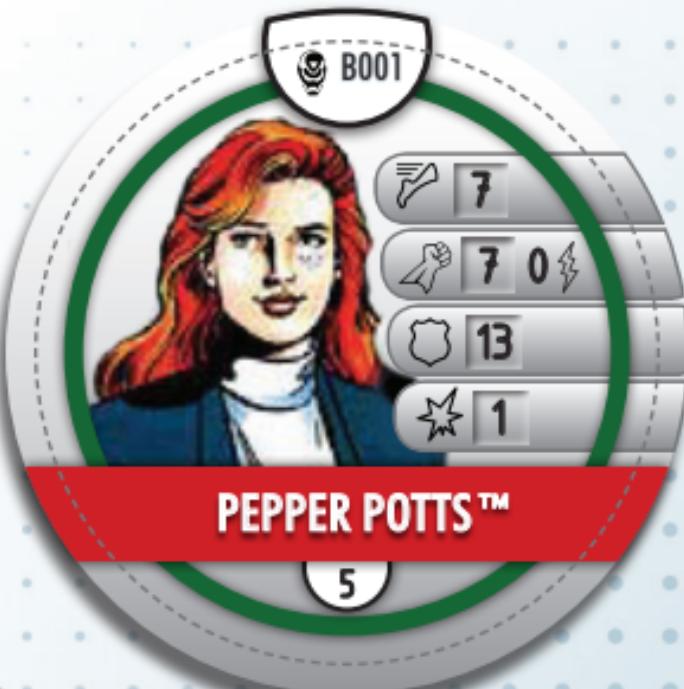
WILLIE LUMPKIN™



3
COST

4
BO07

PEPPER POTTS™



5
COST



HAPPY HOGAN™



7
COST


B002

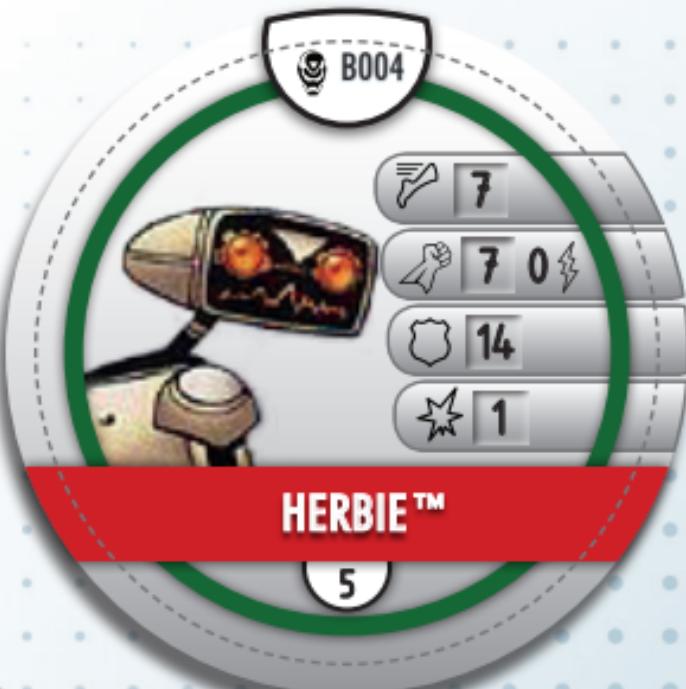
JUSTIN HAMMER™



4
COST


B003

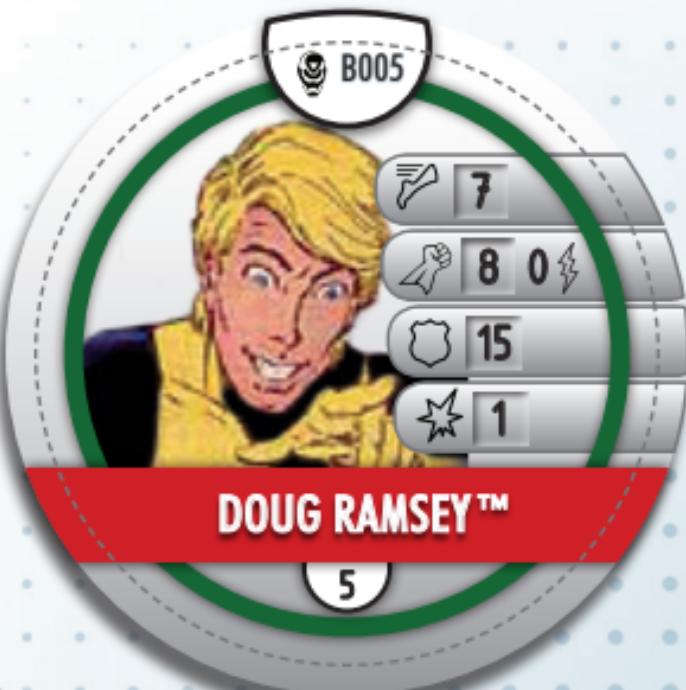
HERBIE™



5
COST

B004

DOUG RAMSEY™



5
COST



WYATT WINGFOOT™



6
COST

 B006

TONY STARK, L.M.D.™



5
COST



JAMIE MADROX™



7
COST



TURK BARRETT™



5
COST



MARY JANE WATSON-PARKER™



5
COST

B003
S

SGT. TORK™



7
COST



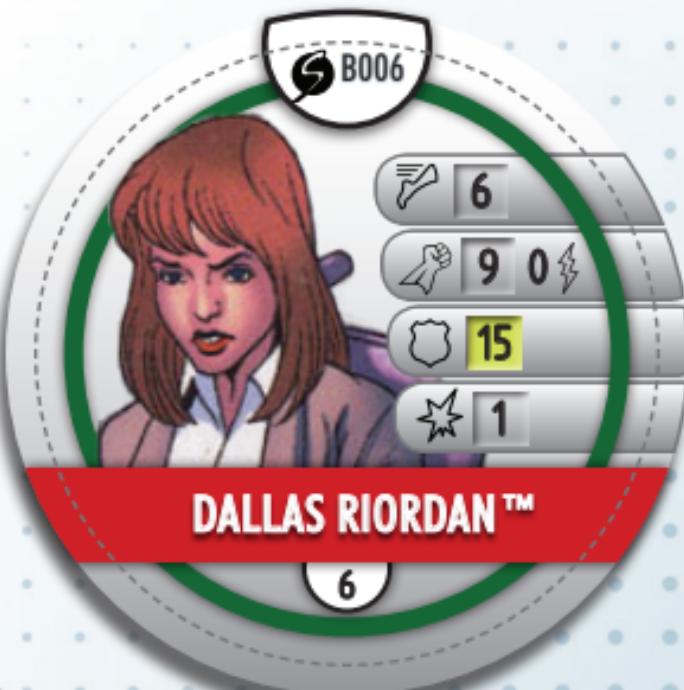
LOCKHEED™



8
COST

B005

DALLAS RIORDAN™



6
COST

B006

SIN-EATER™



9
COST

BO07

RICK JONES™



8
COST

S
B001

SPACE PHANTOM™



9
COST

S
B002

JANE FOSTER™



6
COST

S
B003

"PUG" PUGLIESE™



7
COST

S
B004

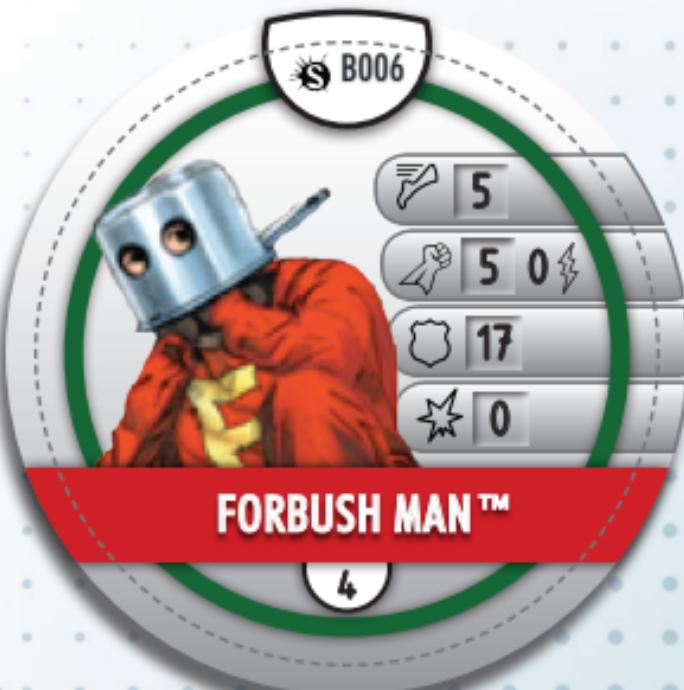
SHALLA-BAL™



5
COST

S
B005

FORBUSH MAN™



4
COST

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S
B006

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THOR, FROG OF THUNDER™



13
COST

B010

EDWIN JARVIS™



5
COST

A
B001

JIMMY WOO™



10
COST

A
B002

KEN HALE™



"FRENCHIE" DUCHAMP™



8
COST

A
B004

EVERETT K. ROSS™



5
COST



KAT FARRELL™



5
COST

A
B006

DUANE FREEMAN™



5
COST

A
B007

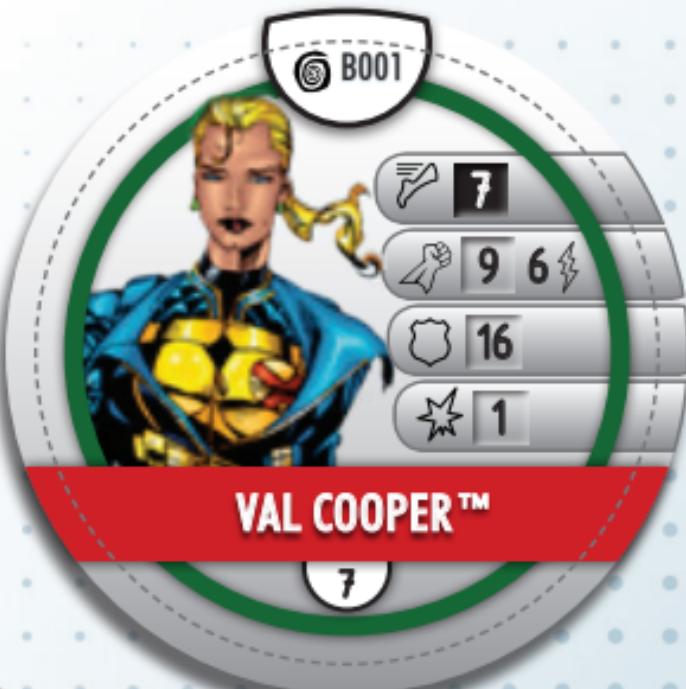
THUG



7
COST

A
B008

VAL COOPER™



7
COST


B001

LILA CHENEY™



6
COST

B002

SWARM™



11
COST


B003

JARELLA™



5
COST

B004

AMADEUS CHO™



Excello Amadeus Cho can use Outwit, but must be given a power action instead of a free action.



11
COST



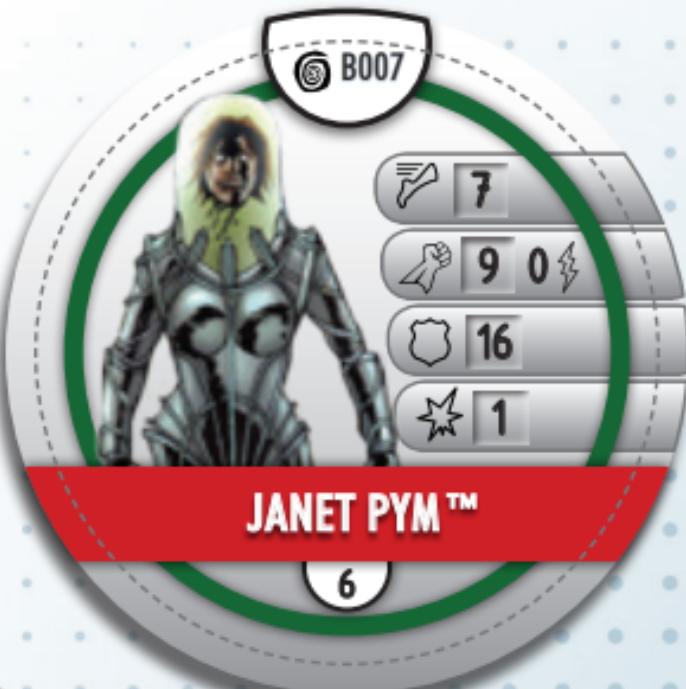
NATIVE WARRIOR™



11
COST

B006

JANET PYM™



6
COST

© B007

REDWING™

This token is only for use with Ⓡ#030 Falcon, in place of the removable bystander.



0
COST



MONKEY JOE™

This token is only for use with ©#056 Squirrel Girl, in place of the removable bystander.



0
COST



STONE GOLEM

This token is only for use with #049 Thanos according to "Stone Golem" special power.



0
COST



BRUCE BANNER

This token is only for use with #102 Hulk according to "Fully Split from Banner" trait.



0
COST



GULYADKIN THE LION

This token is only for use with #031b Alyosha Kraven.



0
COST



RED GARGOYLE



Red Gargoyle can use Telekinesis, but only to place friendly characters named Blackheart or Blue Gargoyle regardless of their base size.



0
COST

This token is only for use with #040 Blackheart, in place of the removable bystander.



BLUE GARGOYLE

This token is only for use with  #040 Blackheart, in place of the removable bystander.



0
COST



E.V.A.



External Nervous System Friendly characters named Fantomex can use Toughness and may draw lines of fire and count squares and range from E.V.A.'s square.



0
COST

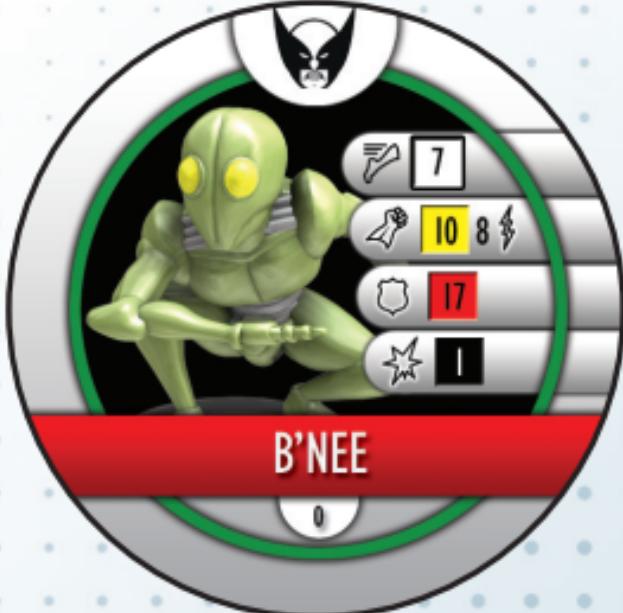
This token is only for use with #042 Fantomex according to "E.V.A." trait.



B'NEE



C'Cil, Attack There! Give B'Nee a power action. Warstar can be given a move action as a free action. If Warstar ends his movement adjacent to B'Nee, you may attach B'Nee to Warstar.



This token is only for use with #048 Warstar, in place of the removable bystander.

0
COST





H001



EINHERJAR
CAPTAIN

M=3

20



POINT COST: 20



Horde: To Arms, Asgard!

When stacked, Einherjar Captain can use Leadership. When **M**, Einherjar Captain can use Empower.

EINHERJAR CAPTAIN

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H002

**EINHERJAR
LIEUTENANT**

6

10 4 ⚡

16

2

M=3

15

POINT COST: 15

*Horde: **March!** When stacked, other friendly characters whose name contains the word Einherjar and are adjacent to Einherjar Lieutenant at the beginning of the turn modify their speed value by +2 this turn.*

EINHERJAR LIEUTENANT©MARVEL
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H003



7



10

4



15



2

**EINHERJAR
SOLDIER****M**=4

15

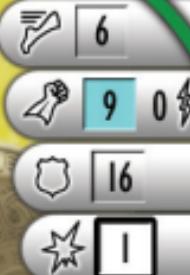
POINT COST: 15

Horde: Stand Together When stacked, at the beginning of your turn, roll a d6. If that roll is equal to or less than **S**, Einherjar Soldier can use Flurry. When **M**, Einherjar Soldier can use Combat Reflexes.

EINHERJAR SOLDIER©MARVEL
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H004



**EINHERJAR
TRAINEE**

M=6

10

POINT COST: 10



Horde: Following Orders When **M** and within 8 squares of a character named Einherjar Captain or Einherjar Lieutenant, Einherjar Trainee may be given a close combat action as a free action.

EINHERJAR TRAINEE

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H005



7



9

0



17



2

**DARK ELF
WARRIOR****M=3**

20

POINT COST: 20**Horde: Push Back the Line***When stacked and using Charge, characters that take damage are knocked back **(S)** squares.***DARK ELF WARRIOR**©MARVEL
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H006



7



9

2



15



2

DARK ELF
SCOUT

M=3

15

POINT COST: 15

**Horde: Reconnaissance**

When **M**, opposing characters
within 3 squares can't use Stealth.

DARK ELF SCOUT

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H007



6



9

4



16



1

DARK ELF
SOLDIER

M=4

15

POINT COST: 15



Overwhelm When stacked, at the beginning of the turn roll a d6. If the result is equal to or less than (S), modify Dark Elf Soldier's attack and damage values by +1.

DARK ELF SOLDIER

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H008



6



8

2



15



1

DARK ELF

M=6

10

POINT COST: 10

**Horde: Strength****In Numbers**

When stacked, Dark Elf can use Empower. When M, close combat attacks deal penetrating damage.

DARK ELF

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MURDER OF CROWS



Taking the Shiny When Murder of Crows hits with an attack, any relic assigned to the hit character is placed in this square.



This token is only for use with #022 Scarecrow, according to "Murder of Crows" trait.

0
COST



CAPTURED WARBOT



15
COST



SKADI'S WARBOT



Blitzkrieg Other characters with the word "Warbot" in their name modify their speed and attack values by +1.



30
COST



DAMAGED WARBOT



Malfunction Override At the beginning of your turn, you may roll a d6. On a roll of 4-6, modify Damaged Warbot's combat values by +1 until your next turn.



10
COST



TOURIST

3
COST



SUPER FAN

3
COST



TRUCKER

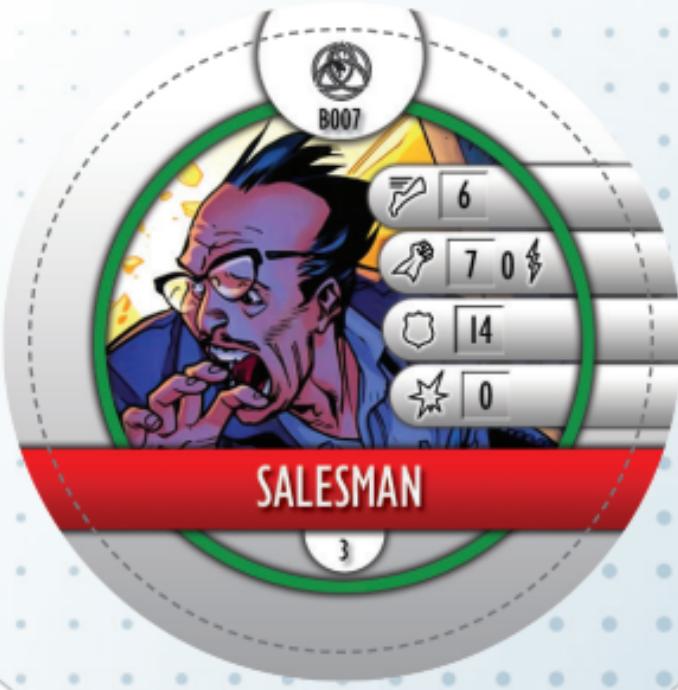
3
COST




B006

SALESMAN

3
COST



PHOTOGRAPHER

3
COST



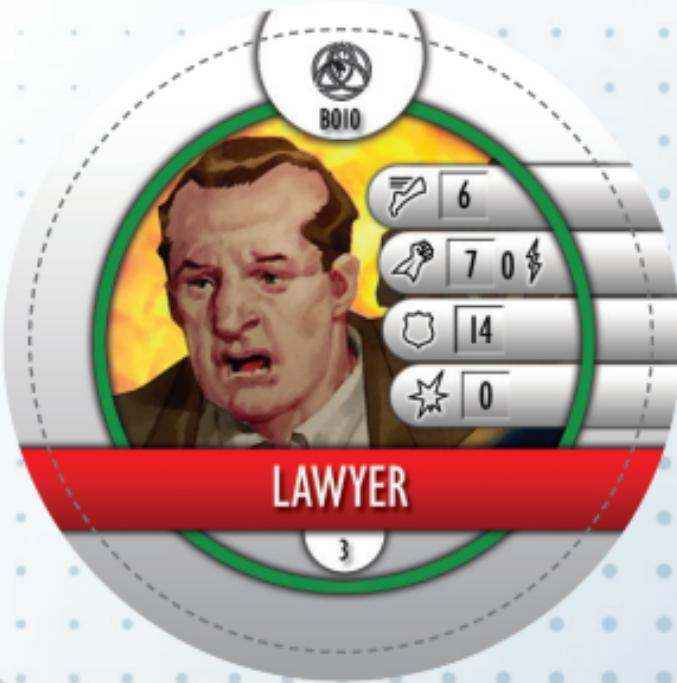
BUSINESSWOMAN

3
COST



LAWYER

3
COST



PROTESTER

3
COST









B014



6



7

0



14



0

ENGINEER

3

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BOIS



	6
	70
	14
	0

MECHANIC

3



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B016



	6
	70
	14
	0

CAMERA MAN

3



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BO17



	6
	7
	0
	14
	0

OLD WOMAN

3



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B018

	6
	7
	0
	14
	0

STORE CLERK

3

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B019

**JOGGER**

3





H001



	8
	10
	5
	17
	1

WARBOT
(FLAMETHROWER)

M=7

15

POINT COST: 15

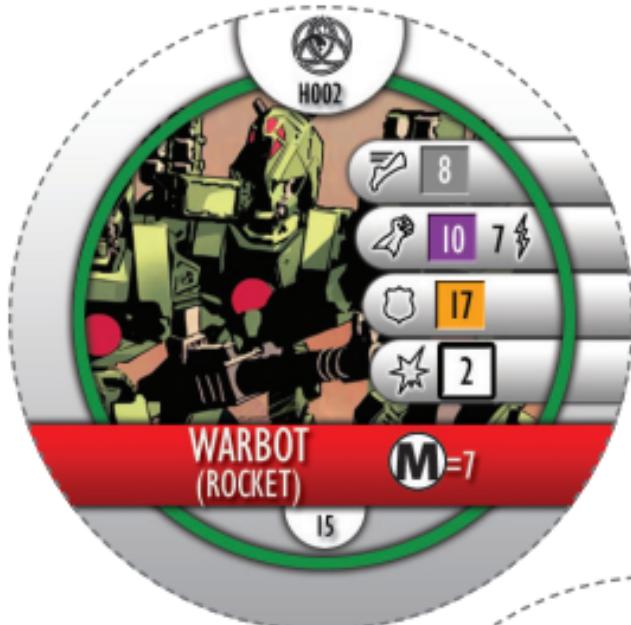


Horde: Field of Fire

Warbot (Flamethrower) can use Energy Explosion. When it does, it has one additional ⚡ for every set of 3 in the stack.

WARBOT (FLAMETHROWER)

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POINT COST: 15



Horde: Salvo

When Warbot (Rocket) makes a ranged combat attack, modify its attack and damage values by +1 for each set of 3 Warbots in the stack.

WARBOT (ROCKET)

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H003



WARBOT
(MACHINE GUN)

M=7

15

	8
	10
	17
	2

POINT COST: 15



Horde: Surpressing Fire

If **(S)** is greater than the number of opposing characters within range and line of fire, Warbot (Machine Gun) can use Pulse Wave.

WARBOT (MACHINE GUN)

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H004



	6
	10
	5
	15
	1

M=4

8

POINT COST: 8

**Horde: We Shall Fight
in the Fields and Streets**

When **M**, Army Private can use Close Combat Expert and deal penetrating damage to characters with symbol.

ARMY PRIVATE

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H005

NAVY
SEAMAN

M=4

8

	7
	9
	5
	15
	1

POINT COST: 8

**Horde: We Shall Fight
in the Seas and Oceans**

When **M**, Navy Seaman can use
Enhancement and deals penetrating
damage to characters that can use the
Swim ability.

NAVY SEAMAN

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H006

	6
	9
	5
	16
	1

AIR FORCE
AIRMAN

M=4

10

POINT COST: 10



**Horde: We Shall Fight
with Strength in the Air**

When **M** Air Force Airman can use
Ranged Combat Expert and deals
penetrating damage to characters that
can use the Flight ability.

AIR FORCE AIRMAN

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H007



6



8 4



15



1

POLICE
DEPUTY

M=4

8

POINT COST: 10

**Horde: We Have You
Surrounded**

When **M**, adjacent friendly
characters can use the Police team
ability.

POLICE DEPUTY

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H008



	6		
	10	0	
	15		
	1		

MUD GOLEM 

20

POINT COST: 20



Horde: Mud Suffocation
When **(S)** is greater than or equal to the number of adjacent opposing characters, Mud Golem can use Poison. When **(M)**, this use of Poison deals penetrating damage.

MUD GOLEM

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H009



	5
	9
	0
	17
	1

DWARF

M=3

16

POINT COST: 15

**Horde: Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



	5
	9
	0
	17
	1

DWARF

M=3

16

POINT COST: 15

**Horde: Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



	5
	9
	0
	17
	1

DWARF

M=3

16

POINT COST: 15

**Horde: Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



DWARF

M=3

16

POINT COST: 15

**Horde: Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



DWARF

M=3

16



POINT COST: 15

**Horde: Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



DWARF

M=3

16

POINT COST: 15

**Horde: Weapon Crafting**

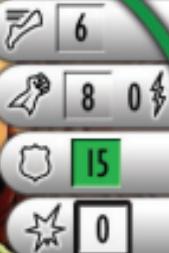
Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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HOIO



STARK SOLUTIONS
EMPLOYEE **M**=4

16

POINT COST: 10



Horde: Think Tank

*When an adjacent friendly character uses Outwit or Perplex, increase their range value by **S**. When **M**, Stark Solutions Employee can use Outwit or Perplex once per turn.*

STARK SOLUTIONS
EMPLOYEE

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H011

ASGARDIAN
WARRIOR**M**=6

18

	7
	10
	0
	16
	2

POINT COST: 18

**Horde: For Asgard!**

When **(S)** is 2 or more and a friendly character with the Asgardian keyword is within 8 squares, Asgardian Warrior can use Charge and modifies his attack value by +1. When **(M)**, Asgardian Warrior can use Flurry.

ASGARDIAN WARRIOR

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H012



	8		
	9	5	
	15		
	1		

HAMMER INDUSTRIES
SABOTEUR = 4

10

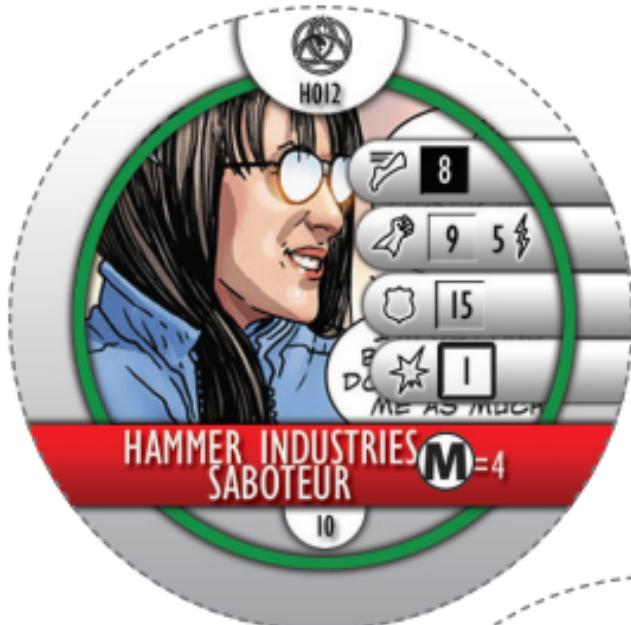
POINT COST: 10

**Horde: Saboteur**

At the beginning of the game, choose a standard power color once for all friendly characters with this power. When an opposing character within 5 squares is given an action to activate a power of that color, that character rolls a d6. On a result less than , deal that character 1 unavoidable damage.

HAMMER INDUSTRIES
SABOTEUR

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POINT COST: 10



Horde: Saboteur

At the beginning of the game, choose a standard power color once for all friendly characters with this power. When an opposing character within 5 squares is given an action to activate a power of that color, that character rolls a d6. On a result less than (S), deal that character 1 unavoidable damage.

**HAMMER INDUSTRIES
SABOTEUR**

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H013

	8
	9
	0
	17
	2

DARK ELF = 6

20

POINT COST: 20

**Horde: Devious Plotters**

When is 3 or more, Dark Elf can use Outwit.

DARK ELF

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H014



	7
	9
	5
	16
	1

MUTANT
STUDENT**M**=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

MUTANT STUDENT



H014

MUTANT
STUDENT**M**=6

9

	7
	9
	5
	16
	1

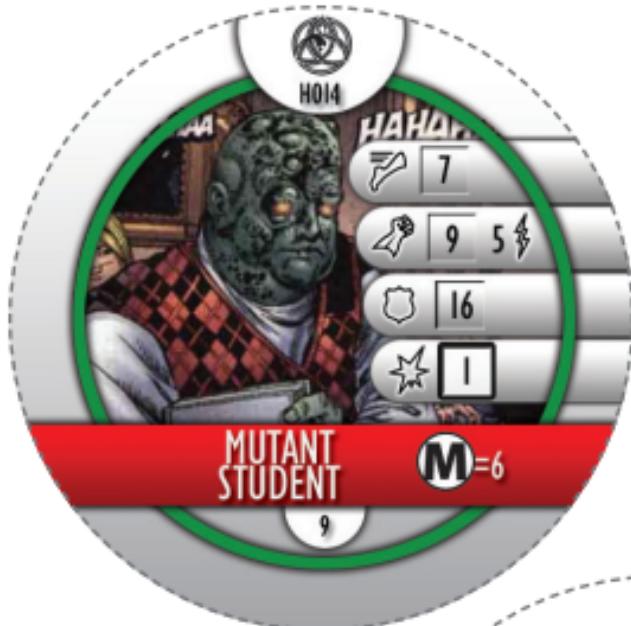
POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

MUTANT STUDENT

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POINT COST: 9



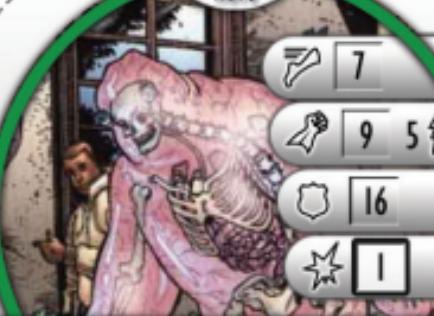
**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

MUTANT STUDENT



H014



	7		
	9	5	
	16		
	1		

**MUTANT
STUDENT****M=6**

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

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H014



	7		
	9	5	
	16		
	1		

**MUTANT
STUDENT****M=6**

9

POINT COST: 9**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

MUTANT STUDENT



H014



	7		
	9	5	
	16		
	1		

**MUTANT
STUDENT****M=6**

9

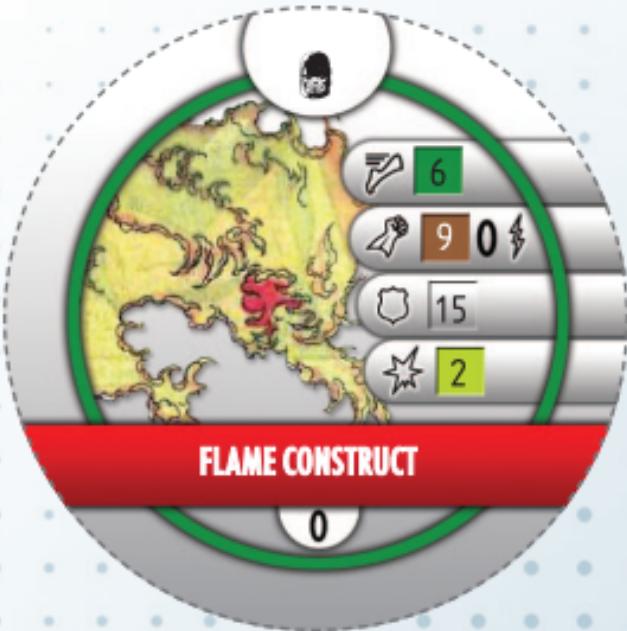
POINT COST: 9**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

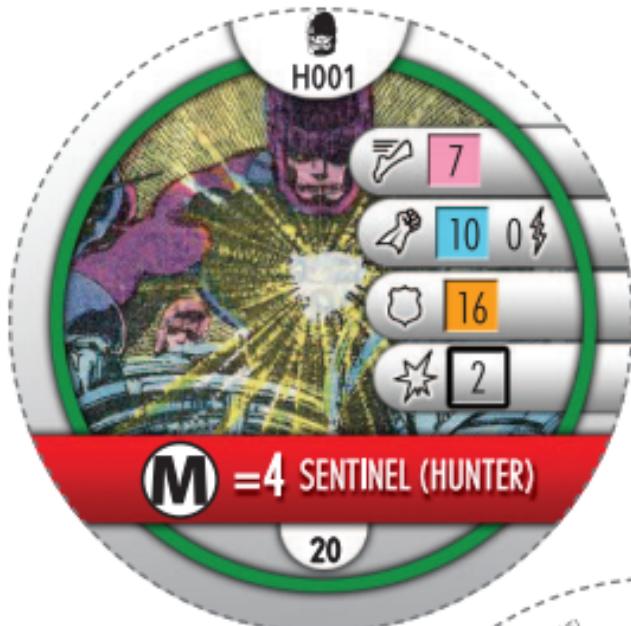
MUTANT STUDENT

FLAME CONSTRUCT

This token is only for use with #006 Pyro, according to "Flame Constructs" trait.



0
COST



H002



=6 SENTINEL SENTRY

14

© MARVEL

POINT COST: 14



Horde: When (S), Sentinel Sentry can use Barrier as a free action, but only to place half of (S) blocking terrain markers.

SENTINEL SENTRY

H003



4



8

0



15



1

AMERICA!



=8 HUMAN PROTESTOR

10

© MARVEL

POINT COST: 10

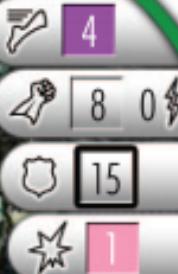


Horde: Mutie!

Characters within **(S)**/2 squares possessing the Brotherhood of Mutants or X-Men keyword or team ability can't ignore pushing damage.

HUMAN PROTESTOR

H004

**=8 MUTANT PROTESTOR**

15

© MARVEL
POINT COST: 15**Horde: Gene Nation**

Friendly characters with the Brotherhood of Mutants or X-Men team ability or keyword can use Mastermind, but only to deal damage to this character.

MUTANT PROTESTOR



H001

S.H.I.E.L.D.
SUPPORT

M=4

10



4



8

0



15



0

POINT COST: 10



*Horde: Field Medic S.H.I.E.L.D.
Support can use Support. When it does,
the minimum damage healed is (S).*

S.H.I.E.L.D. SUPPORT

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H002

S.H.I.E.L.D.
TROOPER

6



10

0



16



2



M=6

15

POINT COST: 15



Horde: Trained Together
When **M**, S.H.I.E.L.D. Trooper
can use Running Shot.

S.H.I.E.L.D. TROOPER

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H003

**BATROC'S
BRIGADE****M**=4

20

POINT COST: 20



Horde: A Pirates Resolve When
M, if Batroc's Brigade occupies water
terrain, it can use Sidestep.

BATROC'S BRIGADE© MARVEL
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H004



6



9

5



16



2

KGB AGENT  = 4

15

POINT COST: 15

*Horde: Expendable Resources*

KGB Agent can use Probability Control, but only for friendly characters' attacks. When he does, you may remove 1 KGB Agent from this stack and modify the final attack total by +1.

KGB AGENT

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H005



MERCENARY = 6

16

POINT COST: 16



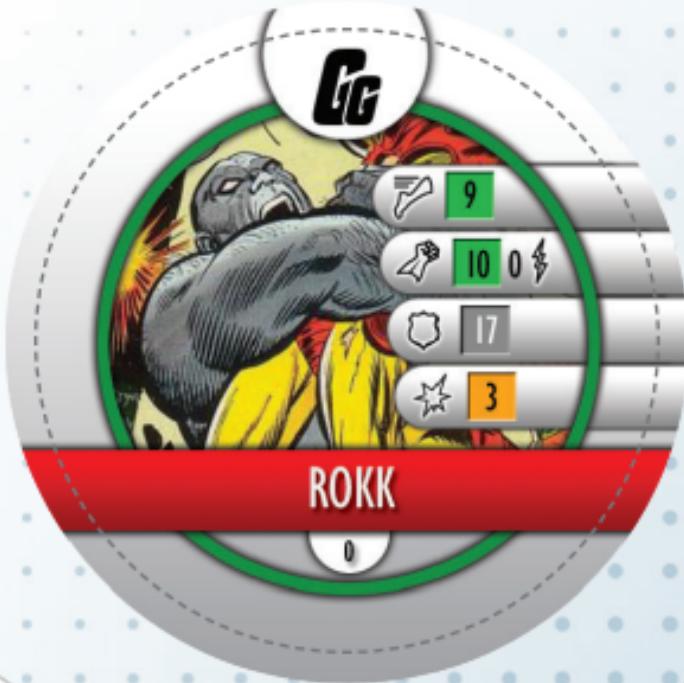
Horde: Well Trained Strike Team
When , Mercenary
can use Sidestep.

MERCENARY

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ROKK

This token is only for use with **LG** #059a Doctor Spectrum, according to "Rokk" trait.



0
COST

