

GREY HULK



	4
	3
	5
	4

GREY HULK

GROWING RAGE

[STARTING HAND]

As long as this card is faceup in the Storyline, for each damage you take during a Villain turn, you may gain 1 token.

CONTROLLED STRENGTH

in your Location.

SUPERHUMAN STAMINA

As long as this card is faceup in the Storyline, if you start your turn with only 1 card in hand, you may draw 2 cards during your Draw step.

OUTSMART

When the next Master Plan card is revealed, you may put it on the bottom and draw another instead.

COMIC CON PROMO

SEASON 2

JUGGERNAUT



	5
	3
	4
	4

JUGGERNAUT

PROTECTING THE WEAKLINGS

[STARTING HAND]

As long as this card is faceup in the Storyline, each time 1 in your Location is about to be discarded, you may take 1 damage to prevent it.

CHARGE (x2)

, then .

JUGGERNAUT ARMOR (x2)

You cannot take any damage until the beginning of your next turn.

DOUBLE AGENT JUGGERNAUT

As long as this card is faceup in the Storyline, if during your turn you enter a Location with a Henchman you may reveal the top card of the Master Plan deck.

GEN CON PROMO

SEASON 2