


Mister Terrific *Michael Holt*



160	Life 4
Human	Move 6
Unique Hero	Range 1
Savant	Attack 4
Valiant	Defense 4
DC	Medium 5


T-SPHERE CREATION
Start the game with 4 T-Sphere destructible objects on this card. Each time you reveal a numbered Order Marker, you may choose a T-Sphere from this card or a previously destroyed T-Sphere. Remove all Wound Markers from its card and place it on any empty space within 4 spaces of Mister Terrific.

T-SPHERE TACTICS
When rolling for initiative, you may

- choose an enemy figure that is within 4 spaces of a T-Sphere and add 1 to your roll for each Order Marker on the chosen figure's card; or
- place each T-Sphere on any empty space within 4 spaces of its current location; or
- destroy any number of T-Spheres.

T-MASK CLOAKING
If a T-Sphere is within 4 spaces of Mister Terrific, Androids and Cyborgs cannot target Mister Terrific for a non-adjacent special power or attack.

Red Arrow *Roy Harper*




150	Life 4
Human	Move 5
Unique Hero	Range 10
Archer	Attack 4
Brash	Defense 4
DC	Medium 5

SPEED SHOT
After revealing an Order Marker on the Army Card of another Unique Hero you control that is an Archer or Sidekick and moving that Unique Hero, before attacking with that Unique Hero, if Red Arrow is not engaged, he may immediately attack an opponent's figure with his normal attack.

FURIOUS ASSAULT
If Red Arrow attacks an adjacent figure with his normal attack and rolls at least 2 skulls, he may attack an adjacent figure again with his normal attack. Red Arrow may continue attacking adjacent figures with his normal attack until he rolls fewer than 2 skulls. Red Arrow cannot attack more than four times in a single turn.

Obsidian *Todd Rice*




280	Life 6
Metahuman	Move 6
Unique Hero	Range 3
Recluse	Attack 5
Brooding	Defense 5
DC	Medium 5

SHADOWLANDS PASSAGE
Start the game with 3 shadow tiles on this card. Before moving Obsidian, you may choose an empty land space within 10 spaces of Obsidian and place a shadow tile from his Army Card onto the space if the shadow tile fits normally onto that space. Instead of moving normally with Obsidian, you may place him on any shadow space within 10 spaces.

INTANGIBILITY
Obsidian can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Obsidian cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight.

ENVELOPED IN SHADOWS
All figures adjacent to Obsidian are considered Enveloped. Enveloped figures cannot be targeted by non-adjacent figures for any attacks or for any special powers that require clear sight. At the end of each round, roll one unblockable attack die against each figure Enveloped by Obsidian.

Shadow Demon




130	Life 3
Qwardian	Move 5
Uncommon Hero	Range 1
Destroyer	Attack 3
Deadly	Defense 6
DC	Medium 5

SWARM OF SHADOWS
After revealing an Order Marker on any other Qwardian Hero or squad you control, before taking a turn with that Army Card, you may move this Shadow Demon up to 2 spaces.

INTANGIBILITY
This Shadow Demon can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. This Shadow Demon cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

TOUCH OF DEATH 15
Before attacking with this Shadow Demon, one at a time for each Shadow Demon you control, you may choose an adjacent figure and roll the 20-sided die. If you roll 15-19, the chosen figure receives one wound. If you roll 20 or higher, the chosen figure receives three wounds.

Thunderers of Qward




130	Life 1
Qwardian	Move 5
Common Squad	Range 4
Thunderers	Attack 2
Arrogant	Defense 5
DC	Medium 5

MALEVOLENT INSPIRATION
When a Thunderer of Qward attacks with a non-adjacent attack, add 1 to his Attack number if he is adjacent to one or more Insurgent or Destroyer Heroes you control.

QWA-BOLTS
When attacking an adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When attacking a non-adjacent figure with a normal attack, all skulls rolled count as one additional hit.

Surtur




900	Life 15
Demon	Move 7
Event Hero	Range 2
Destroyer	Attack 8
Malevolent	Defense 6
Marvel	Huge 10

TWILIGHT SWORD
Start the game with 1 orange Twilight Marker on this card. After taking a turn with Surtur, you may choose an opponent's figure within 4 clear sight spaces. If the figure is not a Unique Hero or an Event Hero, remove the Twilight Marker from this card and destroy the chosen figure. If the chosen figure is a Unique Hero or Event Hero, roll the 20-sided die. If you roll 11 or higher, you may remove the Twilight Marker from this card and the chosen figure receives 2 wounds, or you may place the Twilight Marker on the chosen figure's card and that figure cannot use any special powers for the remainder of the round. At the end of each round, the Twilight Marker is returned to this Army Card. The Twilight Marker can only be removed from this card by the player controlling Surtur.

INTENSE HEAT
Immediately after placing Order Markers for each round and before rolling for initiative, you must roll one combat die for each figure within 2 spaces of Surtur, one at a time, or two dice for a common figure. If at least 1 skull is rolled, the figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Intense Heat.

LAVA RESISTANT
Surtur never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

Jonah Jameson




85	Life 3
Human	Move 5
Unique Hero	Range 1
Editor	Attack 1
Vindictive	Defense 2
Marvel	Medium 4

SMEAR CAMPAIGN
At the start of the game, you may choose an opponent's Unique Hero. While J. Jonah Jameson is in play and there is at least one Order Marker on this card, the chosen Hero has the class of Menace instead of what is listed on its card.

RABBLE-ROUSING
When a Citizen you control attacks or defends against a Menace, it receives 1 additional die.

Orange Lantern *Lex Luthor*




350	Life 4
Human	Move 5
Unique Hero	Range 1
Antagonist	Attack 3
Greedy	Defense 3
DC	Medium 5

ORANGE POWER BATTERY 3
Start the game with 3 orange Battery Markers on this card. Add 1 to this Orange Lantern's Move, Range, Attack, and Defense numbers for each Battery Marker on this card.

AVARICE AGGRESSION
After attacking a figure, if that figure is either on a glyph or is equipped with a glyph, this Orange Lantern may attack that figure one additional time. If this Orange Lantern does not have a glyph equipped and causes a figure to lose an Equipment Glyph, instead of placing the glyph on the battlefield, you may place it on this card.

ORANGE SHIELD DEFLECTION
Anytime this Orange Lantern is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may remove one orange Battery Marker from this card to ignore that attack and choose a figure within X clear sight spaces of this Orange Lantern, where X is the minimum number of spaces to the attacking figure. The chosen figure receives one wound.

Orange Construct *Stolen Identity*



100	Life 3
Energy	Move 5
Uncommon Hero	Range 1
Construct	Attack 4
Corrupt	Defense 4
DC	Medium 5

ORANGE CONSTRUCT CREATION
This Orange Construct does not start the game on the battlefield. Whenever an Orange Lantern or an Orange Construct you control destroys a small or medium Unique Hero, if this Orange Construct has not been placed on the battlefield, you may replace the destroyed figure with this Orange Construct and place the destroyed figure on this card. At any time, if you do not control any Orange Lanterns, destroy this Orange Construct.

ASSUMED IDENTITY
This Orange Construct can use any special powers on the Army Card of the figure that this Orange Construct replaced. If the special power refers to the chosen figure or the chosen figure's card, it refers to this figure or this card instead.