


## A.I.M. Agents




<b>70</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Common Squad	<b>Range 6</b>
Terrorists	<b>Attack 3</b>
Ambitious	<b>Defense 2</b>
<b>DC</b>	<b>Medium 5</b>

**WEAPONIZED VIRUS SPECIAL ATTACK**  
**Range 3. Lob 12. Attack Special**  
 Instead of attacking normally with a squad of A.I.M. Agents this turn, you may choose a space within 3 spaces of one or more A.I.M. Agents you control. All figures on and adjacent to the chosen space are affected. Roll X attack dice once for all affected figures, where X equals the number of unengaged A.I.M. Agents you control within 3 spaces of the chosen space. Each figure rolls defense dice separately. The defending figure compares height to the lowest A.I.M. Agent to determine height advantage. A figure that receives one or more wounds from this attack receives one additional wound. Androids, destructible objects, and figures with the Environmental Suit special power are not affected by this special attack.

**ENVIRONMENTAL SUIT**  
 When rolling defense against a special attack, A.I.M. Agents always add 1 automatic shield to whatever is rolled. If an A.I.M. Agent is chosen by an opponent for a special power requiring a 20-sided die roll, the opponent must subtract 2 from that die roll.

## Oracle Barbara Gordon




<b>110</b>	<b>Life 4</b>
Human	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Strategist	<b>Attack 4</b>
Brilliant	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>

**TACTICAL SURVEILLANCE**  
 When rolling for initiative, you may add 3 to your roll for each Order Marker on this card.

**SECRET ATTACK PLAN**  
 Before any figure you control attacks with a normal attack, you may reveal an "X" Order Marker on this card and add one automatic skull to that attack.

**CONTINGENCY PLAN**  
 While Oracle is in play, when an Army Card you control has all of its figures destroyed, you may immediately remove any unrevealed Order Markers from that card and place them on any other card you control.

## Batgirl Cassandra Cain




<b>130</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Sidekick	<b>Attack 4</b>
Disciplined	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**SHADOW OF THE BAT**  
 After revealing an Order Marker on any Vigilante card you control and moving that Vigilante, if Batgirl is within 6 clear sight spaces of that Vigilante, you may immediately move Batgirl with her Bat-Grapple 3 special power.

**DEFENSIVE PREMONITION 9**  
 Before rolling defense dice for Batgirl, roll the 20-sided die. If you roll 9 or higher, roll 3 additional defense dice and if the attacking figure is within 3 clear sight spaces of Batgirl, count each excess shield as one unblockable hit on the attacking figure.

**BAT-GRAPPLE 3**  
 Instead of a normal move, Batgirl may use her Bat-Grapple. Bat-Grapple has a move of 3. When counting spaces for Bat-Grapple, ignore elevations. Batgirl may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. Batgirl may not Bat-Grapple more than 30 levels up or down in a single Bat-Grapple. When Batgirl starts to Bat-Grapple, she will not take any leaving engagement attacks.

## Lady Blackhawk Zinda Blake




<b>110</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Adventurer	<b>Attack 3</b>
Dauntless	<b>Defense 2</b>
<b>DC</b>	<b>Medium 5</b>

**ADEPT OPERATOR**  
 After revealing an Order Marker on this card and moving a vehicle, you may move that vehicle one additional space. When rolling the 20-sided die for a vehicle that Lady Blackhawk occupies, you may add 2 to your roll.

**CLOSE COMBAT EXPERT**  
 When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.

## Gypsy Cindy Reynolds




<b>180</b>	<b>Life 4</b>
Metahuman	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Telepath	<b>Attack 4</b>
Guarded	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>

**LIMITED PRECOGNITION 8**  
 Before rolling for initiative, if there is at least one unrevealed Order Marker on this card, you may roll the 20-sided die. If you roll 8 or higher, you may choose an opponent's Army Card and view all unrevealed Order Markers on the chosen card.

**ILLUSION CASTING**  
 After an opponent reveals a numbered Order Marker, you may choose one friendly figure adjacent to Gypsy. Gypsy and the chosen figure cannot be targeted by that opponent's non-adjacent figures for any attacks or special powers that require clear sight for the remainder of that opponent's turn. Opponents' Android and Undead figures are not affected by Illusion Casting.

**ACROBATIC MANEUVER**  
 When Gypsy rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Gypsy one space up to 6 levels up or down. When Gypsy moves using Acrobatic Maneuver, she will not take any falling damage or leaving engagement attacks.

## Stepford Cuckoo Celeste




<b>80</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Telepath	<b>Attack 3</b>
Fearful	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**SHARED MIND**  
 After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

**COMBINED TELEPATHY SPECIAL ATTACK**  
**Range 3. Attack 3 + Special.**  
 Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

**MENTAL SHIELD**  
 An opponent may never take temporary or permanent control of this Stepford Cuckoo.

## Stepford Cuckoo Esme




<b>80</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Telepath	<b>Attack 3</b>
Heartless	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**SHARED MIND**  
 After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

**COMBINED TELEPATHY SPECIAL ATTACK**  
**Range 3. Attack 3 + Special.**  
 Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

**MENTAL SHIELD**  
 An opponent may never take temporary or permanent control of this Stepford Cuckoo.

## Stepford Cuckoo Mindee




<b>80</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Telepath	<b>Attack 3</b>
Loyal	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**SHARED MIND**  
 After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

**COMBINED TELEPATHY SPECIAL ATTACK**  
**Range 3. Attack 3 + Special.**  
 Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

**MENTAL SHIELD**  
 An opponent may never take temporary or permanent control of this Stepford Cuckoo.

## Stepford Cuckoo Phoebe



<b>80</b>	<b>Life 4</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Telepath	<b>Attack 3</b>
Ambitious	<b>Defense 4</b>
<b>Marvel</b>	<b>Medium 5</b>

**SHARED MIND**  
 After revealing an Order Marker on this card and before taking a turn with this Stepford Cuckoo, you may take a turn with any other Stepford Cuckoo you control.

**COMBINED TELEPATHY SPECIAL ATTACK**  
**Range 3. Attack 3 + Special.**  
 Stepford Cuckoo does not need clear line of sight to attack with this special attack. Roll 1 additional attack die for each Telepath you control within 3 spaces of this Stepford Cuckoo that is either engaged with the defending figure or unengaged. Destructible objects and figures with the Mental Shield special power are not affected by this special attack.

**MENTAL SHIELD**  
 An opponent may never take temporary or permanent control of this Stepford Cuckoo.