


Stepford Cuckoo *Sophie*




80	Life 4
Mutant	Move 5
Unique Hero	Range 1
Telepath	Attack 3
Resolute	Defense 4
Marvel	Medium 5

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.

Code: Blue Officer




70	Life 3
Human	Move 5
Uncommon Hero	Range 6
Lawman	Attack 3
Dauntless	Defense 5
Marvel	Medium 5

SUPPRESSING FIRE SPECIAL ATTACK
Range 5. Attack 3.
When this Code: Blue Officer attacks with his Suppressing Fire Special Attack, he may attack one additional time. Roll 1 fewer attack die for the subsequent attack.

RESCUE MISSION
You may add 1 to this Code: Blue Officer's Range and Attack numbers when he attacks a non-adjacent figure that is engaged with a figure you control with his normal attack. If the defending figure receives one or more wounds from this attack and is not destroyed, you may immediately move each figure you control that is still engaged with the defending figure up to 2 spaces. Figures moved by this special power will not take any leaving engagement attacks from the defending figure.

Scourge of the Underworld




170	Life 4
Human	Move 5
Uncommon Hero	Range 6
Scourge	Attack 4
Tricky	Defense 4
Marvel	Medium 5

IN PLAIN SIGHT
At the start of any figure's turn, if this Scourge of the Underworld has not attacked this round, is unengaged and is within 6 clear sight spaces of a friendly figure, this Scourge has the class of Citizen in addition to the class listed on this card, cannot be attacked, and will not take any leaving engagement attacks.

SECRETS MAINTAINED
Instead of attacking with this Scourge of the Underworld, if a Unique Hero you control is within 6 clear sight spaces of this Scourge and has only 1 Life remaining, you may destroy that figure, move any unrevealed Order Markers from the destroyed figure's Army Card to this card, and take one additional turn with this Scourge, adding 2 dice to his normal attack during that turn.

JUSTICE IS SERVED!
If this Scourge of the Underworld inflicts one or more wounds on an opponent's figure with his normal attack and there is only 1 Life remaining on that figure, roll one unblockable attack die against that figure.


S.W.A.T. Rifleman



35	Life 1
Human	Move 5
Common Hero	Range 7
Lawman	Attack 3
Disciplined	Defense 4
Marvel	Medium 5

ASSAULT RIFLE
When a S.W.A.T. Rifleman attacks with his normal attack, he may attack two additional times. Roll 1 fewer attack die for each subsequent attack.

S.W.A.T. Explosives Expert




35	Life 1
Human	Move 5
Common Hero	Range 5
Lawman	Attack 3
Disciplined	Defense 4
Marvel	Medium 5

STUN GRENADE
Before a Lawman you control attacks a figure that was not adjacent to it at the start of its turn, if the defending figure is within 4 clear sight spaces of at least one S.W.A.T. Explosives Expert you control, you may roll the 20-sided die. If you roll 9 or higher, the defending figure and each figure adjacent to the defending figure roll 2 fewer defense dice against that attack. Destructible objects are not affected by this special power. Stun Grenade can only be used once during your turn.

EXPLOSIVE CHARGE
Before taking a turn with an unengaged S.W.A.T. Explosives Expert you control, you may choose a destructible object that your S.W.A.T. Explosives Expert is either on top of or adjacent to. After moving and instead of attacking with that S.W.A.T. Explosives Expert, the chosen destructible object receives 3 wounds.

S.W.A.T. Assaulter



25	Life 1
Human	Move 5
Common Hero	Range 5
Lawman	Attack 3
Disciplined	Defense 5
Marvel	Medium 5

SYNCHRONIZED ASSAULT
After revealing an Order Marker on a Lawman Hero card you control and taking a turn with that Hero, if one or more S.W.A.T. Assaulters you control moved into engagement with an opponent's figure this turn, one unengaged Common Lawman figure you control may attack with its normal attack.

COUNTER STRIKE
When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

Lieutenant Stone *Marcus Stone*




140	Life 4
Human	Move 5
Unique Hero	Range 6
Lawman	Attack 4
Dedicated	Defense 5
Marvel	Medium 5

LIEUTENANT'S ORDERS
After revealing an Order Marker on this card, instead of taking a turn with Lieutenant Stone, you may take a turn with a Code: Blue Officer you control.

COORDINATED EFFORTS
After revealing an Order Marker on this card and taking a turn with Lieutenant Stone or a Code: Blue Officer you control taking a turn with Lieutenant's Orders, you may move a total of up to 2 Uncommon or Common Lawmen you control up to 3 spaces each.

PRESERVING THE LAW
When defending against Lieutenant Stone's normal attack, Criminal, Crime Lord and Vigilante figures roll 1 fewer defense die if they are Human, or 2 fewer defense dice if they are not Human.

Catgirl *Carrie Kelly*




60	Life 4
Human	Move 5
Unique Hero	Range 1
Sidekick	Attack 3
Eager	Defense 3
DC	Medium 4

VIGILANTE SIDEKICK
After revealing an Order Marker on the Army Card of a Vigilante you control and taking a turn with that Vigilante, if Catgirl is within 6 clear sight spaces of that Vigilante, you may take an immediate turn with Catgirl, and you may not take any additional turns with other figures you control. If Catgirl is adjacent to that Vigilante when attacking an adjacent figure this turn, add 1 die to her attack.

ROLLER SKATES
Catgirl may add 3 to her Move number if she does not move up any levels of terrain this turn.

BATARANG CANNON
Once per turn, before a Vigilante you control attacks a figure within 4 clear sight spaces of Catgirl, you may roll the 20-sided die three times. For each roll of 16 or higher, subtract 1 die from the defending figure's defense this turn. After using Batarang Cannon, Catgirl cannot attack until you reveal your next numbered Order Marker.

Robin *Damian Wayne*



80	Life 3
Human	Move 6
Unique Hero	Range 5
Sidekick	Attack 2
Spoiled	Defense 4
DC	Medium 4

BAT BRAT
After revealing an Order Marker on a Vigilante card you control and taking a turn with that Vigilante, if Robin is within 6 clear sight spaces of that Vigilante, you may take an immediate turn with Robin. You may not take any additional turns with other figures you control. Whenever Robin destroys a figure with his normal attack while within 6 clear sight spaces of any Vigilante you control, your turn ends and you must immediately place Robin on an empty space in your Start Zone. When Robin is placed in your Start Zone, he will not take any leaving engagement attacks.

DEADLY SHOT
When attacking with Robin, each skull rolled counts as one additional hit.

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