


Red Robin Tim Drake



160	Life 4
Human	Move 5
Unique Hero	Range 1
Titan	Attack 4
Driven	Defense 5
DC	Medium 4

UTILITY BELT 1
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place one Utility Equipment Glyph of your choice on this card. Red Robin cannot lose this Equipment Glyph by any means unless he is destroyed.

ATTACK PLAN
Before a figure you control attacks with a normal attack, you may reveal and remove a numbered Order Marker on this card and add one automatic skull to that attack.

BO STAFF
After moving and before attacking with a normal attack against an adjacent figure, you may subtract any number of Red Robin's attack dice from your roll, to a minimum of 1 attack die. For each die subtracted in this way, you may attack one additional time.

Nightwing Dick Grayson




200	Life 4
Human	Move 6
Unique Hero	Range 5
Titan	Attack 4
Daring	Defense 3
DC	Medium 5

TITANS GO!
After revealing an Order Marker on this card, before taking a turn with Nightwing, you may first reveal an "X" Order Marker on this card and take a turn with up to two other Unique Titan or Sidekick Heroes you control within 6 clear sight spaces of Nightwing. You may activate the chosen Heroes in any order.

ESCRIMA ASSAULT SPECIAL ATTACK
Range 1. Attack 3.
Choose up to two figures to attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Nightwing may attack with this special attack one additional time.

ACROBATIC MASTERY
Nightwing never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Nightwing one space up to 6 levels up or down. When Nightwing rolls defense dice against an opponent's attack, one shield will block all damage.

Batman Dick Grayson




170	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 5
Determined	Defense 5
DC	Medium 5

UTILITY BELT 2
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to two Utility Equipment Glyphs of different types on this card. Batman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 2. Batman cannot lose these Equipment Glyphs by any means unless he is destroyed.

STRATEGIC DISCIPLINE
At the start of the round, before initiative is rolled, if one or more Order Markers are placed on this card, for the remainder of the round no unrevealed Order Markers on cards you control may be moved to any other cards.

ACROBATIC MOVEMENT
Batman never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Batman one space up to 6 levels up or down.

Robin Jason Todd




70	Life 3
Human	Move 5
Unique Hero	Range 5
Sidekick	Attack 3
Brash	Defense 4
DC	Medium 4

REBEL VIGILANTE SIDEKICK
After revealing an Order Marker on the Army Card of a Vigilante you control, you must immediately roll the 20-sided die. If you roll 6 or lower, before taking a turn with that Vigilante, you must take an immediate turn with Robin. If you roll 7 or higher, after taking a turn with that Vigilante, you may take an immediate turn with Robin. If Robin takes a turn with this special power, you may not take any additional turns with other figures you control other than that Vigilante.

RECKLESS ENGAGEMENT
If Robin is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 die to his normal attack and subtract 1 die from his defense.

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.

Red Hood Jason Todd




180	Life 4
Human	Move 5
Unique Hero	Range 5
Outlaw	Attack 4
Vengeful	Defense 5
DC	Medium 5

BLAZING GUNS SPECIAL ATTACK
Range 4. Attack 3.
After attacking with this special attack, if you did not roll 2 or more blanks, you may attack again. You may continue attacking until you roll 2 or more blanks in a single attack, to a maximum of 4 attacks per turn.

EVADE AND COUNTER
When rolling defense dice against an opponent's figure within 5 clear sight spaces, if you roll at least as many shields as the attacker rolls skulls, Red Hood may immediately move up to 2 spaces using his Acrobatic Leap special power and if the attack was a normal attack, the attacking figure receives one wound.

ACROBATIC LEAP 2
Red Hood may use his Acrobatic Leap at any point before or during his normal move. Acrobatic Leap has a move of 2. When counting spaces for Acrobatic Leap, ignore elevations. Red Hood may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Red Hood may not leap more than 6 levels up or down in a single leap. When moving with Acrobatic Leap, he will not take any leaving engagement attacks. If Red Hood uses Acrobatic Leap, subtract 2 from his movement this turn.

Thanos




500	Life 7
Eternal	Move 5
Unique Hero	Range 1
Conquerer	Attack 7
Nihilist	Defense 6
Marvel	Medium 5

PERMANENT DEATH SPECIAL ATTACK
Range 4. Attack 5.
Choose a figure to attack. You may also choose up to two other figures adjacent to the chosen figure to be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Anytime a figure that is not an Event Hero or destructible object is destroyed by this special attack, remove it from the game. It cannot return to the game by any special powers or glyphs.

SPURNED BY DEATH
At the start of any round after Thanos is destroyed, if you place all Order Markers on this Army Card, you may place Thanos on any empty space within 3 clear sight spaces of any figure you control and remove all Wound Markers from this card. Spurned By Death can only be used once per game.

Fandral




280	Life 6
Asgardian	Move 6
Unique Hero	Range 1
Warrior	Attack 5
Dashing	Defense 6
Marvel	Medium 5

SWORDPLAY
If Fandral attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.

WARRIORS THREE
After revealing an Order Marker on this card and instead of taking a turn with Fandral, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.

Volstagg




330	Life 7
Asgardian	Move 4
Unique Hero	Range 1
Warrior	Attack 8
Voluminous	Defense 6
Marvel	Medium 6

MEAT AND MEAD
Start the game with 3 orange Meat and Mead Markers on this card. Any time a numbered Order Marker is revealed on any Army Card, you may immediately remove any number of Meat and Mead Markers from this card. For each Meat and Mead Marker removed from this card, remove 2 Wound Markers from this card and add 2 to Volstagg's Move and Defense numbers this turn.

HUNGER PAINS
When Volstagg attacks a figure that is not Tiny, roll one fewer attack die for each Wound Marker on this card.

WARRIORS THREE
After revealing an Order Marker on this card and instead of taking a turn with Volstagg, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.

Hogun



310	Life 6
Asgardian	Move 5
Unique Hero	Range 1
Warrior	Attack 6
Grim	Defense 6
Marvel	Medium 5

BLUDGEONING STRIKE
When a defending figure receives one or more wounds from Hogun's normal attack, you may inflict one additional wound on it or any figure adjacent to it.

WARRIORS THREE
After revealing an Order Marker on this card and instead of taking a turn with Hogun, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.