


## Timber Wolf

*Brin Londo*




<b>260</b>	<b>Life 5</b>
Zuunian	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 5</b>
Ferocious	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**SAVAGE FURY**  
After each attack by Timber Wolf, roll the 20-sided die. Add 1 to the roll for each Wound Marker on this card. If you roll 16 or higher, Timber Wolf may move up to 2 spaces and attack if possible.

**HEALING FACTOR**  
After taking a turn with Timber Wolf, remove 1 Wound Marker from this Army Card.

## Phantom Girl

*Tinya Wazzo*




<b>180</b>	<b>Life 5</b>
Bgzillian	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 3</b>
Tricky	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>

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

**PHASE DRAG**  
Before or during Phantom Girl's movement, you may choose an opponent's adjacent small or medium figure. If Phantom Girl moves through another figure or obstacle, place the chosen figure on the space Phantom Girl moved over or occupied immediately before moving through that figure or obstacle. Roll an unblockable attack die against the chosen figure. If a skull is rolled and Phantom Girl moved through a figure instead of an obstacle, that figure also receives an unblockable wound.

## Matter-Eater Lad

*Tenzil Kem*



<b>60</b>	<b>Life 5</b>
Bismollian	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 3</b>
Stalwart	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>

**MATTER EATER**  
Instead of attacking, you may remove a glyph or a destructible object that is either adjacent to or occupies the same space as Matter-Eater Lad if it is not carried by another figure. Place any figure that was on the glyph or destructible object on the corresponding space previously occupied by the glyph or destructible object. If the destructible object was a vehicle, place all figures that occupied the vehicle on spaces previously occupied by the removed vehicle.

**EXPLOSION SWALLOWER**  
If a destructible object within 4 spaces of Matter-Eater Lad would be destroyed, Matter-Eater Lad may immediately move adjacent to that destructible object and use his Matter Eater power. When Matter-Eater Lad moves with this special power, he will not take any leaving engagement attacks.

## Karate Kid

*Val Armorr*



<b>230</b>	<b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 3</b>
Fearless	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>


**SUPER KARATE**  
While attacking with his normal attack, Karate Kid has the Super Strength special power and for each skull you roll with his normal attack, the defending figure must subtract 1 from its Defense number.

**MASTER MARTIAL ARTIST**  
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, and all excess shields count as unblockable hits on the attacking figure.

**MENTAL SHIELD**  
An opponent may never take temporary or permanent control of Karate Kid.

## Bouncing Boy

*Charles Taine*




<b>170</b>	<b>Life 4</b>
Metahuman	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 4</b>
Loyal	<b>Defense 5</b>
<b>DC</b>	<b>Medium 4</b>

**BALLISTIC RICOCHET SPECIAL ATTACK**  
**Range 1. Attack 4 + Special.**  
Bouncing Boy can only attack an opponent's figure that he was not adjacent to at the start of his turn. Figures do not gain additional defense dice for height advantage when defending against this special attack. After attacking with this special attack, you may move Bouncing Boy up to 2 spaces with his Bounce special power. Bouncing Boy never takes leaving engagement attacks when moving during this special attack. Bouncing Boy may attack two additional times, rolling 1 additional die for each subsequent attack. He may not attack the same figure more than once in a single turn.

**BOUNCE**  
Instead of his normal move, Bouncing Boy may use his Bounce. Bounce has a move of 2. When counting spaces for Bouncing Boy's Bounce movement, ignore elevations. Bouncing Boy may bounce over water without stopping, bounce over figures without becoming engaged, and bounce over obstacles such as ruins. Bouncing Boy may not Bounce more than 30 levels up in a single Bounce. When using Bounce, Bouncing Boy will take any leaving engagement attacks. After using Bounce, you may use it two additional times.

## Colossal Boy

*Gim Allon*



<b>175</b>	<b>Life 4</b>
Metahuman	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 5</b>
Tenacious	<b>Defense 6</b>
<b>DC</b>	<b>Huge 8</b>


**COLOSSAL ATTACK**  
When attacking with Colossal Boy's normal attack you may either:

- Add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base, or
- Choose one other figure adjacent to the defending figure to be affected by this attack. Roll attack dice once for both affected figures. Defending figures roll defense dice separately.

**GIANT DEFENSE**  
When rolling defense dice against a normal attack from a figure that is not Huge, if you roll at least one shield, the most wounds Colossal Boy can take from this attack is one.

## Wildfire

*Drake Burroughs*



<b>280</b>	<b>Life 6</b>
Metahuman	<b>Move 8</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 6</b>
Determined	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>


**WILDFIRE BLAST SPECIAL ATTACK**  
**Range 5. Attack 5 + Special.**  
Choose an opponent's figure within 5 clear sight spaces of Wildfire as the target figure. Choose all figures on the spaces of a shortest path from Wildfire to the target figure. Roll 5 attack dice against the target figure and 3 attack dice once against all other chosen figures. All affected figures roll defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.

**CONTAINMENT SUIT BREACH**  
At the start of each round before placing Order Markers, if there is at least one Wound Marker on this card, roll the 20-sided die, subtracting the number of wounds from the roll.

- If you roll lower than 1, destroy Wildfire.
- If you roll 1-6, you may not use any special powers on this card this round and you must subtract 2 from Wildfire's Move, Attack and Defense numbers during the round.
- If you roll 7 or higher, nothing happens.

## Triplicate Girl

*Luornu Dargu*



<b>190</b>	<b>Life 1</b>
Carggite	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 3</b>
Tricky	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**THREE ARE ONE**  
Start the game with only one Triplicate Girl figure on the battlefield. At the start of each round, before you place Order Markers, you may choose one of the following:


- Place one or two Triplicate Girl figures from this card that have not been destroyed on any empty spaces adjacent to a Triplicate Girl figure you control.
- Remove one or two Triplicate Girl figures that are adjacent to another Triplicate Girl figure you control from the battlefield and put them on this card. They will not take any leaving engagement attacks. At least one Triplicate Girl figure you control must remain on the battlefield.

**COMBINED STRENGTH**  
When a Triplicate Girl figure you control attacks with a normal attack, you may roll 2 additional attack dice for each Triplicate Girl figure on this card that has not been destroyed.

**MULTIPLE DEFENSE**  
If an opponent's figure attacks a Legionnaire you control with a normal attack and at least one skull is rolled, you may choose 2 Triplicate Girl figures you control within 2 spaces of the defending figure. The defending figure may be one of the chosen Triplicate Girl figures. Place one of the chosen figures that is not the defending figure on this card and roll 4 additional defense dice. Figures moved with Multiple Defense will not take any leaving engagement attacks.

## Chameleon Boy

*Reep Daggel*



<b>190</b>	<b>Life 5</b>
Durlan	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Legionnaire	<b>Attack 4</b>
Tricky	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**IMPERSONATE**  
Before placing Order Markers for each round, choose an opponent's medium Unique Hero on the battlefield to be Chameleon Boy's Impersonated Hero. While the Impersonated Hero is on the battlefield, Chameleon Boy cannot be attacked by, targeted or chosen for special powers by, or take any leaving engagement attacks from any figure in the Impersonated Hero's army except for the Impersonated Hero.

**THIS IS CONTROL**  
While you control Chameleon Boy, each Science Police figure you control has the class of Legionnaire in addition to what is printed on its card, and all Legionnaires you control add one to their defense dice if they are adjacent to at least one Science Police figure you control.