


Aaron Cash



65	Life 4
Human	Move 5
Unique Hero	Range 1
Guard	Attack 3
Brave	Defense 3
DC	Medium 5

PROTECT AND SERVE
 Anytime an adjacent figure you control would receive one or more wounds, you may instead place 1 Wound Marker on this card.

ACTION REFLEXES
 When moving normally, Aaron Cash never takes leaving engagement attacks and may move one additional space as long as he ends his movement engaged, or two additional spaces if he ends his movement engaged to an Insane or Ferocious Criminal.

Anarky Lonnie Machin




110	Life 4
Human	Move 5
Unique Hero	Range 1
Prodigy	Attack 4
Rebellious	Defense 4
DC	Medium 5

INCITE RIOT
 After revealing an Order Marker on this card and instead of taking a turn with Anarky, you may move each Common Citizen you control as long as that Citizen ends its move adjacent to an opponent's figure. You may then attack with every engaged Common Citizen you control. You may only use this power once per game.

GRAPPLING HOOK 30
 Instead of Anarky's normal move, he may move only one space. This space may be up to 30 levels higher or lower. When using Grappling Hook, Anarky will take any leaving engagement attacks.

ELECTRIC STUN BATON
 If Anarky inflicts one or more wounds on a Unique Hero with his normal attack, you may roll the 20-sided die, adding 2 to the roll for each wound inflicted this turn. If you roll 16 or higher, you may remove one unrevealed Order Marker at random from the defending figure's Army Card.

Aquaman Arthur Curry




330	Life 5
Atlantean	Move 5
Unique Hero	Range 1
Warrior	Attack 5
Determined	Defense 5
DC	Medium 5

WATER STRENGTH 1
 Aquaman does not stop his movement when entering a water space. Add 1 die to Aquaman's attack and defense while he is on a water space.

RETRACTABLE HARPOON SPECIAL ATTACK
Range 4. Attack 5.
 Choose a non-adjacent figure to attack. If Aquaman inflicts a wound against a small or medium figure with this special attack, place the defending figure on any empty space adjacent to Aquaman and attack one additional time with his normal attack. Figures moved with this special attack will not take any leaving engagement attacks.

SUBMERGE 11
 If Aquaman is attacked while on a water space, you may roll the 20-sided die. If you roll 11 or higher, Aquaman takes no damage and you may place him on any unoccupied water space within 5 spaces of Aquaman that is no more than 3 levels above or below Aquaman's base. If Aquaman is placed adjacent to the attacking figure, you may roll an unblockable attack die against that figure. When Aquaman moves with Submerge, he will not take any leaving engagement attacks.

Batman Jean-Paul Valley



220	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Vigilante	Attack 6
Unstable	Defense 6
DC	Medium 5

SYSTEM PSYCHOSIS
 Before taking a turn with Batman, you must roll the 20-sided die. If you roll 6 or lower, Batman cannot move and must attack each adjacent figure exactly 1 time this turn with his normal attack, or, if there are no figures adjacent to Batman, his turn immediately ends.

SHURIKEN LAUNCHER SPECIAL ATTACK
Range 6. Attack 2 or 4.
 Start the attack with 8 attack dice and choose a figure to attack. You may attack with 2 or 4 attack dice until all 8 attack dice have been rolled. Batman may target the same or different figures with each attack.

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

Captain Marvel Genis-Vell




360	Life 6
Kree	Move 6
Unique Hero	Range 6
Protector	Attack 4
Tormented	Defense 5
Marvel	Medium 5

NEGA-BANDS
 Start the game with the Glyph of Nega-Bands on this card. Captain Marvel cannot lose the Glyph of Nega-Bands by any means unless he is destroyed.

COSMIC AWARENESS
 If an opponent chooses Captain Marvel for any special power and rolls the 20-sided die, you may subtract 4 from the roll. When rolling defense against an attack, add one automatic shield to whatever is rolled. All excess shields count as unblockable hits on the attacking figure.

COSMIC MADNESS
 After using Captain Marvel's Cosmic Awareness special power, roll the 20-sided die. If you roll 1-7, place a blue Insanity Marker on this card or, if there are already three Insanity Markers on this card, choose an opponent to take control of Captain Marvel. Remove all Order Markers from this card, then give this card to the chosen opponent. Add one die to Captain Marvel's normal attack for each Insanity Marker on this card.

Diamondback Rachel Leighton




160	Life 4
Human	Move 6
Unique Hero	Range 3
Mercenary	Attack 3
Conflicted	Defense 5
Marvel	Medium 5

TACTICAL DOUBLE ATTACK
 When Diamondback attacks with a normal or special attack, she may attack one additional time with a normal or special attack.

ACID DIAMOND SPECIAL ATTACK
Range 3. Attack 2.
 For each skull you roll with this special attack, the defending figure must subtract 1 from its Defense number for the remainder of Diamondback's turn.

FRAG DIAMOND SPECIAL ATTACK
Range 3. Attack 3.
 After attacking with this special attack, roll the 20-sided die. If you roll 15 or higher, all figures that were adjacent to the defending figure at the start of this special attack receive 1 wound.

Etrigan




320	Life 7
Demon	Move 6
Unique Hero	Range 1
Prince	Attack 7
Wild	Defense 6
DC	Medium 5

HELLFIRE BURST SPECIAL ATTACK
Range Special. Attack 5.
 Choose a space adjacent to Etrigan. If there is a figure on that space, it is affected by this special attack. You may also choose up to two figures in clear sight of Etrigan that are within two spaces of the chosen space to be affected by this special attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately.

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

LEAP 25
 Instead of his normal move, Etrigan may use Leap 25. Leap 25 has a move of 3. When counting spaces for Leap 25, ignore elevations. Etrigan may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Etrigan may not leap more than 25 levels up or down in a single leap. If Etrigan is engaged when he starts his Leap 25, he will take any leaving engagement attacks.

Gentleman Ghost Jim Craddock



165	Life 2
Undead	Move 7
Unique Hero	Range 5
Thief	Attack 3
Degenerate	Defense 5
DC	Medium 5


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

HIGHWAYMAN
 When Gentleman Ghost attacks a figure equipped with an Equipment Glyph or a figure occupying a road space, add 1 die to his attack.

DANSE MACABRE
 When Gentleman Ghost is destroyed, Order Markers can still be placed and revealed on this card. Once per round, if Gentleman Ghost is destroyed, after revealing a numbered Order Marker on this card, you may roll the 20-sided die.

- If you roll 1-4, nothing happens.
- If you roll 5-12, you may place Gentleman Ghost on any unoccupied space on the battlefield, remove all Wound Markers on this card, and take a turn with Gentleman Ghost. After taking this turn, destroy Gentleman Ghost.
- If you roll 13 or higher, you may place Gentleman Ghost on any unoccupied space on the battlefield, remove all Wound Markers on this card, and take a turn with Gentleman Ghost.

Ragman Rory Regan



140	Life 4
Human	Move 5
Unique Hero	Range 1
Vigilante	Attack 4
Tormented	Defense 6
DC	Medium 5

RAG SUIT OF SOULS
 When an opponent's figure within 6 clear sight spaces of Ragman is destroyed by a figure you control with a normal or special attack, you may place the destroyed figure on this card if it is not an Android, Undead or destructible object. A maximum of 5 figures may be on this card at any time. After attacking with Ragman, you may remove a destroyed figure from this card to attack 1 additional time.

YOUR DEBT IS PAID
 If Ragman is attacked by an opponent's figure that does not have the Magical Defense special power and there is at least one figure on this card, the most wounds Ragman can take for this attack is one. If the attacking figure has the Magical Defense special power and at least 1 skull is rolled, instead of rolling defense dice, you may remove one figure from this card and ignore the attack.

