

Hawkman *Katar Hol*



225	Life 5
Thanagaria	Move 5
Unique Hero	Range 1
Warrior	Attack 6
Fearless	Defense 6
DC	Medium 5

Hawk Strike

If Hawkman attacks a figure that was at least three spaces away before Hawkman moved this turn, roll two additional attack dice. Hawk Strike may only be used if Hawkman used Flying for all of his movement this turn.

Undying Love

If you control Hawkgirl and she is destroyed or has at least one wound marker on her card, when Hawkman attacks, he may attack one additional time.

Nth Metal Mace

Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkman's normal attack.



Zatanna *Zatanna Zatara*



240	Life 4
Homo Magi	Move 5
Unique Hero	Range 4
Magician	Attack 4
Tricky	Defense 4
DC	Medium 5

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Start the game with 3 black Negation Markers on this card. After taking a turn with Zatanna, if you have at least 1 Negation Marker on this card, you may choose any opponent's unique figure adjacent to Zatanna. Roll the 20-sided die, subtracting 3 from the roll if the chosen figure has the Magical Defense special power. If you roll 17 or higher, place a Negation Marker on the chosen figure's Army Card and remove all unrevealed Order Markers from it. All of that figure's special powers are negated for the entire game.

Retla Etats 15

After moving and before attacking, you may choose one marker other than an Order Marker on the card of a figure within 4 clear sight spaces of Zatanna. Roll the 20-sided die. If you roll 15 or higher, remove the chosen marker from the game.

Magical Defense

When Zatanna is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Zatanna can take for this attack is one.



Aquaman *Arthur Curry*



230	Life 5
Atlantean	Move 5
Unique Hero	Range 1
King	Attack 6
Valiant	Defense 5
DC	Medium 5

Power of the Deep

Aquaman does not stop his movement when entering water spaces. Add 2 to Aquaman's attack, defense and range while he is on a water space.

Water Leap

If Aquaman ends his normal movement on a water space, he may Water Leap. Water Leap has a move of 3. When counting spaces for Water Leap, ignore elevations. Aquaman may leap over figures without becoming engaged, and leap over obstacles such as ruins. Aquaman may not leap more than 10 levels up or down in a single leap. When Aquaman starts to Water Leap, he will not take any leaving engagement attacks.

Hand of the Waterbearer

After taking a turn with Aquaman, you may roll the 20-sided die, adding 6 to the roll if Aquaman is on a water space. If you roll 12 or higher, you may remove 1 Wound Marker from Aquaman's card or an adjacent figure's card.



Atom *Ray Palmer*



50	Life 2
Human	Move 4
Unique Hero	Range 1
Scientist	Attack 3
Daring	Defense 6
DC	Tiny 2

Carried

Before moving a friendly adjacent figure that is not Tiny, if Atom is not engaged with any Tiny figure, you may choose that figure for Atom's Carried special power. After moving the chosen figure, you may place Atom on any unoccupied space adjacent to the chosen figure.

Molecular Irritant

After attacking with Atom, you may choose an opponent's adjacent Unique Hero that is not Tiny, remove all unrevealed Order Markers from this card, and place Atom on the chosen Hero's Army Card. Atom cannot take any turns while he is on the chosen Hero's card. A Unique Hero with Atom on its Army Card rolls 1 fewer attack die and 1 fewer defense die. If the chosen Hero receives a wound, place Atom on an empty space adjacent to the chosen Hero. If no empty spaces are available or if the chosen Hero is destroyed while Atom is on its Army Card, Atom is destroyed.

Tiny Stealth

Atom cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from Tiny figures.



Red Tornado *John Smith*



300	Life 6
Android	Move 7
Unique Hero	Range 1
Protector	Attack 6
Benevolent	Defense 6
DC	Medium 5

Air Elemental Flying

When Red Tornado starts to fly, he will not take any leaving engagement attacks. After Red Tornado finishes his movement, you may place each Tiny, Small, or Medium sized figure Red Tornado passed over this turn on any empty space within 2 spaces of its original placement. A figure moved by Air Elemental Flying never takes leaving engagement attacks. If Red Tornado uses Air Elemental Flying to move one or more figures, he may not use his Tornado Force Special Attack this turn.

Tornado Force Special Attack

Range 5. Attack 4.

Choose up to 2 figures to attack. Roll 4 attack dice once for all affected figures. Each affected figure rolls defense dice separately. If Red Tornado inflicts at least one wound with Tornado Force Special Attack on a small or medium figure, you may place that figure on any empty space within 2 spaces of its original position. A figure moved by Tornado Force Special Attack may not be placed closer to Red Tornado than its original position and never takes leaving engagement attacks.



Supergirl *Kara Zor-El*



320	Life 7
Kryptonian	Move 7
Unique Hero	Range 1
Refugee	Attack 6
Reckless	Defense 6
DC	Medium 5

Heat Vision Special Attack

Range 4. Attack 2 + Special.

Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

Kryptonian Defense

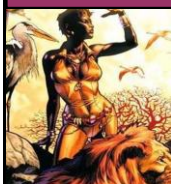
When rolling defense against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

Supersonic Flying

When using the Flying special power, Supergirl may add 4 to her move number. If she does, she cannot attack this turn.



Vixen *Mari Jiwe McCabe*



150	Life 4
Human	Move 5
Unique Hero	Range 1
Warrior	Attack 4
Loyal	Defense 4
DC	Medium 5

Morphogenetic Field

After rolling for initiative, you must choose only one of the other special powers on this card for Vixen to use for the remainder of this round. Place the appropriate brown Animal Marker on this card. At the end of each round, remove the Animal Marker from this card.

Bear Power

Vixen may add 2 to her Attack number and may attack any and all figures adjacent to her.

Rhino Power

Vixen may add 2 to her Defense number and has the Super Strength special power.

Cheetah Power

Vixen may add 3 to her Move number and will not take any leaving engagement attacks.

Eagle Power

Vixen cannot be targeted by non-adjacent attacks and has the Flying special power.



Manhunter



140	Life 2
Android	Move 5
Uncommon Hero	Range 3
Hunter	Attack 5
Relentless	Defense 6
DC	Medium 5

Manhunting

At the start of the game, choose one opponent's Unique Hero for all Manhunters you control. When a numbered Order Marker is revealed on the chosen hero's card, you may immediately move this Manhunter up to 4 spaces.

Yellow Power Charge

Instead of taking a turn with this Manhunter, you may replace one previously removed yellow Battery Marker on the Army Card of a figure adjacent to a Manhunter you control if possible.

Green Power Drain

After moving and instead of attacking with this Manhunter, you may remove up to two green Battery Markers from an adjacent figure's Army Card.



Parademon Shock Troopers



80	Life 1
Parademon	Move 4
Common Squad	Range 1
Troopers	Attack 2
Intrepid	Defense 5
DC	Medium 5

Rule the Skies

Opponent's figures cannot use any special power on any Army Card or Glyph to pass over Parademons.

Apokolyptian Weaponry

When rolling attack dice, if a Parademon Shock Trooper rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.

