


Superman Kal-El




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| 400 | Life 7 |
| Kryptonian | Move 8 |
| Unique Hero | Range 1 |
| Champion | Attack 7 |
| Valiant | Defense 7 |
| DC | Medium 5 |


X-Ray Vision
Before moving, if Superman is not engaged, you may look at the power side of any one Glyph that is Symbol Side up.

Man Of Steel
When rolling defense against a normal attack from a figure that is not a Kryptonian, all blanks rolled count as extra shields.

Heroic Duty
If a friendly figure that is within 3 spaces of Superman would roll defense against a normal, non-adjacent attack, instead Superman must move adjacent to the friendly figure if he is able to. Superman must roll defense and take any resulting wounds from the attack instead of the friendly figure. When Superman uses Heroic Duty, he will take any leaving engagement attacks.



Two-Face Harvey Dent



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| 130 | Life 4 |
| Human | Move 5 |
| Unique Hero | Range 5 |
| Crime Lord | Attack 4 |
| Conflicted | Defense 4 |
| DC | Medium 5 |

Flip Of The Coin
Before attacking with a normal attack, you must first roll the 20-sided die. If you roll a 1-10, Two-Face's turn immediately ends. If you roll an 11 or higher, attack normally and roll the 20-sided die again. You may use Flip of the Coin to continue attacking until you fail to roll an 11 or higher. Two-Face cannot attack more than four times in a single turn.

Heads You Live, Heads You Die.
Instead of using Two-Face's normal attack this turn, roll the 20-sided die for all figures adjacent to Two-Face, one at a time. Then roll for Two-Face. If you roll an 11 or higher, the figure receives one wound.

Professor X Charles Xavier




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| 220 | Life 4 |
| Mutant | Move 4 |
| Unique Hero | Range 1 |
| Telepath | Attack 2 |
| Resolute | Defense 3 |
| Marvel | Medium 4 |

Mutant Mind Link
After revealing a numbered Order Marker on this card, instead of taking a turn with Professor X, you may take a turn with up to two different Mutant Unique Heroes you control or one Unique Hero you control. Professor X cannot be one of the Unique Heroes. Any Unique Hero that is taking a turn instead of Professor X must be within 10 spaces of Professor X before moving.

Telepathic Blast Special Attack
Range 3. Attack 3 + Special.
Professor X does not need clear line of sight to attack with Telepathic Blast Special Attack. Add 1 to Professor X's attack dice for each Telepath you control adjacent to Professor X up to a maximum of +3 dice. Figures with the Mental Shield special power and destructible objects are not affected by Telepathic Blast Special Attack.

Psychic Defense X
Once per round, if Professor X or any friendly figure within 3 spaces of Professor X is attacked by a figure that does not have the Mental shield special power, and at least 1 skull is rolled, you may reveal Order Marker X on this card. After revealing the Order Marker X, the opposing player's turn immediately ends and the attacked figure receives no wounds.

5th Precinct Beat Cops




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| 65 | Life 1 |
| Human | Move 5 |
| Common Squad | Range 5 |
| Lawmen | Attack 2 |
| Brave | Defense 3 |
| DC | Medium 5 |

Clean Up The Streets
A 5th Precinct Beat Cop rolls an additional die when attacking or defending against common squad figures.

Protect And Serve
Anytime a figure you control would receive one or more wounds, you may instead destroy an adjacent 5th Precinct Beat Cop you control.

Civilians



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| 45 | Life 1 |
| Human | Move 4 |
| Common Squad | Range 1 |
| Citizens | Attack 1 |
| Frantic | Defense 1 |
| Marvel | Medium 4 |

Crowd Movement
After revealing an Order Marker on this card and instead of moving normally, you may move up to 8 Citizens that you control. Instead of attacking normally, you may attack with any 4 Citizens you control, even Citizens that did not move this turn.

Strength in Numbers
When attacking or defending with any Human Citizen, if that Human Citizen is adjacent to at least one other friendly adjacent Human, add 1 die to your roll.

Panic
After a figure you control rolls defense dice against a normal attack, you may move any 2 Citizens you control up to 4 spaces each. A Citizen moved with Panic must start its movement within 8 clear sight spaces of the defending figure. When a Citizen moves with Panic, it will take any leaving engagement attacks.

Street Thugs




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| 75 | Life 1 |
| Human | Move 5 |
| Common Squad | Range 5 |
| Criminals | Attack 2 |
| Degenerate | Defense 2 |
| DC | Medium 5 |

Crime Lord Bonding
After revealing an Order Marker on this card and before taking a turn with the Street Thugs, you may first take a turn with any Crime Lord you control.

Rule the Streets
Add 1 to a Street Thug's attack and defense while on an asphalt or concrete space.

Angel Warren Worthington III




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| 90 | Life 4 |
| Mutant | Move 6 |
| Unique Hero | Range 1 |
| Protector | Attack 3 |
| Merciful | Defense 5 |
| Marvel | Medium 5 |

Carry
Before moving Angel, you may choose an unengaged friendly small or medium figure adjacent to Angel. After you move Angel, place the chosen figure adjacent to Angel.

Guardian Angel
After Angel or any small or medium figure you control within 3 clear sight spaces of Angel rolls defense dice against a normal attack, you may immediately fly up to 6 spaces with Angel. If Angel passes over a friendly figure, after moving angel you may place that figure on any empty space adjacent to Angel. The friendly figure moved by Guardian Angel will not take any leaving engagement attacks. Angel may not move more than one friendly figure when using Guardian Angel.

Stealth Flying
When Angel starts to fly, if he is engaged, he will not take any leaving engagement attacks.



Beast Hank McCoy




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| 170 | Life 5 |
| Mutant | Move 6 |
| Unique Hero | Range 1 |
| Scientist | Attack 5 |
| Deliberate | Defense 5 |
| Marvel | Medium 5 |


Negotiation
Before moving, you may choose one Unique Hero adjacent to Beast and remove one unrevealed Order Marker at random from the chosen figure's Army Card. Negotiation cannot be used against figures with the Insane personality and can only be used once per round. Beast cannot attack the chosen figure on the same turn he uses Negotiation.

Whirlwind Assault
Beast may attack any or all figures adjacent to him. Roll each attack separately.

Stealth Leap 12
Instead of his normal move, Beast may use Stealth Leap 12. Stealth Leap 12 has a move of 3. When counting spaces for Stealth Leap 12, ignore elevations. Beast may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Beast may not leap more than 12 levels up or down in a single leap. If Beast is engaged when he starts his Stealth Leap 12, he will not take any leaving engagement attacks.



Blob Fred Dukes



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| 165 | Life 6 |
| Mutant | Move 5 |
| Unique Hero | Range 1 |
| Outcast | Attack 5 |
| Obnoxious | Defense 5 |
| Marvel | Medium 6 |

Blubber
When defending against a normal attack with Blob, each shield rolled counts for one additional block.

Immovable
Blob may not be moved by any special power on an Army Card unless the player controlling Blob allows him to be moved.

Stuck
All small or medium opponent's figures that enter or occupy a space adjacent to Blob may not move. Figures affected by Stuck cannot be moved by any power on an Army Card.

