



## Metallo *John Corben*

	<b>290</b>	 <b>Life 6</b>
	Cyborg	<b>Move 6</b>
	Unique Hero	<b>Range 1</b>
	Criminal	<b>Attack 6</b>
	Relentless	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>	

### Exposed Kryptonite Heart

Start the game with the Glyph of Green Kryptonite on this card. Turn the glyph power-side down if there are fewer than 3 Wound Markers on this card. Turn the glyph power-side up and subtract 2 dice from Metallo's defense if there are 3 or more Wound Markers on this card. Metallo cannot lose this glyph by any means unless he is destroyed. If the glyph is not on this card, Metallo cannot use any special powers on this card.

### Clamp and Claw



Any time an opponent would begin the movement of a figure engaged with Metallo, you may first roll the 20-sided die. If you roll 14 or higher, the figure receives 1 wound and cannot move.

### Cybernetic Repair X

At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.



## Parasite *Rudy Jones*

	<b>240</b>	 <b>Life 5</b>
	Metahuman	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Criminal	<b>Attack 6</b>
	Greedy	<b>Defense 6</b>
<b>DC</b>	<b>Medium 5</b>	

### Parasitic Life Drain

After moving and before attacking, you must choose an adjacent figure, if possible, that is not a destructible object. Roll the 20-sided die.



- If you roll 1-7, nothing happens;
- If you roll 8-18, the chosen figure receives 1 wound and you may remove 1 Wound Marker from this card;
- If you roll 19 or higher, the chosen figure receives 2 wounds and you may remove up to 2 Wound Markers from this card.

### Hunger Pains

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



## Silver Banshee *Siobhan McDougal*

	<b>290</b>	 <b>Life 5</b>
	Undead	<b>Move 6</b>
	Unique Hero	<b>Range 1</b>
	Wraith	<b>Attack 5</b>
	Vengeful	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>	

### Accursed Wail



Before taking a turn with Silver Banshee, if there are any Wound Markers on this card, you must choose X spaces in a straight line from her. X equals the number of Wound Markers on this card. All figures on the chosen spaces and all figures adjacent to the chosen spaces are affected. Roll the 20-sided die once for all affected figures. If you roll 14 or higher, all affected Symbiotes receive two wounds and all other affected figures receive one wound. Silver Banshee is not affected by this special power.

### Magical Defense

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



## Captain Boomerang *George Harkness*

	<b>90</b>	 <b>Life 4</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 5</b>
	Rogue	<b>Attack 4</b>
	Belligerent	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>	

### Gravity Boomerang

Before moving choose a figure within 5 clear sight spaces of Captain Boomerang. Roll the 20-sided die. If you roll 1-11, nothing happens. If you roll 12 or higher, the chosen figure cannot move or be moved this turn. If an opponent rolls the 20-sided die for the chosen figure this turn, you may subtract 3 from the roll.

### Razor Boomerang Special Attack Range 4. Attack 3.

After attacking with this special attack, you may choose up to 3 figures within 2 spaces of the original placement of the defending figure that are in clear sight of Captain Boomerang. Roll the 20-sided die once for each figure. If you roll 17 or higher, the chosen figure receives one wound.

### Returning Boomerang

If Captain Boomerang does not inflict one or more wounds when attacking an opponent's non-adjacent figure with his normal attack, he may attack that figure one additional time with his normal attack, even if he is engaged during the additional attack.

## Heat Wave *Mick Rory*

	<b>110</b>	 <b>Life 4</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 4</b>
	Rogue	<b>Attack 4</b>
	Destructive	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>	

### Flamethrower Special Attack

**Range 2 + Special. Attack 4.**  
Choose a figure to attack. You may also choose 3 spaces in a straight line from the targeted figure. All figures on those spaces are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.


### Fear of Cold

Before Heat Wave moves onto a snow or ice space, you must first roll one defense die. If you roll a shield, Heat Wave's movement immediately ends and he cannot attack this turn.

### Lava Resistant

Heat Wave never rolls for molten lava damage or lava field damage, and he does not have to stop in molten lava spaces.

## Mirror Master *Evan McCulloch*

	<b>130</b>	 <b>Life 4</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 5</b>
	Rogue	<b>Attack 3</b>
	Tricky	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>	

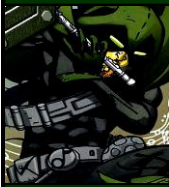

### Through the Looking Glass

After moving and before attacking, you may choose Mirror Master or any figure adjacent to Mirror Master. Roll the 20-sided die. Place the chosen figure on an empty space exactly X spaces away from its original placement, if possible, where X equals the number rolled on the 20-sided die. Figures moved by this special power will not take any leaving engagement attacks.

### Mirror Mirage

When Mirror Master is attacked and at least one skull is rolled, you may immediately place 2 Mirror Markers face down on any empty spaces within 3 spaces of Mirror Master. The opponent that controls the attacking figure must choose one Mirror Marker. If the chosen Mirror Marker has Mirror Master's face on it, roll defense dice normally. If the chosen Mirror Marker does not have Mirror Master's face on it, place Mirror Master on the space occupied by the chosen Mirror Marker and Mirror Master ignores the attack. Mirror Master will not take any leaving engagement attacks when moved by this special power. After using this special power, remove all Mirror Markers from the battlefield.

## Pied Piper *Hartley Rathway*

	<b>80</b>	 <b>Life 4</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Rogue	<b>Attack 3</b>
	Tricky	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>	



### Sonic Flute Special Attack Range Special. Attack 3.

Choose 2 spaces in a straight line from Pied Piper. All figures on those 2 spaces, and all figures adjacent to those 2 spaces are affected by this special attack. Figures you control are not affected by this special attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

### Sonic Mind Control

After taking a turn with Pied Piper, you may choose any Unique Hero that received at least one wound from Sonic Flute Special Attack this turn or any two Rodent Heroes. Take temporary control of each chosen Hero and immediately take a turn with it. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Sonic Mind Control.

## Trickster *James Jesse*

	<b>65</b>	 <b>Life 4</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Rogue	<b>Attack 3</b>
	Tricky	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>	

### Itching Powder Special Attack Range 5. Lob 10. Attack 4.

Start the game with 1 white Itching Powder Marker on this card. Choose a Unique Hero to attack. No clear line of sight is needed. Place the Itching Powder Marker on the chosen Hero's card. While the Marker is on the chosen Hero's card, it must roll the 20-sided die before moving. If it rolls 1-13, it subtracts 1 from its movement for that turn. The chosen Hero must continue rolling the 20-sided die until 1-13 is no longer rolled or its movement is reduced to 0. This special attack may only be used once per game.

### Sticky Gum



When attacking with a normal attack, if you roll 1 or more blanks, the defending figure cannot move this turn and must roll 1 fewer defense die for each blank rolled.

### Hey, Look Over There!

If Trickster is attacked and at least 1 skull is rolled, you may reveal an "X" Order Marker on any other card you control and ignore the attack. The attacking player's turn immediately ends.



## Weather Wizard *Mark Mardon*

	<b>100</b>	 <b>Life 4</b>
	Human	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Rogue	<b>Attack 2</b>
	Tricky	<b>Defense 3</b>
<b>DC</b>	<b>Medium 5</b>	

### Lightning Re-Strike Special Attack Range 5 + Special. Attack 4 + Special.

After attacking with this special attack, you may attack the same figure one additional time. Add 1 die to the additional attack for each space the defending figure moved this turn. The defending figure does not have to be within range or clear line of sight of Weather Wizard for the additional attack.

### Fog Cover 13

When Weather Wizard or any figure you control within 4 clear sight spaces of Weather Wizard is targeted for an attack from a non-adjacent figure, you may roll the 20-sided die. If you roll 13 or higher, Weather Wizard and all figures you control within 4 clear sight spaces of Weather Wizard no longer have any visible hit zones for the rest of the targeting figure's turn.

### Blinding Rain

Weather Wizard and all friendly figures within 5 clear sight spaces of Weather Wizard never take any leaving engagement attacks.

