



## Black Panther *T'Challa*

	<b>200</b>	 <b>Life 4</b>
Human	<b>Move 6</b>	
Unique Hero	<b>Range 1</b>	
King	<b>Attack 6</b>	
Resolute	<b>Defense 5</b>	
<b>Marvel 1</b>	<b>Medium 5</b>	

### Vibranium Armor

When rolling defense dice against a normal attack, add 1 automatic shield to whatever is rolled and if at least one blank is rolled, the most wounds Black Panther can take from this attack is one.


### Stealth Pounce

Before taking a turn with Black Panther, if he is unengaged, you may choose a figure on the battlefield. If the chosen figure does not have clear line of sight to Black Panther, or if Black Panther currently occupies a Shadow space, add 1 automatic skull to his normal attack against the chosen figure this turn.

### Stealth Leap 12

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

## Rat Swarm

	<b>10</b>	 <b>Life 1</b>
Rodent	<b>Move 4</b>	
Common Hero	<b>Range 1</b>	
Vermin	<b>Attack 1</b>	
Frantic	<b>Defense 2</b>	
<b>DC</b>	<b>Tiny 1</b>	

### Swarm Movement

You may move up to 3 Rat Swarms that you control each turn. However, you may attack with only 1 Rat Swarm. You may attack with any Rat Swarm, even a Rat Swarm that you did not move this turn.



### Scale

When moving up or down levels of terrain, Rat Swarm may add 2 to its height.

### Plague 16

Before attacking, you must roll the 20-sided die once for each figure engaged to any Rat Swarm you control, one at a time. If you roll 16 or higher, that figure receives a wound. Androids, Rodents, and destructible objects are not affected by this special power.

## Batman *Bruce Wayne*

	<b>250</b>	 <b>Life 4</b>
Human	<b>Move 6</b>	
Unique Hero	<b>Range 1</b>	
Vigilante	<b>Attack 5</b>	
Driven	<b>Defense 5</b>	
<b>DC</b>	<b>Medium 5</b>	



### Utility Belt 3

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to three Utility Equipment Glyphs of different types on this card. Batman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 3. Batman cannot lose these Equipment Glyphs by any means unless he is destroyed.

### Shadow Strike 15

If Batman is attacked by any opponent's figure in clear sight and at least 1 skull is rolled, roll the 20-sided die, adding 1 to the roll if Batman is occupying a Shadow Tile. If you roll 1-14, roll defense normally. If you roll 15 or higher, Batman takes no damage, and may immediately move up to 3 spaces. If Batman ends this movement within 5 clear sight spaces of the attacking figure, the attacking figure receives one wound. When Batman moves with Shadow Strike 15, he never takes leaving engagement attacks.

## Bane

	<b>190</b>	 <b>Life 6</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 1</b>	
Outlaw	<b>Attack 4</b>	
Driven	<b>Defense 5</b>	
<b>DC</b>	<b>Medium 5</b>	

### Venom Injection

After moving and before attacking, you may roll the 20-sided die.

- If you roll 1-3, place one Wound Marker on this card;
- If you roll 4-8, add one die to Bane's attack;
- If you roll 9-18, add two dice to Bane's attack;
- If you roll 19 or higher, add four dice to Bane's attack.



### Tactician

All friendly figures adjacent to Bane add 1 die to their attack and 1 die to their defense.

### Back Breaker

Once per game, after inflicting one or more wounds on a Unique Hero with Bane's normal attack, if that Unique Hero has only one Life remaining, you may destroy that Unique Hero.

## Azrael *Jean-Paul Valley*

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

### The System Suppression

Start the game with a red System Marker. Before Order Markers are placed each round, you may place or remove the System Marker. While the System Marker is on this card, Azrael has the class of Assassin instead of Vigilante, and he adds 1 to his Move, Attack, and Defense numbers. Before taking a turn with Azrael, if the System Marker is on this card, you must roll the 20-sided die. If you roll 1-6, Azrael cannot move and must attack each adjacent figure exactly 1 time this turn.

### Flaming Blades

If Azrael inflicts one or more wounds with his normal attack on a figure that does not have the Lava Resistant special power, roll one unblockable attack die for Burn Damage. After attacking with Azrael's normal attack, you may attack one additional time.

## Firefly *Garfield Lynns*

	<b>120</b>	 <b>Life 4</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 4</b>	
Arsonist	<b>Attack 3</b>	
Insane	<b>Defense 4</b>	
<b>DC</b>	<b>Medium 5</b>	

### Raining Fire

After Firefly moves with the Flying special power, instead of attacking, you may roll one unblockable attack die against each figure Firefly passed over that does not have the Lava Resistant special power.

### 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.

### Lava Resistant

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

## Mister Zsasz *Victor Zsasz*

	<b>100</b>	 <b>Life 4</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 1</b>	
Psychopath	<b>Attack 2</b>	
Insane	<b>Defense 5</b>	
<b>DC</b>	<b>Medium 5</b>	

### Kill Count

After Mister Zsasz destroys an adjacent enemy figure, you may place one white Tally Marker on this card, if possible. After attacking for the first time this turn, Mister Zsasz may attack one additional time for each Tally Marker on this card. You may place a maximum of three Tally Markers on this card.

### Deadly Strike

When attacking with Mister Zsasz, each skull rolled counts as an additional hit.

## Joker *???*

	<b>140</b>	 <b>Life 6</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 1</b>	
Psychopath	<b>Attack 4</b>	
Insane	<b>Defense 3</b>	
<b>DC</b>	<b>Medium 5</b>	

### Laugh It Off


When Joker would receive two or more wounds from a normal adjacent attack, you may instead place one Wound Marker on this card and the attacking figure's turn immediately ends.

### Joker Toxin

After moving and before attacking, you may choose an adjacent figure that does not have the Insane personality. Roll the 20-sided die. If you roll 15 or higher and the chosen figure is:

- a Common figure, it receives one wound and you may inflict one wound on a figure adjacent to the chosen figure; or
- a Unique Squad figure, the squad now has the Insane personality instead of what is on its card, and you may take control of the Unique Squad and its Army Card. Remove any Order Markers on the Unique Squad's Army Card; or
- a Unique Hero, you may take temporary control of the chosen figure and immediately take a turn with it. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before Joker Toxin was used and it receives one wound; or
- an Event Hero, it receives one wound.

## Clayface *Basil Karlo*

	<b>240</b>	 <b>Life 6</b>
Metahuman	<b>Move 6</b>	
Unique Hero	<b>Range 2</b>	
Criminal	<b>Attack 5</b>	
Dramatic	<b>Defense 5</b>	
<b>DC</b>	<b>Medium 5</b>	

### Getting Into Character

If Clayface destroys an enemy figure with a normal attack, you may place that figure on this card. While a figure is on this card and Clayface is not the only figure in your army, all other figures controlled by the opponent who controlled that figure are considered friendly to Clayface and may not attack him. Remove the figure from this card if any of that opponent's figures receive any wounds during Clayface's turn.

### Smother

If Clayface is engaged with only one enemy figure, and that enemy figure is small or medium, that enemy figure is considered Smothered. A Smothered figure cannot move or be moved by any special power on any Army Card or glyph. A Smothered figure rolls 1 fewer attack and defense die for each revealed Order Marker on this card.