


Mister Freeze Victor Fries




190	Life 4
Human	Move 4
Unique Hero	Range 1
Scientist	Attack 5
Obsessive	Defense 5
DC	Medium 5

Freeze Ray Gun Special Attack
Range 4. Attack 3.
 Start the game with 4 blue Ice Markers on this card. When a Unique or Event Hero receives one or more wounds from this special attack, you may place an Ice Marker from this card onto the defending figure's card. Subtract 1 from a figure's Move and Defense numbers, to a minimum of 1, for each Ice Marker on its card. If that figure moves onto a lava field or molten lava space, remove all Ice Markers on its card from the game. Figures with the Ice Resistance special power are not affected by this special attack.

Ice Resistance
 Slippery Ice and Heavy Snow only count as 1 space when moving. Add 1 die to Mister Freeze's defense while on an ice or snow space.

Fire Weakness
 If Mister Freeze is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

Floronic Man Jason Woodrue




135	Life 6
Metahuman	Move 5
Unique Hero	Range 1
Scientist	Attack 4
Insane	Defense 4
DC	Medium 5

Accelerated Tree Growth
 Start the game with 1 Evergreen Tree Destructible Object on this card. After moving, before attacking, you may choose an empty space within 6 spaces of Floronic Man and place 1 Evergreen Tree Destructible Object from this card on the chosen space. Placed trees must fit on the battlefield normally. If you destroy an Evergreen Tree Destructible Object, you may remove all Wound Markers from its Army Card and place it on this card.

Plant Animation 12
 After moving and instead of attacking, roll the 20-sided die for all opponents' figures within two spaces of an Evergreen Tree or Jungle Piece that is within 6 spaces of Floronic Man, one at a time. If you roll 12 or higher, the figure receives one wound.

Hugo Strange




155	Life 4
Human	Move 5
Unique Hero	Range 5
Psychiatrist	Attack 2
Insane	Defense 5
DC	Medium 5

Mutagenic Experiment
 At the start of a round, before rolling for initiative, you may reveal an "X" Order Marker on any Army Card you control with the Insane personality. Until the end of that round, all special powers on the chosen Army Card are negated, its species is Mutate, its Move number is 6, its Range number is 1, and its Attack number is 6. You can only use this special power once per game.

Insane Provocation
 After revealing an Order Marker on this card and instead of taking a turn with Hugo Strange, you may either:
 - Move up to 6 other figures you control with the Insane personality up to 4 spaces each; or
 - Take a turn with one other Army Card you control with the Insane Personality.

Vigilantes Unmasked
 Vigilante figures that have a secret identity cannot engage and attack Hugo Strange on the same turn.

Man-Bat Assassins




150	Life 1
Metahuman	Move 5
Unique Squad	Range 1
Assassins	Attack 4
Ferocious	Defense 4
DC	Medium 5

Claw Grab
 While a Man-Bat Assassin is flying, you may choose one opponent's small or medium figure that he passed over this turn. At the end of that Man-Bat Assassin's move, roll one combat die. If you roll a skull, the chosen figure receives one wound, and you may place the chosen figure on an empty space adjacent to that Man-Bat Assassin. When the chosen figure is moved by Claw Grab, it will not take any leaving engagement attacks. You may not Claw Grab the same figure more than once in a turn.

Evasive Flying
 When a Man-Bat Assassin starts to fly, he will not take any leaving engagement attacks. When a Man-Bat Assassin rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move the defending Man-Bat Assassin one space for each shield rolled.

Elite League Assassins




150	Life 1
Human	Move 5
Unique squad	Range 1
Assassins	Attack 2
Merciless	Defense 4
DC	Medium 5

Phantom Walk
 Elite League Assassins can move through all figures and are never attacked when leaving an engagement.

Deadly Strike
 When attacking with Elite League Assassins, each skull rolled counts as one additional hit.

Vanish 11
 If an Elite League Assassin is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-10, roll defense dice normally. If you roll 11 or higher, that Elite League Assassin takes no damage and may immediately move up to 4 spaces. Elite League Assassins can only vanish if they end their vanishing move not adjacent to any enemy figures.

Ra's Al Ghul




200	Life 6
Human	Move 5
Unique Hero	Range 1
Mastermind	Attack 5
Diabolical	Defense 4
DC	Medium 5

Lazarus Pit Discovery
 Start the game with a Glyph of Lazarus Pit on this card. Before moving, you may place the Glyph of Lazarus Pit power-side up on any empty space on the battlefield.

The Demon's Head
 After revealing an Order Marker on this card and taking a turn with Ra's al Ghul, if he is not engaged, you may choose a Ninja or Assassin figure you control that is within 5 clear sight spaces of Ra's al Ghul. Roll the 20-sided die. If you roll 14 or higher, you may:
 - move your chosen figure up to 4 spaces and choose an enemy figure adjacent to your chosen figure to receive 1 wound. Your chosen figure then receives 1 wound; or
 - choose all enemy figures adjacent to your chosen figure to each receive 1 wound. Your chosen figure then receives 1 wound; or
 - choose an enemy figure adjacent to your chosen figure to receive 2 wounds. Your chosen figure then receives 2 wounds.
 After using The Demon's Head special power, you may use it one additional time.

Ubu




100	Life 4
Human	Move 5
Unique Hero	Range 1
Assassin	Attack 4
Devout	Defense 5
DC	Medium 5

Lazarus Pit Discovery
 Start the game with a Glyph of Lazarus Pit on this card. Before moving, you may place the Glyph of Lazarus Pit power-side up on any empty space on the battlefield.

Live To Serve
 Ubu may not move onto a power-side up Glyph of Lazarus Pit.

Talial Al Ghul




110	Life 4
Human	Move 5
Unique Hero	Range 5
Assassin	Attack 3
Seductive	Defense 4
DC	Medium 5

Divided Loyalty
 Before taking a turn with Talial al Ghul:
 - If she is adjacent to one or more Masterminds or Assassins you control, add 1 to her Attack number this turn.
 - If she is adjacent to an opponent's Vigilante or Sidekick, she may not attack any figure she began the turn adjacent to.

Swordplay
 If Talial al Ghul attacks an adjacent figure with her normal attack and at least one skull is rolled, she may attack an adjacent figure again. She may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.

Phantom Walk
 Talial al Ghul can move through all figures and is never attacked when leaving an engagement.

Lady Shiva Sandra Woosan



175	Life 4
Human	Move 6
Unique Hero	Range 1
Assassin	Attack 5
Deadly	Defense 4
DC	Medium 5

Assassin Training
 At the start of the game, you may choose one Unique Vigilante Hero you control. While Lady Shiva is in play, the chosen figure's class is Assassin instead of what is on its card, and all Assassins you control can move through all figures and are never attacked when leaving engagements.

Leopard Blow Special Attack
Range 1. Attack 3.
 Figures roll 3 fewer defense dice against this special attack. When attacking with this special attack, if the defending figure receives 3 wounds, it is destroyed.

Master Martial Artist
 When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled, and all excess shields count as unblockable hits on the attacking figure.