


Yellow Lantern *Jonathan Crane*




240	Life 4
Human	Move 5
Unique Hero	Range 1
Insurgent	Attack 3
Terrifying	Defense 3
DC	Medium 5

Yellow Power Battery 3
Start the game with 3 yellow Battery Markers on this card. Add one to this Yellow Lantern's Move, Range, Attack, and Defense numbers for each yellow Battery Marker on this card.

Yellow Power Shield
Anytime this Yellow Lantern is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one yellow Battery Marker from this card and ignore that attack.

Murder of Crows Special Attack
Range 3. Attack 2.
After attacking with this special attack, you may attack with this special attack 1 additional time for each Yellow Power Battery marker on this card. Defending figures that do not have the Fearless personality roll 1 fewer defense die against this special attack.

Prowler *Hobie Brown*




130	Life 4
Human	Move 5
Unique Hero	Range 1
Inventor	Attack 4
Misguided	Defense 4
Marvel	Medium 5

Projectile Arsenal Special Attack
Range 4 + Special. Attack 2 + Special.
When attacking with this special attack, you may
• roll 1 additional attack die; or
• add 2 to the range; or
• choose all figures adjacent to the targeted figure to be affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately, and Prowler cannot be affected by this special attack.
After attacking with this special attack, Prowler may attack with it one additional time.

Expert Climbing
When counting spaces for Prowler's movement, elevation changes up to 2 levels count as one space. You may ignore Prowler's height of 5 when climbing. Prowler never takes falling damage or major falling damage.

Glide 3
Before, during or after moving, Prowler may be placed on any empty space within 3 spaces of and lower than his current location, once per turn. When Prowler uses Glide 3, he will not take any leaving engagement attacks.

Speedball *Robbie Baldwin*




150	Life 6
Mutate	Move 7
Unique Hero	Range 1
Fighter	Attack 3
Reckless	Defense 3
Marvel	Medium 5

Speedball Effect
Speedball does not have to stop his movement when entering a water or lava space. You may ignore Speedball's height when moving. Speedball never takes falling damage or major falling damage.

Kinetic Momentum
If Speedball inflicts one or more wounds with his normal attack, you may immediately move him up to 3 spaces and attack again. When Speedball moves with Kinetic Momentum, he will not take any leaving engagement attacks. Speedball cannot attack more than four times in a single turn.

Kinetic Bounce
When Speedball defends against an attack and you roll at least one shield, Speedball takes no damage and may immediately move up to X spaces. X equals the number of skulls rolled by the attacking figure. When Speedball moves with Kinetic Bounce, he will not take any leaving engagement attacks.

Venom *Eddie Brock*




230	Life 5
Symbiote	Move 6
Unique Hero	Range 2
Stalker	Attack 6
Relentless	Defense 4
Marvel	Medium 5

Symbiote-Senses 13
If Venom is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, Venom takes no damage and may immediately use his Tendril Swing 3 special power.

Tendril Swing 3
Instead of his normal move, Venom may use his Tendril Swing. Tendril Swing has a move of 3. When counting spaces for Venom's Tendril Swing movement, ignore elevations. Venom may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Venom may not Tendril Swing more than 40 levels up or down in a single Tendril Swing. When Venom uses Tendril Swing, he will not take any leaving engagement attacks. After using Tendril Swing 3, you may use it one additional time.

Slashing Tendrils
Instead of moving and attacking, you may choose an adjacent small or medium figure. Roll one unblockable attack die against the chosen figure. You may continue rolling for Slashing Tendrils until you do not roll a skull.

Brainiac 5 *Querl Dox*




130	Life 6
Coluan	Move 5
Unique Hero	Range 1
Legionnaire	Attack 3
Analytical	Defense 4
DC	Medium 5

12th Level Intellect Strategies
When the 20-sided die is rolled, if there is at least one other Legionnaire you control on the battlefield, you may add or subtract 1 from that roll for each unrevealed Order Marker on this card.

Shield Belt
Start the game with the Glyph of Shield Belt on this card. While the glyph is on this card, it cannot be destroyed by any means and Brainiac 5 cannot lose it by any means unless he is destroyed.

Cosmic Boy *Rokk Krinn*




260	Life 4
Braalian	Move 5
Unique Hero	Range 5
Legionnaire	Attack 5
Valiant	Defense 5
DC	Medium 5

Legionnaire Leadership
After revealing an Order Marker on a Legionnaire you control and after taking a turn with that Legionnaire, if there is an unrevealed Order Marker on this card, you may take a turn with one other Legionnaire you control.

Magnetic Throw Defense
If an opponent's figure within 5 clear sight spaces of Cosmic Boy targets a figure you control for an adjacent or non-adjacent attack, you may roll the 20-sided die. If you roll 14 or higher, the figure cannot attack this turn and you may place it on any empty space within 4 spaces of its current placement. After the figure is placed, it receives a wound. Thrown figures do not take any leaving engagement attacks.

Lightning Lad *Garth Ranzz*




180	Life 4
Metahuman	Move 5
Unique Hero	Range 4
Legionnaire	Attack 4
Brash	Defense 5
DC	Medium 5

Charged Lightning Bolt
Special Attack
Range 6. Attack 6 + special.
Subtract 1 die from this special attack for each space Lightning Lad moved this turn. After attacking with this special attack, Lightning Lad may attack one additional time, rolling a number of attack dice equal to the number of skulls rolled for the first attack. Figures with the Electrically Charged special power are not affected by this special attack.

Electrically Charged
Lightning Lad rolls 1 fewer defense die when he is on a water space.

Saturn Girl *Imra Ardeen-Ranzz*




220	Life 4
Titanian	Move 5
Unique Hero	Range 1
Legionnaire	Attack 3
Resolute	Defense 3
DC	Medium 5

Psychic Blast
Instead of attacking, you may:
• choose all enemy figures adjacent to Saturn Girl; or
• choose one enemy figure within 6 spaces of Saturn Girl. Each chosen figure receives 1 wound. If a chosen figure is a Telepath, you may remove 1 Order Marker at random from its Army Card. After using Psychic Blast, you must remove 1 unrevealed Order Marker from this card or place 1 Wound Marker on this card. Figures with the Mental Shield special power are not affected by Psychic Blast.

Mental Walls
When an enemy figure within 5 clear sight spaces of Saturn Girl attacks Saturn Girl or a friendly figure with a normal attack, the attacking figure rolls 1 fewer attack die for each unrevealed Order Marker on this card, to a minimum of 1 die. Figures that are Telepaths or have the Mental Shield special power are not affected by Mental Walls.

Superboy *Kal-El*



330	Life 6
Kryptonian	Move 7
Unique Hero	Range 1
Legionnaire	Attack 7
Innocent	Defense 6
DC	Medium 5

Focused Heat Vision
After moving and before attacking, you may choose a figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 15 or higher, either:
• inflict 1 wound on the chosen figure; or
• destroy 1 glyph on the chosen figure's card; or
• inflict 3 wounds on the chosen figure if it is a destructible object.

Pulled Punches
When attacking, subtract 1 skull from whatever is rolled unless a friendly figure within 4 clear sight spaces of Superboy has two or more Wound Markers on its card.

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.