



Beast Boy *Gar Logan*



60	Life 2
Tyrannosaurus Rex	Move 5
Unique Hero	Range 1
Titan	Attack 4
Ferocious	Defense 5
DC	Huge 9

Dino-Bite
Before attacking, you may choose one figure adjacent to this Beast Boy. If the chosen figure is a Squad figure, destroy it. Otherwise, roll the 20-sided die. Subtract 2 from the roll if the chosen figure has Super Strength. If you roll 16 or higher, the chosen figure receives 2 wounds.

Beast Boy *Gar Logan*




40	Life 1
Pterodactyl	Move 6
Unique Hero	Range 1
Titan	Attack 4
Wild	Defense 4
DC	Large 4

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

Evasive Flying
When this Beast Boy starts to fly, he will not take any leaving engagement attacks. When this Beast Boy 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 this Beast Boy one space for each shield rolled.

Beast Boy *Gar Logan*




60	Life 5
Metahuman	Move 6
Unique Hero	Range 1
Titan	Attack 3
Mischievous	Defense 3
DC	Medium 5

Beast Forms
You may draft this figure into the same army with any other Gar Logan figures that do not have the species of Metahuman. Start the game with this figure on the battlefield. You can only control one Gar Logan figure on the battlefield at a time. If another Gar Logan figure you control would be destroyed, instead place two Wound Markers on this card and immediately replace the Gar Logan figure you control on the battlefield with another Gar Logan figure in your army, if possible. If this Beast Boy is destroyed, all Gar Logan figures you control are destroyed.

Beast Transformation
After revealing a numbered Order Marker on this card, you may switch any Gar Logan figure you control on the battlefield with one other Gar Logan figure in your army. Switched figures will not take any leaving engagement attacks. After revealing an Order Marker on this card, instead of taking a turn with this Beast Boy, you may take a turn with any other Gar Logan figure you control.

Healing Factor
After taking a turn with this Beast Boy, remove 1 Wound Marker from this Army Card.

Speedy *Mia Dearden*




80	Life 4
Human	Move 5
Unique Hero	Range 8
Sidekick	Attack 3
Determined	Defense 3
DC	Medium 4

Diamond Tip Arrows Special Attack
Range 6. Attack 2.
Choose a non-adjacent figure to attack. If you roll a skull on every die, the chosen figure cannot roll any defense dice.

Close Combat Expert
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.

Delicate Health
At the end of each round, if this card has any wound markers on it, roll a single attack die. If a skull is rolled, place one wound marker on this card.

Cyborg *Vic Stone*




200	Life 5
Cyborg	Move 5
Unique Hero	Range 1
Titan	Attack 5
Brilliant	Defense 5
DC	Medium 5

High Tech Targeting
Before attacking, Cyborg may add 6 to his Range number. If he does, he must attack a figure engaged with at least one figure you control.

Charged Sonic Cannon Special Attack
Range Special. Attack 5 + Special.
Choose 3 spaces in a straight line from Cyborg. All figures on and adjacent to those 3 spaces are affected by this special attack. Cyborg is not affected by this special attack. Roll 1 fewer attack die for each space Cyborg moved this turn. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

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.

Starfire *Koriand'r*




210	Life 5
Tamaranean	Move 5
Unique Hero	Range 6
Titan	Attack 4
Fiery	Defense 5
DC	Medium 5

Reckless Engagement
If Starfire is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 die to her normal attack and subtract 1 die from her defense.

Protective Fury
Before attacking with Starfire, you may choose one other Unique Titan or Sidekick Hero you control within 4 clear sight spaces of Starfire. After Starfire attacks, she may attack one additional time for each Wound Marker on the chosen figure's Army Card, up to a maximum of three additional attacks in a single turn.

Raven *Rachel Roth*




190	Life 5
Azarthian	Move 5
Unique Hero	Range 5
Titan	Attack 4
Tormented	Defense 4
DC	Medium 5

Team Empath
Before taking a turn with Raven, you may choose a Titan or Sidekick you control in clear sight of Raven. If the chosen figure is adjacent to Raven, move any number of Wound Markers from the chosen figure's card onto this card. If the chosen figure is not adjacent to Raven, add 1 to Raven's Move number this turn for each enemy figure engaged with the chosen figure.

Soul Self
Once per round, instead of attacking normally with Raven, you may choose a figure within 10 spaces of Raven that is not an Android or destructible object and move 1 Wound Marker from this card onto the chosen figure's card. After using Soul Self, remove all unrevealed Order Markers from this card.

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

Lagoon Boy *La'gaan*



90	Life 5
Amphibian	Move 6
Unique Hero	Range 1
Titan	Attack 4
Brash	Defense 3
DC	Medium 4

Puffed Up
Before taking a turn with Lagoon Boy, you may reveal an "X" Order Marker on this card. If you do, add 1 to Lagoon Boy's Attack and Defense numbers and subtract 3 from Lagoon Boy's Move number for the remainder of the round.

Water Strength 1
Lagoon Boy does not stop his movement when entering water spaces. Add 1 die to Lagoon Boy's attack and defense while he is on a water space.

Robin *Dick Grayson*



100	Life 3
Human	Move 5
Unique Hero	Range 5
Sidekick	Attack 3
Daring	Defense 3
DC	Medium 4

Vigilante Sidekick
After revealing an Order Marker on the Army Card of a Vigilante you control and taking a turn with that Vigilante, if Robin is within 6 clear sight spaces of that Vigilante, you may take an immediate turn with Robin, and you may not take any additional turns with other figures you control. If Robin is adjacent to that Vigilante when attacking an adjacent figure this turn, add 1 die to his attack.

Daring Decoy
Figures engaged with Robin can only attack figures that have the Daring Decoy special power.

Acrobatic Maneuver
When Robin rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Robin one space up to 6 levels up or down. When Robin moves using Acrobatic Maneuver, he will not take any falling damage or leaving engagement attacks.