


## Aqualad Garth




<b>60</b>	<b>Life 3</b>
Atlantean	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Sidekick	<b>Attack 3</b>
Loyal	<b>Defense 3</b>
<b>DC</b>	<b>Medium 4</b>

**Titan of Atlantis**  
After revealing an Order Marker on a Unique Atlantean Hero or Unique Sidekick Hero's card you control and taking a turn with that Unique Hero, if Aqualad is within 6 clear sight spaces of that Unique Hero, you may take an immediate turn with Aqualad. You may not take any additional turns with other figures you control.

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

**Water Leap**  
If Aqualad ends his movement on a water space, you may place Aqualad on any unoccupied space within 3 spaces. Aqualad may not leap more than 10 levels up in a single leap. When using Water Leap, Aqualad will not take any leaving engagement attacks.

## Wonder Girl Donna Troy




<b>140</b>	<b>Life 4</b>
Amazon	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Sidekick	<b>Attack 4</b>
Brave	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>

**Amazon Lesson**  
After moving and before attacking, if Wonder Girl was not engaged prior to moving, you may choose one opponent's non-adjacent small or medium figure within 2 clear sight spaces whose base is no more than 10 levels above Wonder Girl's height or 10 levels below Wonder Girl's base. Place the chosen figure on an empty space adjacent to Wonder Girl. The chosen figure does not receive any leaving engagement attacks. The chosen figure rolls one fewer defense die until it is no longer engaged with Wonder Girl or another opponent's figure moves into an engagement with Wonder Girl.

**Warrior Engagement**  
If Wonder Girl rolls a skull against a figure leaving an engagement with her, that figure may not leave the engagement with Wonder Girl this turn.

**Amazon Empathy**  
When a Unique Hero or Amazon figure you control is destroyed, add 2 dice to Wonder Girl's normal attack for the remainder of the round. You cannot add more than 2 dice to her normal attack with this special power.

## Kid Flash Wally West




<b>110</b>	<b>Life 4</b>
Metahuman	<b>Move 9</b>
Unique Hero	<b>Range 1</b>
Sidekick	<b>Attack 4</b>
Tricky	<b>Defense 3</b>
<b>DC</b>	<b>Medium 4</b>

**Superspeed**  
Kid Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Kid Flash, if he did not use his Slipstreaming special power this round, Kid Flash may move up to an additional 4 spaces.

**Slipstreaming**  
After revealing an Order Marker on the Army Card of a Unique Hero you control that is adjacent to Kid Flash and immediately after moving that Unique Hero, you may move Kid Flash up to the same number of spaces the Unique Hero moved. Kid Flash must end his movement on a space the Unique Hero moved onto this turn.

**Speed Dodge 2**  
When Kid Flash defends against an attack, and you roll at least one blank, Kid Flash takes no damage and may immediately move up to 2 spaces.

## Speedy Roy Harper




<b>90</b>	<b>Life 3</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 8</b>
Vigilante	<b>Attack 3</b>
Driven	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**Speed Shot**  
After revealing an Order Marker on the Army Card of a Unique Archer or Sidekick Hero you control within clear sight of Speedy and before attacking with that Hero, if Speedy is not engaged, he may immediately attack an opponent's figure with his normal attack.

**Boxing Glove Arrow Special Attack**  
**Range 6. Attack 3.**  
If Speedy inflicts one or more wounds on a Unique Hero with this special attack, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card. Speedy may not attack adjacent figures with this special attack.

## Spawn Al Simmons




<b>320</b>	<b>Life 9</b>
Demon	<b>Move 6</b>
Unique Hero	<b>Range 3</b>
Hellspawn	<b>Attack 6</b>
Conflicted	<b>Defense 4</b>
<b>Image</b>	<b>Medium 5</b>

**K7-Leetha Chain Grab**  
After moving and before attacking with Spawn, you may choose one small or medium non-adjacent figure within 4 clear sight spaces whose base is no more than 7 levels above Spawn's height or 7 levels below Spawn's base. Roll the 20-sided die. If you roll 7 or higher, place that figure on any empty space adjacent to Spawn. After the figure is placed, you may roll the 20-sided die. If you roll 7 or higher, that figure receives 1 wound. Figures moved by K7-Leetha Chain Grab will not take any leaving engagement attacks.

**Heavy Machine Gun Special Attack**  
**Range 5. Attack 4.**  
If Spawn inflicts one or more wounds with this special attack, he may attack again with this special attack. Spawn may continue attacking with this special attack until he does not inflict a wound. He may not attack the same figure more than once.

**Necroplasm Life Force**  
After attacking with Spawn's normal attack, Spawn receives one wound. Instead of attacking with Spawn, you may roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.

## Armor Hisako Ichiki




<b>100</b>	<b>Life 3</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Sidekick	<b>Attack 4</b>
Insecure	<b>Defense 4</b>
<b>Marvel</b>	<b>Large 6</b>

**Mutant Sidekick**  
After revealing an Order Marker on the Army Card of a Unique Mutant Hero you control and taking a turn with that Mutant, if Armor is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Armor, and you may not take any additional turns with other figures you control.

**Psionic Armor**  
When Armor defends against an attack, each shield rolled counts for an additional block, unless the attacking figure is a Telepath or has the Sensory Assault special power. Armor's Defense number cannot be reduced by any special power.

## Bishop Lucas Bishop




<b>170</b>	<b>Life 5</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Lawman	<b>Attack 4</b>
Determined	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**Timeslip Pursuit**  
Bishop does not begin the game on the battlefield. Before rolling for initiative, if Bishop has not been placed on the battlefield, you may place Bishop on any empty space within 3 clear sight spaces of an opponent's figure.

**Energy Absorb**  
If Bishop defends against an attack and receives no wounds from that attack, place one blue Energy Marker on this card. A maximum of 3 Energy Markers can be on this card. When defending against a non-adjacent attack, one shield will block all damage.

**Concussive Blast Special Attack**  
**Range 5. Attack 2 + Special.**  
Roll one additional attack die for each Energy Marker on this card. After attacking with this special attack, you may remove an Energy Marker from this card to attack again with this special attack.

## Cable Nate Summers




<b>275</b>	<b>Life 5</b>
Mutant	<b>Move 5</b>
Unique Hero	<b>Range 7</b>
Telepath	<b>Attack 4</b>
Disciplined	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Mercenary Field Commander**  
After revealing an Order Marker on this card, instead of moving Cable, you may rearrange any unrevealed Order Markers on Army Cards you control that are in play and immediately move any Mercenary you control within 8 clear sight spaces of Cable up to 4 spaces.

**Double Attack**  
When Cable attacks, he may attack one additional time.

**Sighting**  
When Cable is attacking with a height advantage, he rolls an additional attack die.

## Phoenix Jean Grey



<b>230</b>	<b>Life 5</b>
Mutant	<b>Move 6</b>
Unique Hero	<b>Range 4</b>
Telepath	<b>Attack 5</b>
Unstable	<b>Defense 6</b>
<b>Marvel</b>	<b>Medium 5</b>

**Phoenix Rebirth**  
You may draft a Jean Grey figure with the Merciful personality. If you do, Phoenix does not start the game on the battlefield. Your Merciful Jean Grey must use the Phoenix Fire special power, and when Phoenix Fire refers to Phoenix, it refers to your Merciful Jean Grey as well. When your Merciful Jean Grey is destroyed, switch her with Phoenix.

**Psionic Blast**  
After moving and before attacking, you may choose 4 spaces in a straight line from Phoenix. Roll the 20-sided die. If you roll 11 or higher, you may place any or all figures on the chosen spaces on any empty spaces within 2 spaces of their original placement. One at a time, you may roll 1 unblockable attack die against each placed figure.

**Phoenix Fire**  
Anytime Phoenix receives one or more wounds or is destroyed, you must immediately roll 1 unblockable attack die against each adjacent figure, one at a time.