


Ghost



170		Life 4
Human		Move 5
Unique Hero		Range 5
Saboteur		Attack 4
Vindictive		Defense 4
Marvel	Medium 5	


Intangibility
Ghost can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Ghost cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

Sabotage
Instead of attacking with Ghost, you may choose to either:

- roll 4 unblockable attack dice against one destructible object
- Ghost was on top of or adjacent to at the beginning of his turn; or
- roll 1 unblockable attack die against each figure Ghost was adjacent to at the beginning of his turn.

Hacking 13
Before an opponent's Android or Cyborg figure within 5 clear sight spaces of Ghost begins its turn, you may roll the 20-sided die. If you roll 13 or higher, that figure's turn immediately ends.

Spectre *Jim Corrigan*




650		Life 12
Entity		Move 7
Event Hero		Range 1
Adjudicator		Attack 5
Vengeful		Defense 6
DC	Huge 8	

Spirit of Vengeance
Once per round, when a Unique Hero you control in clear sight of Spectre is destroyed by an opponent's attack, you may move any unrevealed Order Markers from the destroyed figure's Army Card to this card. For the rest of the round, add X dice to Spectre's normal attack, where X equals the Life number of that destroyed figure, up to a maximum of +5.

Withering Gaze
If Spectre is attacked by an opponent's adjacent figure that does not have the Fearless personality and at least 1 skull is rolled, roll the 20-sided die. If you roll 14 or higher, Spectre takes no damage, the opponent's turn immediately ends, and you may remove one unrevealed Order Marker at random from the attacking figure's Army Card.

Intangibility
Spectre can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Spectre cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

Nite Owl *Daniel Dreibern*




130		Life 4
Human		Move 5
Unique Hero		Range 3
Vigilante		Attack 4
Loyal		Defense 4
DC	Medium 5	

VIGILANTE TEAM-UP
After revealing an Order Marker on any other Vigilante card you control and taking a turn with that Vigilante, you may take an immediate turn with Nite Owl. During this turn, Nite Owl can only attack figures engaged with that Vigilante and adds 1 additional attack die against an adjacent figure. After using this special power, you may not take a turn with any other figures.

OWL VISION
When Nite Owl attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece.

Comedian *Edward Blake*




160		Life 4
Human		Move 5
Unique Hero		Range 1
Soldier		Attack 4
Nihilist		Defense 5
DC	Medium 5	

AUTO SHOTGUN SPECIAL ATTACK
Range 4. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Comedian only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Comedian cannot be affected by his own Auto Shotgun Special Attack. When Comedian attacks with this special attack, he may attack one additional time.

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.

IT'S ALL A JOKE
When Comedian is destroyed, remove all unrevealed Order Markers from all Army Cards.

Rorschach *Walter Kovaacs*




140		Life 4
Human		Move 5
Unique Hero		Range 1
Vigilante		Attack 4
Unyielding		Defense 4
DC	Medium 5	

GRAPPLE GUN 25
Instead of Rorschach's normal move, he may move only one space. This space may be up to 25 levels higher. When using the Grapple Gun, all engagement rules still apply.

CRIMINAL INTIMIDATION
Criminal figures roll 1 fewer defense die against Rorschach's normal attack.

SHAKEDOWN
After attacking an opponent's adjacent figure with a normal attack, if the defending figure is still engaged with Rorschach, your opponent may immediately reveal and remove one unrevealed Order Marker from any Army Card that opponent controls. If your opponent does not reveal and remove an Order Marker, Rorschach may attack one additional time, adding 1 die to his Attack number. Figures with the Super Strength special power are not affected by Shakedown.

Ozymandias *Adrian Veidt*




200		Life 5
Human		Move 5
Unique Hero		Range 1
Visionary		Attack 5
Brilliant		Defense 6
DC	Medium 5	

SMARTEST MAN IN THE WORLD
Order Markers may never be removed from this card by an opponent. Before rolling for initiative, if you have at least two Order Markers on this card, you may reveal and remove an "X" Order Marker from this card. If you do, you may look at an Order Marker at random from any one opponent's Army Card. If it is an "X" Order Marker, nothing happens. If it is a numbered Order Marker, place that Order Marker on any Army Card you control. You may reveal it normally on your turn instead of your other Order Marker of the same number. At the end of the round, all Order Markers moved by this special power return to the player who controlled the Order Markers before they were moved.

STEALTH DODGE
When Ozymandias rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Silk Spectre *Laurie Juspezyk*




100		Life 4
Human		Move 5
Unique Hero		Range 1
Vigilante		Attack 3
Reluctant		Defense 4
DC	Medium 5	

EMOTIONAL GROUNDING
At the start of the game, you may choose one other Unique or Event Hero you control. Once per round, if you control both Silk Spectre and the chosen Hero and an Order Marker would be removed from the chosen Hero's card, you may choose not to remove it.

WHIRLWIND ASSAULT
Silk Spectre may attack any or all figures adjacent to her. Roll each attack separately.

COUNTER STRIKE
When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

Krypto




80		Life 3
Kryptonian		Move 8
Unique Hero		Range 1
Sidekick		Attack 4
Loyal		Defense 5
DC	Small 2	

SONIC BARK SPECIAL ATTACK
Range Special. Attack 3.
Choose 2 spaces in a straight line from Krypto. All figures on and adjacent to those 2 spaces are affected by this special attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Kryptonians are not affected by this special attack. Symbiotes roll 1 fewer defense die against this special attack.

DARING DECOY
Figures engaged with Krypto can only attack figures that have the Daring Decoy special power.

KRYPTONIAN'S BEST FRIEND
After taking a turn with any other Unique Kryptonian Hero, you may move Krypto as long as he ends his movement adjacent to the Unique Kryptonian Hero. Krypto will not take any leaving engagement attacks when using this special power.

Manchester Black



190		Life 4
Metahuman		Move 5
Unique Hero		Range 4
Telepath		Attack 4
Arrogant		Defense 5
DC	Medium 5	

TELEKINETIC CRUSH 13
Instead of attacking, you may choose either one figure with the Super Strength special power or up to two figures without the Super Strength special power. Chosen figures must be within 4 clear sight spaces of Manchester Black.
If you chose only one figure, roll the 20-sided die. If you roll 13 or higher, the chosen figure receives one wound, and you may roll again for Telekinetic Crush against this figure.
If you chose two figures, choose one of the figures and roll the 20-sided die. If you roll 13 or higher, this chosen figure receives one wound, and you may choose either of the figures and roll again for Telekinetic Crush.

PSYCHIC LOBOTOMY
Once per game, after inflicting one or more wounds on an opponent's figure with Manchester Black's normal attack, you may add one additional Wound Marker to and remove all Order Markers from that figure's Army Card. Figures with the Mental Shield special power are not affected by Psychic Lobotomy.