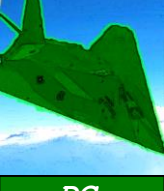


Green Construct *Tactical Bomber*




100	Life 3
Energy	Move 8
Unique Hero	Range 1
Construct	Attack 1
Precise	Defense 5
DC	Huge 6

GREEN CONSTRUCT CREATION
Green Constructs do not start the game on the battlefield. After revealing an Order Marker on Green Lantern's Army Card, you may immediately place one Green Construct in your army that is not on the battlefield on any empty space within 3 clear sight spaces of that Green Lantern. You may not create any additional Green Constructs this turn. If you no longer control any Green Lanterns, destroy all Green Constructs you control.

GREEN CONSTRUCT CONTROL
After revealing an Order Marker on Green Lantern's Army Card, instead of attacking with that Green Lantern, you may take a turn with any Green Construct you control. Green Construct may only attack, move, or take a turn in this manner. You may not take any additional turns with other Green Constructs this turn.

SMART BOMB SPECIAL ATTACK
Range Special. Attack 5.
You may choose a figure to attack that this Green Construct passed over this turn. Any figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Green Construct cannot be affected by this special attack.


Jade *Jennifer-Lynn Haden*



240	Life 4
Metahuman	Move 7
Unique Hero	Range 4
Interloper	Attack 5
Merciful	Defense 7
DC	Medium 5

STARHEART RECHARGE
Start the game with two green Battery Markers on this Army Card. Before taking a turn with Jade, you may remove one Battery Marker from this card and either remove one Wound Marker from this card or place the removed Battery Marker from this card on the Army Card of an adjacent, friendly figure with the Green Power Battery special power. You may never place more green Battery Markers on an Army Card than were on that card at the start of the game.

Blue Beetle *Ted Kord*




160	Life 4
Human	Move 5
Unique Hero	Range 1
Crime Fighter	Attack 4
Disciplined	Defense 4
DC	Medium 5

BUG DROP
Blue Beetle does not start the game on the battlefield. If Blue Beetle has not been placed on the battlefield this game, after revealing a numbered Order Marker on an Army Card you control, instead of taking a turn with that card, you may place Blue Beetle on any unoccupied space within 6 spaces of any figure from that Army Card and take a turn with Blue Beetle.

STRATEGIC SHOT SPECIAL ATTACK
Range 5. Attack 4.
Choose a non-adjacent figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately. One at a time, roll the 20-sided die for each figure that received one or more wounds from this attack. If you roll 16 or higher, remove one unrevealed Order Marker at random from that figure's Army Card.

BEETLE GUN STROBE EFFECT
If Blue Beetle is attacked by an opponent's figure and at least one skull is rolled, roll the 20-sided die. If you roll 1-12, roll defense dice normally. If you roll 13 or higher and the attacking figure was a squad figure, Blue Beetle takes no damage and that figure's turn ends. If you roll 13 or higher and the attacking figure was a Hero figure, Blue Beetle takes no damage and the attacking figure may not attack for the remainder of the round.

Booster Gold *Michael Carter*




290	Life 4
Human	Move 6
Unique Hero	Range 1
Champion	Attack 6
Determined	Defense 7
DC	Medium 5

SKEETS' TEMPORAL MEMORY BANK
Start the game with 1 Glyph of Temporal Displacement on this card. After your opponent reveals a numbered Order Marker, you may either place 1 Glyph of Temporal Displacement from this card on any empty space on the battlefield or remove 1 unoccupied Glyph of Temporal Displacement from the battlefield and place it on this card.

GAUNTLET BLASTERS SPECIAL ATTACK
Range 5. Attack 4.
After attacking with this special attack, Booster Gold may attack with this special attack one additional time.

TEMPORAL DEFENSE
Once per round, if Booster Gold or any friendly figure within 3 spaces of Booster Gold is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends, and the attacked figure receives no wounds.

Rocket Red




150	Life 4
Human	Move 6
Uncommon Hero	Range 5
Soldier	Attack 5
Patriotic	Defense 3
DC	Medium 5

EXPLOSIVE BLAST SPECIAL ATTACK
Range 5. Attack 4.
Choose a figure to attack. All figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately.

MECHA EMPATHY 16
When this Rocket Red is targeted for an attack by an Android, roll the 20-sided die. If you roll 16 or higher, that Android's turn immediately ends.

TOUGH
When rolling defense dice against a normal attack, this Rocket Red always adds one automatic shield to whatever is rolled.

Fire *Beatriz, Bonilla Da Costa*




150	Life 4
Metahuman	Move 5
Unique Hero	Range 1
Celebrity	Attack 4
Impulsive	Defense 4
DC	Medium 5

FIREBALL SPECIAL ATTACK
Range 5. Attack 4.
If Fire inflicts 1 or more wounds on a figure with this special attack, after placing those wounds, you may choose either the defending figure or a figure adjacent to the defending figure. Roll 1 additional attack die for each wound inflicted. For each additional skull rolled, inflict 1 wound on the chosen figure. Figures with the Lava Resistant Special Power are not affected by Fireball Special Attack.

INCORPOREAL
Opponents' figures must be adjacent to Fire to attack her with a normal or special attack. Fire is never attacked when leaving an engagement.

LAVA RESISTANT
Fire never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

Ice *Tora Olafsdotter*




170	Life 4
Metahuman	Move 5
Unique Hero	Range 5
Princess	Attack 4
Guileless	Defense 4
DC	Medium 5

FREEZE BLAST
Start the game with 4 blue Ice Markers on this card. When attacking a Unique Hero with Ice's normal attack, if you roll at least 1 skull you may place an Ice Marker from this card onto the defending figure's Army Card. A figure other than Ice with an Ice Marker on its card subtracts 1 from its Move and Defense numbers, to a minimum of 1, for each Ice Marker on its card. If a figure other than Ice with an Ice Marker on its card moves onto a lava field or molten lava space, remove all Ice Markers on its card from the game. Ice Markers cannot be placed on the cards of figures with the Ice Resistance special power.

BLIZZARD
Instead of attacking with Ice, you may roll the 20-sided die. If you roll 16 or higher, for the remainder of the round any figure that starts its turn within 5 spaces of Ice cannot move, attack, or use any special power on any Army Card or Glyph during its turn.

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

Flash *John Fox*




220	Life 4
Metahuman	Move 12
Unique Hero	Range 1
Scientist	Attack 4
Deliberate	Defense 5
DC	Medium 5

SUPERSPEED
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 Flash, if Flash did not use his Speed Shift Special Attack this turn, Flash may move up to an additional 4 spaces.

SPEED SHIFT SPECIAL ATTACK
Range 1. Attack 3.
Instead of attacking normally with Flash, you may move Flash up to 4 spaces. Flash can attack up to 3 times with this special attack at any point before, during, or after this move as long as Flash is on a space where he could and his movement. After using this special attack, place Flash on the space he occupied before using this special attack.

TEMPORAL DEFENSE
Once per round, if Flash or any friendly figure within 3 spaces of Flash is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.

Flash *Wally West*



280	Life 4
Metahuman	Move 12
Unique Hero	Range 1
Champion	Attack 5
Tricky	Defense 4
DC	Medium 5

SPEED FORCE
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 Flash, if Flash did not attack this turn, Flash may either move up to an additional 4 spaces or, one at a time, roll only one unblockable attack die against up to 3 figures Flash moved through during this turn.

INFINITE MASS PUNCH SPECIAL ATTACK
Range 1. Attack Special.
If Flash is unengaged at the start of his turn, before moving him, you may choose a figure within 8 clear sight spaces. Count the minimum number of spaces between Flash and the chosen figure. After moving, if you attack the chosen figure with this special attack, roll X dice, where X equals the number of spaces you counted.

SPEED DODGE 4
When Flash defends against an attack, and you roll at least one blank, Flash takes no damage and may immediately move up to 4 spaces.