



<b>Robin</b> <i>Tim Drake</i>	
	<b>120</b>  <b>Life 4</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Sidekick	<b>Attack 3</b>
Driven	<b>Defense 4</b>
<b>DC</b>	<b>Medium 4</b>

**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.

**Vigilante Protection**  
If an opponent's figure is engaged with a Vigilante you control, that opponent's figure cannot attack Robin.



**Bat-Grapple 3**  
Instead of his normal move, Robin may use his Bat-Grapple 3. Bat-Grapple 3 has a move of 3. When counting spaces for Bat-Grapple 3, ignore elevations. Robin may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. Robin may not Bat-Grapple 3 more than 30 levels up or down in a single Bat-Grapple 3. If Robin is engaged when he starts to Bat-Grapple 3, he will not take any leaving engagement attacks.

<b>Bob, Agent of Hydra</b>	
	<b>25</b>  <b>Life 2</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 6</b>
Fanatic	<b>Attack 2</b>
Loyal	<b>Defense 2</b>
<b>Marvel</b>	<b>Medium 5</b>

**Hiding Places 301**  
When adjacent to any terrain, obstacle, or destructible object with a height higher than Bob's base, Bob cannot be targeted for an attack by a non-adjacent figure.

**Deadpool's #1 Fan**  
If you control Deadpool and he is within clear sight of Bob when an opponent's figure inflicts one or more wounds on Deadpool with a normal or special attack, you may immediately move Bob up to 6 spaces. If Bob ends this movement within 6 clear sight spaces of the attacking figure, roll the 20-sided die. If you roll a 12 or higher, the attacking figure immediately receives one wound.

**Tactics of Retreat 101**  
Bob never takes leaving engagement attacks. When Bob begins his turn engaged, he may move an additional 4 spaces if he ends his move not adjacent to any enemy figures.


<b>Yellow Lantern</b> <i>Arillo</i>	
	<b>310</b>  <b>Life 5</b>
Vorn	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Devourer	<b>Attack 6</b>
Ferocious	<b>Defense 4</b>
<b>DC</b>	<b>Medium 6</b>

**Yellow Power Battery 2**  
Start the game with 2 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.

**Insurgent Motivation**  
Before moving, you may destroy any insurgent figure you control adjacent to this Yellow Lantern. All other Insurgents you control add 2 extra attack dice to their normal attack until this Yellow Lantern is destroyed. Insurgent Motivation may only be used once per game.

**Eviscerate**  
After moving and before attacking, you may remove one yellow Battery Marker from this card and choose a figure adjacent to this Yellow Lantern. Roll the 20-sided die:  


- If you roll a 1-7, that figure takes one wound.
- If you roll a 8-16, that figure takes two wounds.
- If you roll a 17-19, that figure takes three wounds.
- If you roll a 20 or higher, destroy the figure.



<b>Green Goblin</b> <i>Norman Osborn</i>	
	<b>230</b>  <b>Life 5</b>
Human	<b>Move 6</b>
Unique Hero	<b>Range 4</b>
Psychopath	<b>Attack 4</b>
Insane	<b>Defense 5</b>
<b>Marvel</b>	<b>Medium 5</b>

**Pumpkin Bomb Special Attack Range Special. Attack 4.**  
After moving with the Flying special power, you may choose a figure to attack that Green Goblin passed over this turn. Any figures adjacent to the chosen figure are also affected by the Pumpkin Bomb Special Attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. Green Goblin can be affected by his own Pumpkin Bomb Special Attack. After using Pumpkin Bomb Special Attack, Green Goblin may move up to 4 spaces and attack with his normal attack.

**Goblin Glider**  
When Green Goblin defends against a normal attack from a non-adjacent figure without the Flying or Steath Flying special power, 1 shield will block all damage. When Green Goblin starts to fly, if he is engaged, he will not take any leaving engagement attacks.



<b>Jonah Hex</b>	
	<b>130</b>  <b>Life 5</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 7</b>
Lawman	<b>Attack 2</b>
Relentless	<b>Defense 4</b>
<b>DC</b>	<b>Medium 5</b>

**Bounty Hunter**  
At the start of the game, choose an opponent's Unique Hero to be Jonah Hex's Bounty. Jonah Hex rolls an additional die when attacking or defending against his Bounty.

**Cavalry Saber 3**  
When Jonah Hex attacks an adjacent figure, add 3 dice to his attack.


**Fancy Shooting**  
When Jonah Hex or any Unique Lawman Hero you control within 4 clear sight spaces of Jonah Hex attacks a non-adjacent figure with a normal attack, add one automatic skull to whatever is rolled.

<b>Sinestro Corps Soldier</b>	
	<b>110</b>  <b>Life 3</b>
Korugaran	<b>Move 5</b>
Uncommon Hero	<b>Range 1</b>
Insurgent	<b>Attack 2</b>
Terrifying	<b>Defense 2</b>
<b>DC</b>	<b>Medium 5</b>

**Yellow Power Battery 2**  
Start the game with 2 yellow Battery Markers on this card. Add one to this Sinestro Corps Soldier's Move, Range, Attack and Defense numbers for each yellow Battery Marker on this card.

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

**Tactical Formation**  
After revealing an Order Marker on any Unique Yellow Lantern's Army Card you control, and after taking a turn with that Yellow Lantern, you may take a turn with any Sinestro Corps Soldier you control. You may not take any additional turns with other Sinestro Corps Soldiers you control.






<b>Green Lantern</b> <i>Kilowog</i>	
	<b>310</b>  <b>Life 5</b>
Bolovaxian	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Drill Instructor	<b>Attack 4</b>
Resolute	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**Green Power Battery 2**  
Start the game with 2 green Battery Markers on this card. Add one to this Green Lantern's Move, Range, Attack and Defense numbers for each green Battery Marker on this card.

**Green Lantern Leadership**  
Before taking a turn with Kilowog, you may remove one green Battery Marker from this card and add one to the Move, Range, Attack and Defense numbers of each Officer Hero you control for as long as Kilowog remains in play. You may not add more than two to any Officer's Move, Range, Attack or Defense numbers with Green Lantern Leadership.

**Chew on This, Poozer!**  
When Kilowog attacks an adjacent figure with a normal attack, add two dice to his attack.





<b>Deathstroke</b> <i>Slade Wilson</i>	
	<b>280</b>  <b>Life 5</b>
Metahuman	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Mercenary	<b>Attack 6</b>
Calculating	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**Quick Shot Special Attack Range 5. Attack 3.**  
Figures roll 2 fewer defense dice when defending against Deathstroke's Quick Shot Special Attack. After Deathstroke attacks with Quick Shot Special Attack, he may move up to 3 spaces. If Deathstroke is engaged when he begins this move, he will not take any leaving engagement attacks.

**Calculated Defense**  
When an opponent's figure within 5 clear sight spaces attacks Deathstroke with a normal attack and at least one skull is rolled, you may defend with Calculated Defense. When defending with Calculated Defense, you must roll at least 2 defense dice. After defending, if Deathstroke has not been destroyed, you may roll all remaining defense dice. All shields rolled on the remaining defense dice count as unblockable hits on the attacker.

**Healing Factor**  
After taking a turn with Deathstroke, you may remove 1 Wound Marker from this Army Card.

<b>Swamp Thing</b> <i>Alec Holland</i>	
	<b>235</b>  <b>Life 5</b>
Plant Elemental	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Scientist	<b>Attack 7</b>
Vengeful	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**The Green**  
Instead of moving and attacking, you may place Swamp Thing on an empty space up to 8 spaces away. Swamp Thing can only use The Green if he is placed adjacent to an Evergreen Tree or Jungle Piece, or on a grass, swamp, or swamp water space. If Swamp Thing is engaged when using The Green, he will not take any leaving engagement attacks. After using The Green, you may remove 1 Wound Marker from this Army Card.

**Swamp Strength**  
When Swamp Thing is on a swamp or swamp water space, add one die to his Attack and Defense.

**Cut Down to Size**  
When Swamp Thing attacks, roll one few attack die for each Wound Marker on this card.

