Atrocitus

360	Life 6
Ryutan	Move 5
Unique Hero	Range 1
Ravager	Attack 4
Furious	Defense 6
DC	Medium 6

RED POWER BATTERY 3
Start the game with 3 red Battery Markers on this card. Add one to this Red Lantern's Move and Attack numbers for each Battery Marker on this card.

RAGE GAMBIT
When this Red Lantern attacks, he may attack one additional time if there is at least one Battery Marker on this card. After using Rage Gambit to attack one additional time, roll 1 unblockable attack die against this Red Lantern for each Battery Marker on this card or remove one Battery Marker from this card.

RAGE VOMIT
After taking a turn with this Red Lantern, if he did not attack this turn, you may choose an adjacent figure and remove any number of Battery Markers from this card. The chosen figure receives one wound for each removed Battery Marker.

Tempest *Garth*

210	Life 4
Atlantean	Move 5
Unique Hero	Range 4
Titan	Attack 3
Wild	Defense 4
DC	Medium 5

MYSTICAL TEMPEST
Start the game with 6 water tiles on this card. After moving, instead of attacking with Tempest, you may choose an empty land space within 4 spaces of Tempest and place a water tile from this card on that space, if possible. After placing the water tile, one at a time, roll an unblockable attack die against each figure within one space of the water tile.

WATER STRENGTH 2
Tempest does not stop his movement when entering water spaces. Add 2 dice to Tempest's attack and defense while he is on a water space.

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

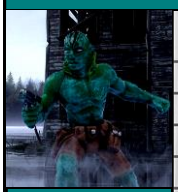
Tombstone *Lonnie Lincoln*

160	Life 5
Mutate	Move 5
Unique Hero	Range 1
Criminal	Attack 5
Cold	Defense 6
Marvel	Medium 6

RULE THE STREETS
Add 1 to Tombstone's attack and defense while on an asphalt or concrete space.

INTIMIDATING PRESENCE
An opponent's figure without the Super Strength special power that is engaged with Tombstone subtracts 1 from its normal Attack number when attacking Tombstone. Figures with a Fearless personality are not affected by Intimidating Presence.

Abe Sapien *Langdon Caul*



150	Life 4
Amphibian	Move 5
Unique Hero	Range 1
Investigator	Attack 4
Analytical	Defense 5
Dark Horse	Medium 5

WATER STRENGTH 1
Abe Sapien does not stop his movement when entering a water space. Add 1 die to Abe Sapien's attack and defense while he is on a water space.

SWIFT SHOT SPECIAL ATTACK
Range 5. Attack 3.
Instead of moving and attacking normally with Abe Sapien, you may move Abe Sapien up to 3 spaces. Abe Sapien may attack with this special attack at any point before, during, or after this move as long as Abe Sapien is on a space where he could end his movement. If Abe Sapien is engaged when he begins this move, he will not take any leaving engagement attacks.

SUBMERGE 12
If Abe Sapien is attacked while on a water space, you may roll the 20-sided die. If you roll 12 or higher, Abe Sapien takes no damage and you may place him on any unoccupied water space within 5 spaces of Abe Sapien that is no more than 3 levels above or below Abe Sapien's base. If Abe Sapien is placed adjacent to the attacking figure, you may roll an unblockable attack die against that figure. When Abe Sapien moves with Submerge, he will not take any leaving engagement attacks.

Hellboy *Anung Un Rama*

360	Life 8
Demon	Move 5
Unique Hero	Range 1
Investigator	Attack 6
Cavalier	Defense 5
Dark Horse	Medium 5

RIGHT HAND OF DOOM
When Hellboy attacks an adjacent Creature, Undead, Demon, Lycanthrope or huge figure with his normal attack, you may add 2 dice to his attack.

THE GOOD SAMARITAN SPECIAL ATTACK
Range 6. Attack Special.
Roll the 20-sided die.
- If you roll 1-8, end Hellboy's turn immediately.
- If you roll 9-19, roll 4 attack dice.
- If you roll 20, the defending figure receives 1 wound.

MAGICAL PROTECTION
Opponents' figures with the Magical Defense special power cannot target Hellboy with a special power or special attack.

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

Liz Sherman

180	Life 4
Human	Move 5
Unique Hero	Range 3
Investigator	Attack 3
Conflicted	Defense 4
Dark Horse	Medium 5

FIRESTORM SPECIAL ATTACK
Range Special. Attack 3 + Special.
When attacking with this special attack, you may roll up to X additional dice, where X is equal to Liz Sherman's remaining Life. All figures within 3 spaces of Liz Sherman are 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. After attacking with this special attack, roll one unblockable attack die against Liz Sherman for each additional die rolled. Firestorm Special Attack may only be used once per round.

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

Lobster Johnson

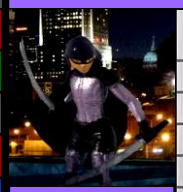
180	Life 4
Human	Move 5
Unique Hero	Range 5
Investigator	Attack 4
Determined	Defense 4
Dark Horse	Medium 5

SPIRIT ARISE
If Lobster Johnson is destroyed while his Species is Human, remove all Wound Markers from this card and place him on any empty space either in your Start Zone or within 3 spaces of an Investigator figure you control. For the remainder of the game, Lobster Johnson's Species is Entity instead of what is listed on the card, and you may add 2 to his Move number.

GHOSTLY INTANGIBILITY
While Lobster Johnson's Species is Entity, he can move through all figures and obstacles such as ruins, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

HELPFUL GHOST
While Lobster Johnson's Species is Entity, all Investigators you control add one additional die when defending against a normal or special attack from an opponent's figure that is within 3 spaces of Lobster Johnston.

Hit-Girl *Mindy Macready*



135	Life 3
Human	Move 6
Unique Hero	Range 5
Vigilante	Attack 3
Brutal	Defense 3
Icon	Medium 4

DISENGAGE
Hit-Girl is never attacked when leaving engagements.

COMBAT DEXTERITY
Hit-Girl may attack with her normal attack up to 2 times at any point before, during, or after her normal move as long as she is on a space where she could end her movement.

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.

Kick-Ass *Dave Lizewski*

40	Life 3
Human	Move 5
Unique Hero	Range 1
Crime Fighter	Attack 3
Eager	Defense 3
Icon	Medium 5

KICKASS INSPIRATION
If Kick-Ass is engaged with one or more figures, each Unique Crime Fighter or Vigilante you control within 6 clear sight spaces of Kick-Ass may add 1 die to its normal attack.

BATON ASSAULT SPECIAL ATTACK
Range 1. Attack 2.
Choose up to two figures to attack. Roll 2 attack dice once for all affected figures. Each figure rolls defense dice separately.