


Hawkman *Katar Hol*




225		Life 5
Thanagaria		Move 5
Unique Hero		Range 1
Warrior		Attack 6
Fearless		Defense 6
DC	Medium 5	

Hawk Strike
If Hawkman attacks a figure that was at least three spaces away before Hawkman moved this turn, roll two additional attack dice. Hawk Strike may only be used if Hawkman used Flying for all of his movement this turn.

Undying Love
If you control Hawkgirl and she is destroyed or has at least one wound marker on her card, when Hawkman attacks, he may attack one additional time.

Nth Metal Mace
Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkman's normal attack.

Zatanna *Zatanna Zatara*




240		Life 4
Homo Magi		Move 5
Unique Hero		Range 4
Magician		Attack 4
Tricky		Defense 4
DC	Medium 5	

Epiwdrnm 17
Start the game with 3 black Negation Markers on this card. After taking a turn with Zatanna, if you have at least 1 Negation Marker on this card, you may choose any opponent's unique figure adjacent to Zatanna. Roll the 20-sided die, subtracting 3 from the roll if the chosen figure has the Magical Defense special power. If you roll 17 or higher, place a Negation Marker on the chosen figure's Army Card and remove all unrevealed Order Markers from it. All of that figure's special powers are negated for the entire game.

Retla Etats 15
After moving and before attacking, you may choose one marker other than an Order Marker on the card of a figure within 4 clear sight spaces of Zatanna. Roll the 20-sided die. If you roll 15 or higher, remove the chosen marker from the game.

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

Aquaman *Arthur Curry*




230		Life 5
Atlantean		Move 5
Unique Hero		Range 1
King		Attack 6
Valiant		Defense 5
DC	Medium 5	

Power of the Deep
Aquaman does not stop his movement when entering water spaces. Add 2 to Aquaman's attack, defense and range while he is on a water space.

Water Leap
If Aquaman ends his normal movement on a water space, he may Water Leap. Water Leap has a move of 3. When counting spaces for Water Leap, ignore elevations. Aquaman may leap over figures without becoming engaged, and leap over obstacles such as ruins. Aquaman may not leap more than 10 levels up or down in a single leap. When Aquaman starts to Water Leap, he will not take any leaving engagement attacks.

Hand of the Waterbearer
After taking a turn with Aquaman, you may roll the 20-sided die, adding 6 to the roll if Aquaman is on a water space. If you roll 12 or higher, you may remove 1 Wound Marker from Aquaman's card or an adjacent figure's card.

Atom *Ray Palmer*




50		Life 2
Human		Move 4
Unique Hero		Range 1
Scientist		Attack 3
Daring		Defense 6
DC	Tiny 2	

Carried
Before moving a friendly adjacent figure that is not Tiny, if Atom is not engaged with any Tiny figure, you may choose that figure for Atom's Carried special power. After moving the chosen figure, you may place Atom on any unoccupied space adjacent to the chosen figure.

Molecular Irritant
After attacking with Atom, you may choose an opponent's adjacent Unique Hero that is not Tiny, remove all unrevealed Order Markers from this card, and place Atom on the chosen Hero's Army Card. Atom cannot take any turns while he is on the chosen Hero's card. A Unique Hero with Atom on its Army Card rolls 1 fewer attack die and 1 fewer defense die. If the chosen Hero receives a wound, place Atom on an empty space adjacent to the chosen Hero. If no empty spaces are available or if the chosen Hero is destroyed while Atom is on its Army Card, Atom is destroyed.

Tiny Stealth
Atom cannot be targeted by non-adjacent figures and only takes leaving engagement attacks from Tiny figures.

Red Tornado *John Smith*




300		Life 6
Android		Move 7
Unique Hero		Range 1
Protector		Attack 6
Benevolent		Defense 6
DC	Medium 5	

Air Elemental Flying
When Red Tornado starts to fly, he will not take any leaving engagement attacks. After Red Tornado finishes his movement, you may place each Tiny, Small, or Medium sized figure Red Tornado passed over this turn on any empty space within 2 spaces of its original placement. A figure moved by Air Elemental Flying never takes leaving engagement attacks. If Red Tornado uses Air Elemental Flying to move one or more figures, he may not use his Tornado Force Special Attack this turn.

Tornado Force Special Attack
Range 5. Attack 4.
Choose up to 2 figures to attack. Roll 4 attack dice once for all affected figures. Each affected figure rolls defense dice separately. If Red Tornado inflicts at least one wound with Tornado Force Special Attack on a small or medium figure, you may place that figure on any empty space within 2 spaces of its original position. A figure moved by Tornado Force Special Attack may not be placed closer to Red Tornado than its original position and never takes leaving engagement attacks.

Supergirl *Kara Zor-El*




320		Life 7
Kryptonian		Move 7
Unique Hero		Range 1
Refugee		Attack 6
Reckless		Defense 6
DC	Medium 5	

Heat Vision Special Attack
Range 4. Attack 2 + Special.
Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

Kryptonian Defense
When rolling defense against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

Supersonic Flying
When using the Flying special power, Supergirl may add 4 to her move number. If she does, she cannot attack this turn.

Vixen *Mari Jiwe McCabe*



150		Life 4
Human		Move 5
Unique Hero		Range 1
Warrior		Attack 4
Loyal		Defense 4
DC	Medium 5	

Morphogenetic Field
After rolling for initiative, you must choose only one of the other special powers on this card for Vixen to use for the remainder of this round. Place the appropriate brown Animal Marker on this card. At the end of each round, remove the Animal Marker from this card.


Bear Power
Vixen may add 2 to her Attack number and may attack any and all figures adjacent to her.

Rhino Power
Vixen may add 2 to her Defense number and has the Super Strength special power.

Cheetah Power
Vixen may add 3 to her Move number and will not take any leaving engagement attacks.

Eagle Power
Vixen cannot be targeted by non-adjacent attacks and has the Flying special power.

Manhunter




140		Life 2
Android		Move 5
Uncommon Hero		Range 3
Hunter		Attack 5
Relentless		Defense 6
DC	Medium 5	

Manhunting
At the start of the game, choose one opponent's Unique Hero for all Manhunters you control. When a numbered Order Marker is revealed on the chosen hero's card, you may immediately move this Manhunter up to 4 spaces.

Yellow Power Charge
Instead of taking a turn with this Manhunter, you may replace one previously removed yellow Battery Marker on the Army Card of a figure adjacent to a Manhunter you control if possible.

Green Power Drain
After moving and instead of attacking with this Manhunter, you may remove up to two green Battery Markers from an adjacent figure's Army Card.

Parademon Shock Troopers



80		Life 1
Parademon		Move 4
Common Squad		Range 1
Troopers		Attack 2
Intrepid		Defense 5
DC	Medium 5	

Rule the Skies
Opponent's figures cannot use any special power on any Army Card or Glyph to pass over Parademons.

Apokolyptian Weaponry
When rolling attack dice, if a Parademon Shock Trooper rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.