


Frankenstein


	320	Life 7
	Undead	Move 5
	Unique Hero	Range 4
	Creature	Attack 4
	Fearless	Defense 3
DC	Medium 6	

Creature Command
After revealing an Order Marker on this card and taking a turn with Frankenstein, if Frankenstein is engaged, you may take a turn with any other Creature Hero you control within 8 clear sight spaces of Frankenstein.

Sword of the Archangel Michael
Roll 2 additional attack dice against an adjacent Demon or 1 additional attack die against any other adjacent figure. When attacking an adjacent figure with Frankenstein's normal attack, each blank rolled counts as 1 additional skull.

Undead Resilience
If Frankenstein receives two or more wounds from a single attack but is not destroyed, you may immediately remove up to two of those wounds.

Vampire Minions

	90	Life 1
	Undead	Move 6
	Common Squad	Range 1
	Minions	Attack 4
	Subservient	Defense 3
Marvel	Medium 5	

Phantom Walk
Vampire Minions can move through all figures and are never attacked when leaving an engagement.

Bloodthirsty 15
When a Vampire Minion inflicts one or more wounds with a normal attack, roll the 20-sided die. If you roll 15 or higher, that Vampire Minion may attack again.

Stealth Dodge
When a Vampire Minion rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Werewolf

	130	Life 5
	Lycanthrope	Move 6
	Uncommon Hero	Range 1
	Creature	Attack 4
	Cursed	Defense 3
Dark Horse	Medium 5	

Lycanthropy Infection
Start the game with 3 brown Lycanthropy Markers on this Army Card. If there is at least 1 Lycanthropy Marker on this card and a Unique Hero receives at least 1 wound from this Werewolf's normal attack, place a Lycanthropy Marker from this card on the defending figure's Army Card. While a figure has a Lycanthropy Marker on its card, its Species is Lycanthrope instead of what is listed on the card. Androids, Cyborgs, and Undead are not affected by Lycanthropy Infection.

Stealth Pounce
Before taking a turn with this Werewolf, if he is unengaged, you may choose a figure on the battlefield. If the chosen figure does not have clear line of sight to this Werewolf, or if this Werewolf currently occupies a Shadow space, add 1 automatic skull to his normal attack against the chosen figure this turn.

Healing Factor
After taking a turn with this Werewolf, remove 1 Wound Marker from this Army Card.


Joker Goons

	120	Life 1
	Human	Move 5
	Unique Squad	Range 5
	Criminals	Attack 3
	Desperate	Defense 3
DC	Medium 5	

All Part Of The Plan
After revealing an Order Marker on this card and taking a turn with the Joker Goons, you may take a turn with an Insane Unique Hero you control within 6 clear sight spaces of a Joker Goon you control. You may then take one additional turn with that Insane Unique Hero. After this additional turn, destroy a Joker Goon you control. You may not take any additional turns with other figures you control.

Clowning Around
If you control Joker and at least 1 skull is rolled for an attack against him by an opponent's figure, before rolling defense dice, you may switch Joker with any Joker Goon you control within 6 clear sight spaces of Joker. That Joker Goon must defend against the attack and take any resulting wounds instead of Joker. Figures moved by this special power will not take any leaving engagement attacks.

Nimrod


	450	Life 6
	Android	Move 6
	Event Hero	Range 5
	Hunter	Attack 5
	Adaptable	Defense 4
Marvel	Large 7	

Adaptive Assault
When Nimrod attacks, he may attack one additional time. If Nimrod targets the same figure for this additional attack, you may reveal an "X" Order Marker on this card to add 1 to his Attack number and negate all of the defending figure's special powers for the rest of this turn.

Adaptive Resistance
Nimrod receives one extra defense die for each Wound Marker on this card.

Reconstruction
After taking a turn with Nimrod, if he is not engaged, you may remove one Wound Marker from this card or from the card of any adjacent Android figure.


Vertigo

	90	Life 4
	Mutate	Move 5
	Unique Hero	Range 1
	Marauder	Attack 3
	Loyal	Defense 3
Marvel	Medium 5	

Vertigo Projection
When an opponent's figure within 6 clear sight spaces of Vertigo begins its normal movement, you may immediately roll X combat dice, where X equals the Move number that is listed on that figure's card. For each shield rolled, that figure subtracts 1 from its Move number for the duration of its turn. Androids and destructible objects are not affected by Vertigo Projection.


Disorientation
When a figure you control attacks a figure that is within 6 clear sight spaces of Vertigo with a normal attack, the defending figure cannot move this turn and must roll 1 fewer defense die for each blank rolled by the attacking figure. Androids and destructible objects are not affected by Disorientation.

Firestar *Angelica Jones*

	120	Life 4
	Mutant	Move 6
	Unique Hero	Range 1
	Fighter	Attack 4
	Dedicated	Defense 4
Marvel	Medium 4	

Microwave Beam Special Attack Range Special. Attack 2 + Special.
Choose 4 spaces in a straight line from Firestar. All figures on those spaces are affected by this special attack. Roll 2 attack dice once for all affected figures. For each skull rolled, roll one additional attack die. Continue rolling additional attack dice for each additional skull rolled until no skulls are rolled. Affected figures roll defense dice separately.

Beast Boy *Gar Logan*

	20	Life 1
	Cheetah	Move 8
	Unique Hero	Range 1
	Titan	Attack 5
	Fierce	Defense 3
DC	Medium 3	

Engagement Strike 13
If an opponent's small or medium figure moves adjacent to this Beast Boy, roll the 20-sided die. If you roll 13 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with this Beast Boy.

Beast Boy *Gar Logan*

	20	Life 1
	Grizzly Bear	Move 6
	Unique Hero	Range 1
	Titan	Attack 3
	Wild	Defense 4
DC	Medium 6	

Maul
When rolling attack dice against a small or medium figure without the Super Strength special power, if this Beast Boy rolls a skull on every die, the defending figure cannot roll any defense dice.