


Deadpool Wade Wilson




285	Life 5
Mutant	Move 6
Unique Hero	Range 6
Mercenary	Attack 4
Insane	Defense 5
Marvel	Medium 5

Double Attack
When Deadpool attacks, he may attack one additional time.

Wisecrack 13
Before an opponent's figure within 4 clear sight spaces of Deadpool rolls attack dice against another figure, if that opponent's figure could instead attack Deadpool, you must roll the 20-sided die. If you roll a 13 or higher, that opponent's figure must attack Deadpool instead of any other figure this turn while Deadpool is still on the battlefield.

Healing Factor X
After taking a turn with Deadpool, remove one wound Marker from this card. At the end of the round, if you reveal your X Order Marker on any Army Card you control with the Healing Factor X special power, remove one Wound Marker from each Army Card you control with the Healing Factor X special power.

Doomsday



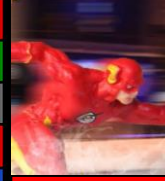
390	Life 6
Kryptonian	Move 5
Unique Hero	Range 1
Destroyer	Attack 7
Relentless	Defense 5
DC	Medium 6

Adaptive Resistance
Doomsday receives one extra defense die for each Wound Marker he has.

Evolutionary Regeneration
After revealing an Order Marker on this card you may, instead of moving and attacking, remove 1 Wound Marker from this card. When Doomsday is destroyed, begin your next turn with a total of 6 Wound Markers on this card. Order Markers may still be placed and revealed on this card. If the last Wound Marker is removed from Doomsday's Army Card while he is destroyed, immediately place Doomsday on a space adjacent to any figure you control.

Super Leap
Instead of his normal move, Doomsday may Super Leap. Super Leap has a move of 10. When counting spaces for Doomsday's Super Leap movement, ignore elevations. Doomsday may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Doomsday may not leap more than 50 levels up or down in a single leap. If Doomsday is engaged when he starts to leap, he will take any leaving engagement attacks. Doomsday rolls 3 less attack dice on any turn that he chooses to Super Leap.

Flash Barry Allen




250	Life 4
Metahuman	Move 12
Unique Hero	Range 1
Scientist	Attack 5
Bold	Defense 4
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 Fist Fusillade Special Attack this turn, Flash may move up to an additional 4 spaces.

Fist Fusillade Special Attack
Range 1. Attack 1, 2, or 3.
Start the attack with 12 attack dice. You may attack with 1, 2, or 3 attack dice until all of the 12 attack dice have been rolled.

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.

Green Lantern Hal Jordan




350	Life 4
Human	Move 5
Unique Hero	Range 1
Officer	Attack 3
Fearless	Defense 3
DC	Medium 5

Green Power Battery 4
Start the game with 4 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 Power Shield
Anytime this Green Lantern or an adjacent friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack.

Fearless Charge 17
After you take a turn with this Green Lantern, if he is not adjacent to any friendly figures and is engaged with at least one enemy figure, roll the 20-sided die and add one to the roll for each Wound Marker on this card. If you roll a 17 or higher, you may take another turn with this Green Lantern.

Huntress Helena Bertinelli



170	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 4
Ruthless	Defense 5
DC	Medium 5

Crossbow Special Attack
Range 5. Attack 3+
When Huntress attacks a figure that is exactly two spaces away, add 2 attack dice to her Crossbow Special Attack. After attacking with Crossbow Special Attack, Huntress may attack with her Crossbow Special Attack one additional time.

Reckless Engagement
If Huntress is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 to her normal attack and subtract 1 from her defense.

Ruthless Counterstrike
When rolling defense dice against a normal attack from an adjacent attacking figure, if Huntress is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.

Lex Luthor




100	Life 4
Human	Move 5
Unique Hero	Range 5
Mastermind	Attack 3
Devious	Defense 3
DC	Medium 5

Red Kryptonite Control
After moving and before attacking, you may choose any Kryptonian Hero figure within 4 clear sight spaces of Lex Luthor. Roll the 20-sided die. If you roll a 6 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Red Kryptonite Control. All Order Markers that were on the chosen Hero's card will stay on the card.

Criminal Deception
If a Criminal figure you control is within clear line of sight of Lex Luthor, Lex Luthor cannot be attacked and he will not take any leaving engagement attacks.

Villainous Entrapment
Lex Luthor and all Criminal figures you control within clear line of sight of Lex Luthor each roll one additional die against each figure leaving an engagement with them.

Martian Manhunter J'Onn J'Onzz



300	Life 6
Martian	Move 6
Unique Hero	Range 3
Telepath	Attack 6
Contemplative	Defense 6
DC	Medium 5

Intangibility
Martian Manhunter can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Martian Manhunter cannot be targeted by an opponent's non-adjacent figures for any attacks, or for any special powers that require clear sight.

Telepathic Directive
After revealing an Order Marker on this card and taking a turn with Martian Manhunter, you may roll 12 combat dice. Move up to X Hero figures you control up to 4 spaces each, or 5 spaces if the chosen figure is a Telepath. X equals the number of blanks rolled. Any Hero figures moved with Telepathic Directive do not take any leaving engagement attacks and must be within 10 spaces of Martian Manhunter prior to moving.

Fire Weakness
If Martian Manhunter is on a lava field space, he rolls 2 fewer defense dice and 2 fewer attack dice.

Nightcrawler Kurt Wagner




140	Life 4
Mutant	Move 5
Unique Hero	Range 1
Recluse	Attack 4
Devout	Defense 3
Marvel	Medium 5

Bamfl
Instead of moving Nightcrawler normally, you choose an empty space within 3 spaces of Nightcrawler. Place Nightcrawler on the chosen space. When Nightcrawler starts to Bamfl, if he is engaged he will not take any leaving engagement attacks. Nightcrawler may add 5 spaces to his Bamfl movement; if he does, he cannot attack this turn.

Teleporting Barrage Special Attack
Range 1. Attack 3.
When Nightcrawler attacks with his Teleporting Barrage Special Attack, he may attack two additional times. Nightcrawler may use his Bamfl special power after each attack. Nightcrawler must use his Bamfl special power to move at least one space before each additional attack.

Teleport Evade
If Nightcrawler is attacked by a normal attack from an opponent's figure, and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-12, roll defense dice normally. If you roll a 13 or higher, Nightcrawler takes no damage and may immediately move using his Bamfl special power. Nightcrawler can Teleport Evade only if uses his Bamfl special power to move at least one space.

Plastic Man Eel O'Brian



145	Life 5
Metahuman	Move 4
Unique Hero	Range 2
Adventurer	Attack 4
Quirky	Defense 6
DC	Medium 7

Plastic Wrap
Friendly figures do not take leaving engagement attacks from opponents' figures that are engaged with Plastic Man.

I'm Rubber, You're Glue
After rolling defense dice against a normal attack from a non-adjacent enemy figure, you may choose a figure within 3 clear sight spaces of Plastic Man. All excess shields rolled count as unblockable hits on the chosen figure.

Bounce-n-Stretch
When counting spaces for Plastic Man's movement, ignore elevations. Plastic Man may Bounce-n-Stretch over water without stopping, Bounce-n-Stretch over figures without becoming engaged, and Bounce-n-Stretch over obstacles such as ruins. When Plastic Man starts to Bounce-n-Stretch, if he is engaged he will not take any leaving engagement attacks. After moving, if Plastic Man does not attack this turn, he may Bounce-n-Stretch 4 additional spaces.