

Thor *Thor Odinson*




430	Life 8
Asgardian	Move 6
Unique Hero	Range 1
Champion	Attack 8
Valiant	Defense 8
Marvel	Medium 5

God of Thunder Strike
Instead of attacking, you may roll the 20-sided die for all figures within 2 spaces of Thor, one at a time. If you roll 16 or higher, that figure receives 3 wounds. This special power can only be used once per game.

Mjolnir Special Attack
Range 1 + Special. Attack 4.
Thor may attack one non-adjacent figure within 6 clear sight spaces, even if Thor is engaged, and any or all figures adjacent to Thor. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately.

Wolverine *James Howlett*




280	Life 6
Mutant	Move 5
Unique Hero	Range 1
Fighter	Attack 4
Relentless	Defense 4
Marvel	Medium 4

Admantium Claws
Figures and destructible objects subtract 2 from their defense dice when attacked by Wolverine.

Berserker Rage 3
When Wolverine attacks, he may attack 1 additional time for each Wound Marker on this card, up to a maximum of 3 total attacks in a single turn.

Healing Factor X
After taking a turn with Wolverine, 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.

Wonder Woman *Diana Prince*




300	Life 6
Amazon	Move 7
Unique Hero	Range 1
Champion	Attack 6
Determined	Defense 6
DC	Medium 5

Golden Lasso
After moving and before attacking, if Wonder Woman was not engaged prior to moving, you may choose an opponent's non-adjacent small or medium figure within 4 clear sight spaces whose base is no more than 10 levels above Wonder Woman's height or 10 levels below Wonder Woman's base. Place the chosen figure on an empty space adjacent to Wonder Woman. The chosen figure does not receive any leaving engagement attacks. The chosen figure cannot use any special powers on its Army Card until it is no longer engaged with Wonder Woman or another opponent's figure moves into engagement with Wonder Woman.

Warrior Engagement
If Wonder Woman rolls a skull against a figure leaving an engagement with her, that figure may not leave the engagement with Wonder Woman this turn.

Aegis Silver Bracelets
When Wonder Woman rolls defense dice against a normal attack from a non-adjacent figure, one shield will block all damage.

The Riddler *Edward Nashon*




140	Life 4
Human	Move 5
Unique Hero	Range 1
Mastermind	Attack 3
Egomaniacal	Defense 3
DC	Medium 5

Befuddling Tactics
If you win initiative with at least one Order marker on this card, and The Riddler is not the only figure in your army, The Riddler cannot be attacked and he will not take any leaving engagement attacks for the rest of the round.

Riddle Me This
Immediately after revealing an Order Marker on this card, if you have an unrevealed Order Marker X on any Army Card you control, you may choose one opponent. The chosen opponent must choose one unrevealed Order Marker you control. Immediately reveal and remove your Order Marker X. If the opponent chose Order Marker X, your turn immediately ends. If the opponent did not choose Order Marker X, remove all Order Markers from one Army Card the chosen opponent controls.

Criminal Ambush
The Riddler and all Criminals you control that are adjacent to The Riddler add 1 to their normal attack when attacking an adjacent figure that does not have any Order Markers on its Army Card (or Cards if your opponent has more than one Common Card for that figure).

Poison Ivy *Pamela Isley*




165	Life 6
Metahuman	Move 5
Unique Hero	Range 1
Eco-Terrorist	Attack 3
Insane	Defense 3
DC	Medium 5

Entangling Vines
When an opponent's small or medium figure moves onto or over a grass or swamp space within 2 spaces of Poison Ivy, or moves onto or over a space adjacent to an Evergreen Tree or Jungle Piece that is within 2 spaces of Poison Ivy, that figure must end its move there. Figures can never move through or over any figure affected by Entangling vines.

Pheromone Seduction 17
Before moving, you may choose a Unique Hero figure within 2 spaces of Poison Ivy. Roll the 20-sided die. If you roll 17 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card. If Poison Ivy is destroyed, control of all Pheromone seduced Hero figures returns to the players who controlled the Hero figures before they became Pheromone seduced.

Plant Animation 12
After moving and instead of attacking, roll the 20-sided die for all opponent's figures within two spaces of an Evergreen Tree or Jungle Piece that is within 6 spaces of Poison Ivy, one at a time. If you roll 12 or higher, the figure receives 1 wound.

Alfred Pennyworth




60	Life 3
Human	Move 5
Unique Hero	Range 1
Butler	Attack 2
Loyal	Defense 2
DC	Medium 5

Shotgun Blast Special Attack
Range 5. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. Alfred Pennyworth only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Alfred Pennyworth cannot be affected by his own Shotgun Blast Special Attack.

Remote Field Extraction
Before moving, choose a wounded Vigilante or Sidekick that you control. Place the chosen figure adjacent to Alfred Pennyworth and immediately remove one Wound Marker from its card. Figures moved by Remote Field Extraction do not take any leaving engagement attacks. Alfred Pennyworth may only use Remote Field Extraction once per game.

Field Medic
After revealing an Order Marker on a wounded Human Unique Hero figure you control that is adjacent to Alfred Pennyworth, and before using any other special powers on any Army Card or Glyph, you may first roll the 20-sided die. If you roll a 13 or higher, remove up to 2 Wound Markers from that Hero's Army Card. If the chosen figure is a Vigilante or Sidekick, add 2 to your roll.


Black Mask *Roman Sionis*



100	Life 4
Human	Move 5
Unique Hero	Range 5
Crime Lord	Attack 4
Ruthless	Defense 4
DC	Medium 5

Criminal Motivation
All Criminals you control adjacent to Black Mask add 1 die to their normal attack. If a Criminal figure you control adjacent to Black Mask does not inflict at least 1 wound when attacking with a normal attack, that Criminal figure receives a wound.

Harley Quinn *Harleen Quinzel*




130	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Misfit	Attack 3
Insane	Defense 3
DC	Medium 4

Insane Devotion
After revealing an Order Marker on the Army Card of any other insane figure you control and taking a turn with that figure, if Harley Quinn is within clear sight of that figure, you may take an immediate turn with Harley Quinn, and you may not take any additional turns with other figures you control.

Smilex Bomb Special Attack
Range 5. Lob 8. Attack 6.
Choose a space to bomb. Any figure on the chosen space and all figures within 2 spaces of the chosen space are affected. No clear line of sight is needed. Roll 6 attack dice once for all affected figures. Each figure rolls defense dice separately. After all affected figures have rolled defense dice, roll the 20-sided die. If you roll a 13 or higher, remove one unrevealed Order Marker at random from each affected figure's Army Card. Smilex Bomb Special Attack may only be used once per game.

Acrobatic Maneuver
When Harley Quinn rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled you may immediately move Harley Quinn one space up to 6 levels up or down. When Harley Quinn moves using Acrobatic Maneuver she does not take any falling damage or leaving engagement attacks.

Penguin *Oswald Cobblepot*



120	Life 4
Human	Move 4
Unique Hero	Range 5
Crime Lord	Attack 3
Greedy	Defense 4
DC	Medium 4

Self Importance 16
Whenever you reveal an Order Marker on any other army card you control, you must immediately roll the 20-sided die. If you roll a 16 or higher, the turn ends. Instead you must take an immediate turn with Penguin. When using Self Importance 16, add 2 spaces to Penguin's Umbrella-Copter movement for that turn.

Umbrella Gun Special Attack
Range 3. Attack 3.
After attacking with Umbrella Gun Special Attack, Penguin may attack one additional time. Anytime Penguin attacks a figure with his Umbrella Gun Special Attack after passing over them with his Umbrella-Copter 3 special power in the same turn, roll 2 additional attack dice.

Umbrella-Copter 3
Instead of his normal move, Penguin may use Umbrella-Copter 3. Umbrella-Copter has a move of 3. When counting spaces for Umbrella-Copter, ignore elevations. Penguin may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Penguin starts to fly, if he is engaged he will take any leaving engagement attacks.