

Batman Bruce Wayne



200	Life 4
Human	Move 6
Unique Hero	Range 1
Vigilante	Attack 5
Driven	Defense 5
DC	Medium 5

Evasive Strk 15
If Batman is attacked by an opponent's figure within 5 clear sight spaces and at least 1 skull is rolled, roll the 20-sided die. If you roll a 1-14, roll defense normally. If you roll a 15 or higher, Batman takes no damage and the attacking figure receives one wound.

Bat-Grapple 3
Instead of his normal move, Batman may use his Bat-Grapple 3. Bat-Grapple 3 has a move of 3. When counting spaces for Bat-Grapple 3, ignore elevations. Batman may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. Batman may not Bat-Grapple 3 more than 30 levels up or down in a single Bat-Grapple 3. If Batman is engaged when he starts to Bat-Grapple 3, he will not take any leaving engagement attacks.

Batarang Special Attack
Range 5. Attack 3.
When Batman attacks with his Batarang Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

Black Canary Dinah Lance



190	Life 4
Metahuman	Move 6
Unique Hero	Range 1
Vigilante	Attack 5
Determined	Defense 5
DC	Medium 5

Canary Cry Special Attack
Range Special. Attack 4.
Choose 3 spaces in a straight line from Black Canary. All figures on those 3 spaces and all figures adjacent to those 3 spaces are affected by Black Canary's Canary Cry Special Attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. Black Canary is not affected by her Canary Cry Special Attack. Symbiotes roll 1 less defense die against Canary Cry Special Attack.

Fists Of Fury
If Black Canary rolls at least 3 skulls with her normal attack, she may attack again with her normal attack. Black Canary may continue attacking with her normal attack until she rolls fewer than 3 skulls. Black Canary cannot attack more than four times in a single turn.

Cupid's Arrow
After taking a turn with Black Canary, if you control Green Arrow, he may immediately attack any opponent's figure adjacent to Black Canary with a normal attack, if possible. When using Cupid's Arrow, you may add 2 to the 20-sided die roll for Green Arrow's Skill Shot.

Catwoman Selina Kyle



145	Life 9
Human	Move 6
Unique Hero	Range 1
Thief	Attack 3
Tricky	Defense 2
DC	Medium 4

Stray 13
If Catwoman is attacked and at least 1 skull is rolled, roll the 20-sided die to Stray 13. If you roll 1-12, roll defense dice normally. If you roll a 13 or higher, Catwoman takes no damage and may immediately move up to 4 spaces. During her Straying move, Catwoman is never attacked when leaving an engagement. Catwoman can Stray only if she ends her Straying move not adjacent to any enemy figures.

Expert Climbing
When counting spaces for Catwoman's movement, elevation changes of up to 2 levels count as one space. You may ignore Catwoman's height of 4 when climbing. Catwoman never takes falling damage or major falling damage.

Whip Lash Special Attack
Range 2. Attack 4.
Choose a non-adjacent small or medium figure whose base is not higher or lower than 3 levels from Catwoman's base. Catwoman may continue attacking with her Whip Lash Special Attack until the chosen figure no longer receives any wounds. Catwoman cannot attack more than four times in a single turn.

Count Vertigo Werner Vertigo



160	Life 4
Metahuman	Move 6
Unique Hero	Range 6
Count	Attack 4
Manipulative	Defense 3
DC	Medium 5

Nullify
Opponent's figures within 6 clear sight spaces of Count Vertigo subtract 3 from their Range number, to a minimum of 1. Prior to moving, if an opponent's figure is within 6 clear sight spaces of Count Vertigo, it cannot use the Flying or Stealth Flying special power.

Vertigo Effect
When an opponent's figure within 6 clear sight spaces of Count Vertigo targets any figure or destructible object with a special attack, you may first roll the 20-sided die. If you roll a 10 or higher, the opponent's figure cannot attack this turn.

Electronic Implant
Count Vertigo rolls 1 less defense die against special attacks.

Darkseid Uxas



380	Life 7
New God	Move 4
Unique Hero	Range 1
Conqueror	Attack 8
Obsessive	Defense 7
DC	Medium 6

Omega Effect Special Attack
Range 6. Attack 7.
If Darkseid's Omega Effect Special Attack inflicts at least one wound, you must roll the 20-sided die. If you roll a 19 or higher, destroy the defending figure. If the defending figure does not receive any wounds from Omega Effect Special Attack, place one wound marker on this card. No clear line of sight is needed when attacking with Omega Effect Special Attack. Darkseid may not attack adjacent figures with Omega Effect Special Attack.

Imposing Presence
Opponent's figures engaged with Darkseid subtract 1 die from their normal Attack number and 1 die from their Defense number, to a minimum of 1 die each.

Green Arrow Oliver Queen



150	Life 4
Human	Move 5
Unique Hero	Range 10
Archer	Attack 4
Precise	Defense 4
DC	Medium 5

Skill Shot
Before attacking with a normal non-adjacent attack, you must first roll the 20-sided die.

- If you roll a 1, you may not attack this turn.
- If you roll a 2-10, attack normally.
- If you roll a 11-19, the targeted figure rolls 2 fewer defense dice.
- If you roll a 20, the targeted figure cannot roll any defense dice.

Exploding Arrow Special Attack
Range 6. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Exploding Arrow Special Attack. Green Arrow only needs a clear sight shot at the chosen figure. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Green Arrow can be affected by his own Exploding Arrow Special Attack.

Hawkgirl Shayera Hol



225	Life 5
Thanagarian	Move 6
Unique Hero	Range 1
Warrior	Attack 6
Fierce	Defense 5
DC	Medium 5

Hawk Swoop
If Hawkgirl attacks a figure that was at least 2 spaces away before Hawkgirl moved this turn, roll 1 additional attack die. If Hawkgirl attacks a figure that was at least 4 spaces away before Hawkgirl moved this turn, you may either:

- roll 2 additional attack dice, or
- roll attack dice as normal, and after attacking you may attack one additional time.

 Hawk Swoop may only be used if Hawkgirl used Flying for all of her movement this turn.

Nth Metal Mace
Undead figures roll 1 less defense die against Hawkgirl's normal attack.

Stealth Flying
When Hawkgirl starts to fly, if she is engaged, she will not take any leaving engagement attacks.

Joker ???



190	Life 6
Human	Move 5
Unique Hero	Range 5
Psychopath	Attack 4
Insane	Defense 3
DC	Medium 5

Reorganized Chaos
If you win initiative and at least one Order Marker is on this card, you may move any 2 Order Markers on each opponent's cards to any other cards that opponent controls. You may not place Order Markers on any cards not in play and you may never reveal an opponent's Order Markers when using Reorganized Chaos.

"Wanna Hear Another?" Special Attack
Range 4. Attack 3.
If Joker inflicts a wound with "Wanna Hear Another?" Special Attack, he must attack again. Joker must continue attacking figures within 4 clear sight spaces until he does not inflict a wound.

It's Just Not The Same...
If Batman is destroyed during a game, Joker may not use any other special power on this Army Card and must roll 1 less attack and defense die.

Solomon Grundy Cyrus Gold



290	Life 4
Undead	Move 5
Unique Hero	Range 1
Creature	Attack 8
Relentless	Defense 4
DC	Medium 6

Born On A Monday 16
At the start of each of your turns after Solomon Grundy has been destroyed, roll the 20-sided die. If you roll a 16 or higher, immediately place Solomon Grundy on a space adjacent to any figure you control and remove all but two Wound Markers from Solomon Grundy's card. If you place Solomon Grundy on a swamp or swamp water space, remove all Wound Markers from Solomon Grundy's card.

Tough
When rolling defense dice against a normal attack, Solomon Grundy always adds one automatic shield to whatever is rolled.