

ATOM
RAY PALMER

JUSTICE LEAGUE

LEAGUE COMMUNICATIONS
During setup, place 1 Justice Marker on this card for each unit on your team in the Justice League faction, up to 4. At the start of each round you may move a Justice Marker from a card you control to any other card you control without a Justice Marker on it.

RIDING RADIO WAVES
Once per turn, after combat where an ally attacks an enemy, you may remove a Justice Marker from this card to place Atom adjacent to either that ally or the defender and choose a figure adjacent to Atom. Roll a d20. On a 12+, the chosen figure receives 1 wound.

TINY STEALTH
Atom is never in clear sight of non-adjacent enemies and only takes swipes from Tiny figures.

UNIQUE HERO
HUMAN
INVENTOR
INTREPID
TINY 2

4 2 1
4 4
100

DC •Science

PLASTIC MAN
EEL O'BRIAN

JUSTICE LEAGUE

DIS GUY'S DISGUISED
During setup, you may place Plastic Man on this card. While Plastic Man is active and on this card, before or after a figure uses a move action, you may place Plastic Man adjacent to an object or ally.

PESKY PLASTICITY
Plastic Man may change his Size at any time. After a figure ends a move action 2-6 spaces away from Plastic Man, if that figure was adjacent to Plastic Man during its movement, you may either place Plastic Man adjacent to that figure or place that figure adjacent to Plastic Man.

RUBBERY REBOUND 12
If Plastic Man would receive 1+ wounds from a normal attack, roll a d20. On a 12+ ignore those wounds and the attacker receives 1 wound for every 2 wounds ignored.

UNIQUE HERO
METAHUMAN
INVESTIGATOR
QUIRKY
MEDIUM 5

5 2
6 4 4
200

DC

FLASH
WALLY WEST

JUSTICE LEAGUE

SUPERSPEED
Flash may move through all figures and does not have to stop his movement when entering water spaces. After Flash's attack phase, he may maneuver up to 2 spaces.

SPEED FORCE 11
Instead of Flash's attack phase, you may choose up to 3 figures he moved through this activation and roll a d20 against each. On an 11+, that figure receives a wound.

INFINITE MASS PUNCH SPECIAL ATTACK
Range 1.
Instead of his move through attack phases, if Flash is not engaged, you may choose an enemy within 8 clear spaces and count the minimum number of spaces between Flash and the chosen enemy. Place Flash adjacent to the chosen enemy and attack with X dice where X is the number of spaces counted.

SPEED DODGE 4
If Flash has 1+ blanks when defending, he avoids the attack and may maneuver up to 4 spaces.

UNIQUE HERO
METAHUMAN
CHAMPION
DETERMINED
MEDIUM 5

4 1
12 4 5
4 280

DC •Speedster

DOCTOR FATE
KENT NELSON

JUSTICE LEAGUE

TWIST OF FATE
During setup, roll a d20. Place the result and 7 Fate Markers on this card. After a player rolls a d20 for initiative or an ability, you may immediately remove a Fate Marker from this card to swap that player's rolled d20 with the d20 on this card. After swapping, that player must use the new roll instead.

MYSTIC ORDER
Instead of Doctor Fate's move phase, you may roll a d20. On a 7 or lower, choose 2 to 5 Unique Heroes within 7 clear spaces of Doctor Fate. Redistribute the wounds on all chosen Heroes' cards as evenly as possible.

MAGICAL DEFENSE 1
When an enemy without Magical Affinity attacks, Doctor Fate ignores all but 1 wound.

UNIQUE HERO
HUMAN
MYSTIC
RESOLUTE
MEDIUM 5

5 5
5 5
5 400

DC

HAWKMAN
KATAR HOL

JUSTICE LEAGUE

HAWK-EYED HUNTER
When Hawkman uses a normal attack action to attack a non-adjacent enemy, the defender does not add to its Defense for height advantage or terrain effects and, after combat for the first attack, Hawkman may maneuver up to 2 spaces and attack the same defender a second time.

NTH METAL WEAPONRY
When Hawkman uses a normal attack on an adjacent enemy, he has +2 Attack. After Hawkman's normal attack inflicts 1+ wounds on a defender that has Magical Affinity or the Undead keyword, the defender receives +1 wound.

BATTLE CHARGE
After an ordered activation with Hawkman, if he is engaged, you may reveal and remove Order Marker X from this card to maneuver up to 2 allies up to 2 spaces each, then use an attack action with 1 engaged ally.

UNIQUE HERO
THANAGARIAN
OFFICER
FIERCE
MEDIUM 5

5 5
5 5 4
270

DC

BATMAN
BRUCE WAYNE

JUSTICE LEAGUE

AT THE READY
Instead of an ally's move phase, you may maneuver Batman up to 6 spaces, or place him on a space up to 3 spaces away and up to 30 levels up or down. If you do, once per round, Batman may then attack a figure engaged with that ally.

ASSESS WEAKNESS 11
Before Batman's move action, you may choose a figure within 3 clear spaces and roll a d20. On an 11+, when attacked normally by Batman this turn, that figure has -3 Defense, or -6 Defense if it is a destructible object.

NERVE PUNCH
When attacking an adjacent enemy with a normal attack, add 1 hit and, if Batman inflicts 1+ wounds on a Unique Hero this way, you may remove 1 unrevealed Order Marker from that Hero's card.

UNIQUE HERO
HUMAN
FIGHTER
DRIVEN
MEDIUM 5

4 5
6 4 5
5 190

DC

FLASH
BARRY ALLEN

JUSTICE LEAGUE

SUPERSPEED
Flash may move through all figures and does not have to stop his movement when entering water spaces. After Flash's attack phase, he may maneuver up to 2 spaces.

FIST FUSILLADE SPECIAL ATTACK
Range 1. Attack 1, 2, or 3.
Start this attack action with 12 attack dice. Attack with 1, 2, or 3 attack dice until all 12 dice have been rolled.

SPEED DODGE 4
If Flash has 1+ blank when defending, he avoids the attack and may maneuver up to 4 spaces.

UNIQUE HERO
METAHUMAN
CRIME FIGHTER
BOLD
MEDIUM 5

4 1
12 4 5
4 250

DC •Science •Speedster

GREEN ARROW
OLIVER QUEEN

JUSTICE LEAGUE

SKILL SHOT
Before Green Arrow makes a non-adjacent normal attack, he may roll a d20. On an 11-19, the defender has -2 Defense. On a 20+, the defender cannot roll Defense.

SPLITTING ARROW SPECIAL ATTACK
Range 6. Attack 3.
You may target up to 2 figures within 3 spaces of each other with this attack.


UNIQUE HERO
HUMAN
VIGILANTE
COCKY
MEDIUM 5

4 10
5 4 4
4 150

DC •Archer

RED ARROW
ROY HARPER

JUSTICE LEAGUE



UNIQUE HERO
HUMAN
VIGILANTE
BRASH
MEDIUM 5

5 4 10
4 4
150


DC Archer

SPEED SHOT
During an ordered activation with a Unique Hero in clear sight of Red Arrow that shares his faction or has the Archer keyword, if Red Arrow is not engaged, instead of that hero's transition, Red Arrow may use a normal attack action.

FURIOUS ASSAULT
If Red Arrow attacks an adjacent figure with a normal attack and has 2+ skulls, after combat, he may attack an adjacent figure again with the same attack action, to a max of 4 attacks per activation.

BLACK CANARY
DINAH LANCE

JUSTICE LEAGUE



UNIQUE HERO
METAHUMAN
VIGILANTE
DETERMINED
MEDIUM 5

6 4 1
5 5
190

DC


CANARY CRY SPECIAL ATTACK
Attack 4. Sonic.
Choose 3 spaces in a straight line from Black Canary. All figures other than Black Canary on or within 1 space of the line are affected.

FISTS OF FURY
If Black Canary attacks an adjacent figure with a normal attack and has 3+ skulls, after combat, she may attack an adjacent figure again with the same attack action, up to a max of 4 attacks per activation.

EMERALD ARCHER ALLY
After Black Canary's ordered activation, you may use a normal attack action with an allied *Green Arrow*, during which they may only attack figures adjacent to Black Canary. *Green Arrow* has +2 to any d20 rolls for their abilities until the end of the turn.

GREEN LANTERN
HAL JORDAN

JUSTICE LEAGUE



UNIQUE HERO
HUMAN
OFFICER
FEARLESS
MEDIUM 5

5 4 1
3 3
350

DC Lantern

GREEN POWER BATTERY 4
During setup, place 4 Green Battery Markers on this card. Green Lantern has +1 Move, Range, Attack, and Defense for each Green Battery Marker on this card.

FEARLESS CHARGE 17
After Green Lantern's activation, if he is not adjacent to any allies and is adjacent to 1+ enemies, you may roll a d20, adding 1 to the roll for each wound Green Lantern has. On a 17+, activate Green Lantern again.

GREEN POWER SHIELD
When Green Lantern or an adjacent ally is attacked by an enemy, instead of defending, you may remove 1 Green Battery Marker from this card to ignore that attack.

GREEN LANTERN
GUY GARDNER

JUSTICE LEAGUE



UNIQUE HERO
HUMAN
OFFICER
BRASH
MEDIUM 5

5 4 1
2 3
320

DC Lantern


GREEN POWER BATTERY 4
During setup, place 4 Green Battery Markers on this card. Green Lantern has +1 Move, Range, Attack, and Defense for each Green Battery Marker on this card.

WILLFUL OVEREXTEND
After Green Lantern's activation, you may inflict 1 wound on him or remove 1 Green Battery Marker from this card to activate him a second time.

GREEN POWER SHIELD
When Green Lantern or an adjacent ally is attacked by an enemy, instead of defending, you may remove 1 Green Battery Marker from this card to ignore that attack.

GREEN LANTERN
JOHN STEWART

JUSTICE LEAGUE



UNIQUE HERO
HUMAN
OFFICER
DETERMINED
MEDIUM 5

5 4 1
4 4
340

DC Lantern


GREEN POWER BATTERY 3
During setup, place 3 Green Battery Markers on this card. Green Lantern has +1 Move, Range, Attack, and Defense for each Green Battery Marker on this card.

GREEN BASKET CARRY
Before a normal move action, you may choose up to X adjacent, unengaged, Small or Medium allies where X is the number of Green Battery Markers on this card. After moving, place the chosen figures adjacent to Green Lantern, and if you chose more than 1 figure for this ability, remove 1 Green Battery Marker from this card.

GREEN SHIELD STRIKE
When Green Lantern or an adjacent ally is attacked by an enemy, instead of defending, you may remove 1 Green Battery Marker from this card to ignore that attack. If you do and the attacker is adjacent to Green Lantern, the attacker takes 1 wound.

BATMAN
BRUCE WAYNE

JUSTICE LEAGUE



UNIQUE HERO
HUMAN
VIGILANTE
DRIVEN
MEDIUM 5

6 4 1
5 5
200

DC


BAT-GRAPPLE SPECIAL MOVE
Move 3. Height 30.
Batman gains Flying and Stealth.

BATARANG SPECIAL ATTACK
Range 5. Attack 3.
Batman may attack up to 3 times with this special attack action.

EVASIVE STRIKE 15
If an attacker within 5 clear spaces attacks Batman, roll a d20. On a 15+, Batman avoids the attack and the attacker takes 1 wound.

AZTEK
UNO

JUSTICE LEAGUE



UNIQUE HERO
HUMAN
CHAMPION
NAIVE
MEDIUM 5

5 4 1
5 4
170

DC


MASK OF WARRIORS
Add 1 to your initiative for each Order Marker on this card. Before activating Aztek, you may reveal Order Marker X on this card. If you do, Aztek has +2 Attack and +2 to d20 rolls for the rest of the turn.

PLASMA BEAM 16
Instead of an attack action, you may choose a non-adjacent figure within 4 spaces of Aztek and roll a d20. On a 16+, the chosen figure takes 1 wound. After using Plasma Beam, you may use it 2 additional times.

OCCULT ARMOR
Aztek is never in clear sight of enemies. Once per game, if Aztek would take enough wounds to be defeated, you may instead move all your unrevealed Order Markers to this card and ignore those wounds. If you do, at the end of the round, roll 2 damage dice against each figure adjacent to Aztek, then defeat Aztek.

VIBE
PACO RAMONE

JUSTICE LEAGUE



UNIQUE HERO
METAHUMAN
ENTERTAINER
CHILL
MEDIUM 5

5 4 4
3 3
180

DC

DOUBLE ATTACK
Vibe may attack twice per normal attack action.

VIBROSHOCK KNOCKBACK
After an enemy defends against Vibe's normal attack, you may knockback the defender up to X spaces, where X is the number of skulls in Vibe's attack.

RHYTHMIC DEFENSE
If Vibe defends against a normal attack and has 1+ shields, he may roll 1 combat die for each die he rolled for defense. If he has the same number of shields as he did while defending, Vibe avoids the attack and may maneuver up to 2 spaces with Stealth.

JUSTICE: DETROIT STYLE
If Vibe is defeated by an enemy, you may place him on that enemy's card. If you do, for the rest of the game, allies have +1 Attack when attacking a figure from that enemy's card.

GREEN ARROW
CONNOR HAWKE

JUSTICE LEAGUE

PIERCING SHOT
When a non-adjacent enemy takes 1+ wounds from Green Arrow's normal attack, roll a d20.

- On a 12-17, the defender takes +1 wound.
- On an 18+, the defender takes +2 wounds.

CLOSE COMBAT EXPERT
When attacking an adjacent enemy normally, add 1 hit. When defending against an adjacent enemy's normal attack, add 1 block.

UNIQUE HERO
HUMAN
VIGILANTE
DISCIPLINED
MEDIUM 5

5 4 8
3 3
130

DC Archer

SUPERMAN
KAL-EL

JUSTICE LEAGUE

FREEZE BREATH 14
At the start of Superman's activation, he may choose up to 2 adjacent figures and roll a d20 for each. On a 14+, for the rest of the turn, the chosen figure has -1 Defense and cannot use move actions or make swipes. On an 18+, the chosen figure takes 1 Cold wound.

A JOB FOR SUPERMAN
When Superman attacks an adjacent enemy with his normal attack, he adds 3 + X to his Attack. X equals the number of wounds allies engaged with the defender have, to a max of 3.

HEROIC INSPIRATION
If Superman is defeated by an enemy, for the rest of the game, his Unique Hero allies have +1 Attack and +1 to d20 rolls.

UNIQUE HERO
KRYPTONIAN
CHAMPION
INSPIRING
MEDIUM 5

7 7 4
7 4
380

DC

WONDER WOMAN
DIANA PRINCE

JUSTICE LEAGUE

GOLDEN LASSO
During transition, if Wonder Woman is not engaged, she may choose a non-adjacent Small or Medium enemy within 2 clear spaces and no more than 10 levels above her height or below her base. Place the chosen figure adjacent to Wonder Woman. While Wonder Woman is only engaged to the chosen figure, its abilities are negated on your turn.

WARRIOR ENGAGEMENT
If Wonder Woman wounds a figure with a swipe, the wounded figure's movement stops.

AEGIS SILVER BRACELETS
If Wonder Woman has 1+ shields while defending against a normal non-adjacent attack, she avoids the attack.

UNIQUE HERO
AMAZON
CHAMPION
DETERMINED
MEDIUM 5

7 6 1
6 6
290

DC Royal

GREEN LANTERN
GUY GARDNER

JUSTICE LEAGUE

POWER PLAY
Once per game, after an ordered activation with Green Lantern on your first turn of the round, you may reveal and remove any number of Order Markers from your cards. If you do, activate as many allied Unique Heroes as Order Markers removed this way, during which those allies have +1 Attack. You may not activate additional figures this turn.

SWINGING FOR THE FENCES
If Green Lantern is not adjacent to any allies and is engaged with 1+ enemies, add 1 + X to his Attack and subtract 1 + X from his Defense. X equals the number of wounds he has.

WILL NOT BACK DOWN
If Green Lantern is attacked while he is engaged with a figure that has a Life greater than his, he ignores all but 1 wound from that attack. If Green Lantern defeats a figure with a Life greater than his, he heals 2 wounds.

UNIQUE HERO
HUMAN
OFFICER
BRASH
MEDIUM 5

6 4 4
6 6
290

DC Lantern

HAWKGIRL
KENDRA SAUNDERS

JUSTICE LEAGUE

COMBAT DEXTERITY
Instead of Hawkgirl's move through attack phases, she may make a move action, and may make 2 normal attacks at any point during this move action.

NTH METAL WING SLASH
After Hawkgirl's move action, choose up to 3 figures she passed over. Roll a d20 for each. Each roll has -3 if you chose 2 figures, or -6 if you chose 3. Add 2 to the roll if the figure has the Undead keyword or Magical Affinity. On an 11+, the chosen figure takes a wound.

FLEETING ESCAPE
After combat when defending against an enemy, Hawkgirl may maneuver 1 space for each shield she has.

UNIQUE HERO
HUMAN
WARRIOR
FIERCE
MEDIUM 5

6 5 1
5 5
240

DC

ZATANNA
ZATANNA ZATARA

JUSTICE LEAGUE

PICK A NUMBER
During setup, choose a number. When a player rolls a d20 and the final result is the chosen number, you may inflict 1 wound on a figure within clear sight of Zatanna. Once per game, after Zatanna rolls a d20, she may make the result the chosen number.

DANGER INTO DOVES
After an enemy makes a normal attack against Zatanna or a figure within 4 clear spaces of her, she may roll a d20, adding 4 if the attacker is non-adjacent. On a 13+, the attack has -2 hits.

MAGICAL DEFENSE 1
When an enemy without Magical Affinity attacks, Zatanna ignores all but 1 wound.

UNIQUE HERO
HOMO MAGI
MAGICIAN
TRICKY
MEDIUM 5

5 4 4
4 4
250

DC

HAWKGIRL
SHAYERA HOL

JUSTICE LEAGUE

HAWK SWOOP
When attacking a figure that was 2+ spaces away before Hawkgirl's move phase this turn, she has +1 Attack. When attacking a figure that was 4+ spaces away before Hawkgirl's move phase this turn, she may instead choose 1:

- Hawkgirl has +2 Attack.
- Hawkgirl may attack twice per normal attack action.

This ability may only be used if Hawkgirl used Flying for all of her movement this activation.

NTH METAL MACE
Figures with Magical Affinity or the Undead keyword have -1 Defense against Hawkgirl's normal attack.

UNIQUE HERO
THANAGARIAN
WARRIOR
FIERCE
MEDIUM 5

6 5 1
5 6
225

DC

HAWKMAN
KATAR HOL

JUSTICE LEAGUE

HAWK STRIKE
When attacking a figure that was 3+ spaces away before Hawkman's move phase this turn, he has +2 Attack. This ability may only be used if Hawkman used Flying for all of his movement this activation.

NTH METAL MACE
Figures with Magical Affinity or the Undead keyword have -1 Defense against Hawkman's normal attack.

UNDYING LOVE
If Shayera Hol is on your team and has 1+ wounds or is defeated, Hawkman may attack twice per normal attack action.

UNIQUE HERO
THANAGARIAN
WARRIOR
FEARLESS
MEDIUM 5

6 5 1
6 6
225

DC