

BATMAN
BRUCE WAYNE

UNIQUE HERO
HUMAN
LEADER
DRIVEN
MEDIUM 5

6 4 1
5 5
220

OUTSIDERS OPERATIONS PROTOCOL
Instead of Batman's ordered activation, you may activate 1 Hero in the Outsiders faction or 2 Outsiders Heroes if at least 1 has not yet been activated by this ability this round.

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

BATARANGS
Before a normal attack action with Batman, you may change his Range to 5 and his Attack to 2 for that action. If you do, you may attack up to 3 times during that action.

MISSION PREP
Once per turn, before combat with a figure on your team, you may remove an unrevealed Order Marker from this card. For the rest of that turn, Batman and his allies have +1 Attack and Defense.

DC •CG

GEO-FORCE
BRION MARKOV

UNIQUE HERO
METAHUMAN
CHAMPION
PROUD
MEDIUM 5

5 5 4
5 5
280

OUTSIDERS

GEOKINETIC ERUPTION
Place 4 single-hex lava field tiles on this card during setup. During transition, Geo-Force may place a lava field tile from this card on an empty land space within 1 space of him and no more than 2 levels above his base, then roll 1 damage die against each figure within 2 spaces of the placed tile that does not have Earth Strength.

RALLY OUTSIDERS
When a Unique Hero ally is defeated by an enemy, you may place any of your unrevealed Order Markers on this card. For the rest of the round, after an ordered activation with Geo-Force, you may activate up to 2 allies in the Outsiders faction, then end your turn.

EARTH STRENGTH 1
Geo-Force has +1 Attack and Defense while on earth terrain.

DC •Royal •CG

METAMORPHO
REX MASON

UNIQUE HERO
METAHUMAN
CREATURE
TROUBLED
MEDIUM 5

7 5 4
7 4
300

OUTSIDERS

RAPID SHAPESHIFTING 3
During setup, place 3 Shapeshift Markers on this card. Before activating Metamorpho, you may remove or replace any number of his Shapeshift Markers. Metamorpho has +1 Attack and -1 Move and Range for each Shapeshift Marker on this card.

ELEMENTAL FORMS
Before Metamorpho's attack phase, choose a damage type. Any wounds he inflicts this turn are the chosen type. While this card has exactly:

- 0 Shapeshift Markers, Metamorpho is never in clear sight of non-adjacent enemies and gains Flying and Stealth.
- 1 Shapeshift Marker, Metamorpho may attack twice per normal attack action.
- 2 Shapeshift Markers, when defending against an adjacent normal attack, each excess block inflicts 1 wound on the attacker.
- 3 Shapeshift Markers, if an enemy would move Metamorpho, you may stop that movement.

DC •Inorganic •CG

BLACK LIGHTNING
JEFFERSON PIERCE

UNIQUE HERO
METAHUMAN
VIGILANTE
RIGHTEOUS
MEDIUM 5

6 4 1
5 5
150

OUTSIDERS

LIGHTNING CHAIN
Black Lightning and allies within 3 clear spaces of him have +1 Defense against normal attacks and, if the attacker is adjacent to Black Lightning, each excess block counts as 1 Electric damage on the attacker.

LIGHTNING LASH SPECIAL ATTACK
Range 5. Attack 5. Electric.
For each wound Black Lightning has at the start of this attack action, you may attack 1 additional time. Each additional attack has -1 Attack from the previous attack. Defenders on aquatic terrain have -1 Defense.

DC •CG

HALO
GABRIELLE DOE

UNIQUE HERO
AURAKLE
VAGABOND
INNOCENT
MEDIUM 5

6 5 4
4 3
200

OUTSIDERS

LIGHT AURAS
Place 7 different Light Markers on this card during setup. Before Halo's attack phase, you may remove a Light Marker from this card and choose 1 to be in effect for this activation. If it is:

- red, Halo has +1 Attack and does Heat damage;
- orange, Halo has +1 Attack and you may knockback the defender 1 space for each wound it takes;
- yellow, Halo has +1 Attack and does Light damage;
- green, choose an enemy in 4 clear spaces of Halo to put in stasis until your next turn. A figure in stasis cannot use move actions;
- blue, remove an unrevealed Order Marker from the card of an enemy within 4 clear spaces of Halo;
- indigo, place a Small or Medium figure within 4 clear spaces of Halo adjacent to her;
- violet, place Halo in her start zone and she heals up to 2 wounds.

DC •CG

KATANA
TATSU TORO

UNIQUE HERO
HUMAN
WARRIOR
HONORABLE
MEDIUM 4

6 4 1
4 2
150

OUTSIDERS

OUTSIDERS ADVANCE
You have +1 initiative for each enemy in clear sight of Katana, to a max of +3. If you win initiative, you may maneuver up to 3 of your figures in the Outsiders faction up to 3 spaces each with Stealth. Then you may choose a figure adjacent to both Katana and an ally and roll 1 damage die against the chosen figure.

DEADLY FORCE
When Katana attacks normally, skulls count as 2 hits.

IAIJUTSU STRIKE 14
When an enemy adjacent to Katana targets a figure for an attack, you may roll a d20. On a 14+, that enemy receives 1 wound and its activation ends.

DC •CG

LOOKER
LIA BRIGGS

UNIQUE HERO
METAHUMAN
VAGABOND
SEDUCTIVE
MEDIUM 5

5 4
6 4
200

OUTSIDERS

CAN'T LOOK AWAY
During setup, place 4 Mesmerization Markers on this card. At the start of a round, you may choose up to 4 enemy Unique Heroes without the Blind keyword that are within 4 clear spaces of Looker and place 1 of her Mesmerization Markers on each chosen hero's card. An enemy with your Mesmerization Marker on its card cannot have clear sight on any figure except Looker. During clean up, return all of Looker's Mesmerization Markers to this card.

DC •Celebrity •Telepath •CG

KATANA
TATSU TORO

UNIQUE HERO
HUMAN
WARRIOR
HONORABLE
MEDIUM 4

6 4 1
4 2
150

OUTSIDERS

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DC •CG