

ABRA KADABRA
CITIZEN ABRA

SMOKE AND MIRRORS ROGUES

Instead of a move action, you may choose a figure within 4 clear spaces. Switch Abra Kadabra with the chosen figure.

64TH CENTURY TECHNO-MAGIC
When Abra Kadabra attacks an enemy, you may choose for that enemy to have +1 Defense. If you do, you may subtract 1 skull, shield, or blank from the defensive roll.

FAUX MAGICAL DEFENSE 1
When an enemy without Magical Affinity or this ability attacks Abra Kadabra, he ignores all but 1 wound from that attack.

UNIQUE HERO
HUMAN
CHARLATAN
DRAMATIC
MEDIUM 5

6 4 5
3 4
160

DC

TOP
ROSCOE DILLON

MAKING THE WORLD SPIN ROGUES

When Top or an ally in the Rogues faction attacks a figure that is within 6 clear spaces of Top, the defender cannot move this activation and has -1 Defense for each feint the attacker has. Robots and objects are not affected by this ability.

SPINNING TOP SPECIAL ATTACK
Attack 4.
Instead of Top's move through attack phases, he may maneuver up to 3 spaces with Stealth and attack. This attack affects all figures adjacent to him. If Top inflicts 1+ wounds with this attack action, he may use this attack action a second time.

EXPLOSIVE TOP SPECIAL ATTACK
Attack 3.
Choose a space within 6 spaces of Top. All figures on or within 1 space of the chosen space that are within clear sight of Top are affected.

UNIQUE HERO
METAHUMAN
MISFIT
OBSESSIVE
MEDIUM 5

7 4 1
5 4
185

DC

MIRROR MASTER
EVAN MCCULLOCH

THROUGH THE LOOKING GLASS ROGUES

During transition, you may choose Mirror Master or an adjacent figure and roll a d20. Place the chosen figure exactly X spaces away from its original placement, where X is the d20 result. This placement is unstoppable.

MIRROR MIRAGE
Before Mirror Master defends, you may place 2 Mirror Markers face down on empty spaces within 3 spaces of Mirror Master. The attacker must choose 1 marker. If the chosen marker has Mirror Master's face on it, defend normally. If the chosen marker does not have his face on it, Mirror Master avoids damage. Remove the markers from the battlefield and place Mirror Master on the space occupied by the faceless marker. This placement is unstoppable.

UNIQUE HERO
HUMAN
MERCENARY
TRICKY
MEDIUM 5

5 4 5
3 3
130

DC

MAGENTA
FRANCES KANE

MAGNETIC THROW DEFENSE 17 ROGUES

If an enemy within 5 clear spaces of Magenta targets her or an ally for an attack, you may roll a d20. On a 17+, that enemy cannot attack this activation and you may place it on any space within 4 spaces of its current placement. If you do, inflict 1 wound on that enemy.

ELECTROMAGNETIC PULSE DISRUPTION
When an enemy within 5 clear spaces of Magenta rolls a d20, you may subtract 1 from the roll, or 3 if the enemy is an object, Robot, or has the Cyborg keyword.

UNIQUE HERO
METAHUMAN
ANTAGONIST
CONFLICTED
MEDIUM 5

5 4 5
4 3
130

DC

PLUNDER
JARED MORILLO

BOUNTY HUNTER ROGUES

During setup, choose an enemy Unique Hero to be Plunder's Bounty. Plunder has +1 Attack and Defense against his leाप.

ACROBATIC LEAP SPECIAL MOVE
Move 2. Height 6.
Plunder may use this special move once, at any point during a move action, by subtracting 2 from his movement. Plunder gains Flying and Stealth.

TRIGGER MAN
After attacking a non-adjacent figure normally, if Plunder did not make an ordered activation this turn, he may attack a second time with that attack action.

UNIQUE HERO
HUMAN
MERCENARY
PROFESSIONAL
MEDIUM 5

5 4 7
4 3
165

DC

TRICKSTER
JAMES JESSE

ITCHING POWDER BOMB ROGUES

Once per game, instead of an attack action, choose a Unique Hero within 5 clear spaces of Trickster, roll 1 damage die against that Hero, and place the Itching Powder Marker on that Hero's card. While the Itching Powder Marker is on that Hero's card, that Hero must roll a d20 before its move action. On a 13 or less, it has -1 Move for that move action. That Hero must continue rolling a d20 until 13 or less is no longer rolled or its Move is reduced to 0.

STICKY GUM
When Trickster attacks normally, if he has 1+ feints, the defender cannot move this turn and has -1 Defense for each feint.

HEY, LOOK OVER THERE!
Before Trickster defends, you may reveal Order Marker X on any other card on your team to avoid all damage and end the attacker's activation.

UNIQUE HERO
HUMAN
MISFIT
TRICKY
MEDIUM 5

5 4 1
3 3
65

DC

BLACKSMITH
AMUNET BLACK

ROGUE ROSTER UPGRADES ROGUES

Before Blacksmith's ordered activation, you may activate 1 ally in the Rogues faction. Each time that Rogue attacks during that activation, you may reroll all dice for that attack once. After activating Blacksmith, your turn ends.

INORGANIC FUSION SPECIAL ATTACK
Range 3. Attack 2.
This special attack has +1 Attack for each object within 2 spaces of the defender, to a maximum of +5 Attack.

WATER WEAKNESS
If Blacksmith is on water, she has -1 Attack and Defense.

UNIQUE HERO
METAHUMAN
MASTERMIND
RUTHLESS
MEDIUM 5

5 4 5
5 4
210

DC

MURMUR
MICHAEL AMAR

SURGICAL STRIKE ROGUES

If Murmur inflicts 1+ wounds on an adjacent character with his normal attack, the defender receives 1 additional wound.

SPREAD THE PAIN
After using a normal attack action on an adjacent character, Murmur may inflict 1 wound on himself to use a second normal attack action on an adjacent character.

BLOODBORNE VIRUS 15
When Murmur receives 1+ wounds, he must roll a d20 separately for each adjacent character without the inorganic keyword. On a 15+, inflict 1 Toxic wound on that character.

UNIQUE HERO
HUMAN
TORMENTOR
INSANE
MEDIUM 5

5 4 1
2 4
85

DC

CAPTAIN COLD
LEONARD SHART



THE ROGUES ROGUES

After an ordered activation with a figure in the Rogues faction, you may activate a different Rogue that is either Captain Cold or within 5 clear spaces of Captain Cold. After this activation, end your turn.

FLASH FREEZE
Once per round, when a figure enters a space within 5 clear spaces of Captain Cold where it could end its movement, you may stop that figure's movement. That figure may not move for the rest of this turn.


ROGUE CONTINGENCY PLAN
When Captain Cold or an allied Rogue is defeated, you may immediately move any unrevealed Order Markers from that card to any other Rogue card on your team.

UNIQUE HERO
METAHUMAN
LEADER
AMBITIOUS
MEDIUM 5

5 5
4 4
200

DC

WEATHER WIZARD
MARK MARDON



LIGHTNING RE-STRIKE SPECIAL ATTACK ROGUES

Range 5. Attack 4. Electric.
Weather Wizard may attack the same figure up to 2 times with this special attack action. For the second attack, he has +1 Attack for each space the defender moved this activation. The defender does not have to be within range or clear sight of Weather Wizard for the second attack.

FOG COVER 13
When Weather Wizard or an ally within 4 clear spaces of Weather Wizard is targeted for a non-adjacent attack, you may roll a d20. On a 13+, Weather Wizard and all allies within 4 clear spaces of Weather Wizard are never in clear sight of enemies for the rest of the targeting figure's activation.


BLINDING RAIN 4
Allies within 4 clear spaces of Weather Wizard never take swipes.

UNIQUE HERO
HUMAN
CRIMINAL
TRICKY
MEDIUM 5

5 4
3 1
100

DC

MIRROR MASTER
SAM SCUDDER



THROUGH THE MIRROR WORLD ROGUES

Instead of Mirror Master's move through attack phases, you may choose up to 2 adjacent figures. If choosing more than 1 figure, both must be allies in the Rogues faction. Place Mirror Master on any space within 8 spaces of his current placement, then place any chosen figures adjacent to him. These placements are unstopplable.

ROGUE RETREAT
Once per round, after combat in which Mirror Master or an adjacent Rogue ally defends, you may use Mirror Master's Through The Mirror World ability.


LACK OF REFLECTIONS
If Mirror Master is on a shadow space, all other abilities on this card are negated.

UNIQUE HERO
HUMAN
THIEF
TRICKY
MEDIUM 5

5 4 6
6 3
160

DC

CAPTAIN BOOMERANG
DIGGER HARKNESS



GRAVITY BOOMERANG 12 ROGUES

Before Captain Boomerang's normal move action, choose a figure within 5 clear spaces and roll a d20. On a 12+, the chosen figure cannot move this turn. If the chosen figure rolls a d20 this turn, you may subtract 3 from the roll.

RAZOR BOOMERANG SPECIAL ATTACK
Range 4. Attack 3.
After using this special attack action, you may choose up to 3 figures within 2 spaces of the original placement of the defender that are in clear sight of Captain Boomerang. Roll a d20 once for each chosen figure. On a 17+, inflict 1 wound on that figure.


RETURNING BOOMERANG
After Captain Boomerang's attack action, if he inflicted no wounds, you may choose 1 non-adjacent figure Captain Boomerang attacked and roll 1 damage die against it.

UNIQUE HERO
HUMAN
CRIMINAL
BELLIGERENT
MEDIUM 5

5 4 5
3 4
90

DC

DOUBLE DOWN
JEREMY TELL



DOUBLE BLIND SPECIAL ATTACK ROGUES

Range 5. Attack 3.
Before attacking with this special attack, choose any number of skulls. If you roll the same number of skulls as you chose, all skulls count as 1 additional hit. Double Down may inflict 1 wound on himself to attack a second time with this attack action.


EVENING THE ODDS
Whenever you roll a d20 for an ally in the Rogues faction within 5 clear spaces of Double Down, you may add or subtract 2 from the roll.

UNIQUE HERO
METAHUMAN
CRIMINAL
DRAMATIC
MEDIUM 5

5 4 1
3 3
115

DC

HEAT WAVE
MICK RORY



PYROMANIA 14 SPECIAL ATTACK ROGUES


Range 2. Attack 4. Heat.
Choose 3 spaces in a straight line from the target. All figures on that line are also affected. After combat, you may roll a d20. On a 14+, Firefly may attack again with this special attack action, to a max of 3 attacks per activation.

UNIQUE HERO
HUMAN
CRIMINAL
DESTRUCTIVE
MEDIUM 5

5 4 4
4 4
110

DC

TAR PIT
JOEY MONTELEONE



FLAMING TAR THROW SPECIAL ATTACK ROGUES

Range 3. Attack 4. Heat.
Choose a non-adjacent figure to attack. You may count 1 blank as a hit.


LOCKDOWN
When a Small or Medium enemy adjacent to Tar Pit would move, you may stop its movement.

UNIQUE HERO
METAHUMAN
CRIMINAL
IMPULSIVE
MEDIUM 5

5 4 1
6 4
150

DC

RAINBOW RAIDER
ROY G. BIVOLO



RAINBOW RAY ROGUES

During transition, you may choose a Unique Hero within 5 clear spaces and roll a d20. On a:

- 1-3, choose a figure adjacent to that figure to receive 1 wound.
- 4-6, choose an item that figure is equipped with. Rainbow Raider equips that item.
- 7-9, that figure has -2 Defense until your next turn.
- 10-11, that figure cannot move until your next turn.
- 12-14, that figure has -2 Attack until your next turn.
- 15-17, remove an Order Marker from that figure's card.
- 18-20, that figure receives 1 wound.

This ability does not affect Robots or Insane figures.


UNIQUE HERO
HUMAN
MISFIT
COLORFUL
MEDIUM 5

5 3 5
6 3
75

DC

GOLDEN GLIDER
LISA SMART

ROGUES



UNIQUE HERO
METAHUMAN
CRIMINAL
CHARMING
MEDIUM 5

6 4 2
4 3
110

ROGUE DUO
During setup, choose an allied Hero in the Rogues faction. After an ordered activation with that Hero, you may activate Golden Glider, then your turn ends.

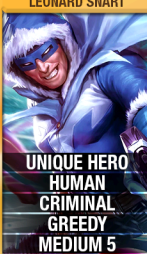
INTANGIBILITY
Golden Glider can move through anything, her movement is unstoppable, and she ignores all wounds when attacked by non-adjacent figures.

GOLDEN TENDRILS SPECIAL ATTACK
Range 2. Attack 1.
This attack action includes up to 2 attacks. Defenders cannot roll more than 1 die while defending.

DC

CAPTAIN COLD
LEONARD SHART

ROGUES



UNIQUE HERO
HUMAN
CRIMINAL
GREEDY
MEDIUM 5

5 4 1
4 3
90


COLD GUN SPECIAL ATTACK
Range 4. Attack 3. Cold.
For each skull in the attack, the defender has -1 Defense. If Captain Cold inflicts 1+ wounds with this attack, you may activate 1 Hero in the Rogues faction within clear sight of Captain Cold.

FROZEN MOLECULAR FIELD
Enemies must count all spaces within 4 spaces of Captain Cold as slippery ice in addition to their other terrain types.

DC

CHILLBLAINE

ROGUES



UNIQUE HERO
HUMAN
MISFIT
DELUSIONAL
MEDIUM 5

5 3 1
2 2
35

STOLEN COLD GUNS SPECIAL ATTACK
Range 4. Attack 2. Cold.
Chillblaine may attack twice with this attack action. For each skull in the attack, the defender has -1 Defense.


UNCOOL CACKLING
If Chillblaine inflicts 1+ wounds on an enemy during his activation, Chillblaine's activation ends.

EXPENDABLE ROGUE
If Chillblaine is chosen for Golden Glider's Rogue Duo ability, when Chillblaine is defeated, you may choose an allied Hero in the Rogues faction for her Rogue Duo ability, and move all unrevealed Order Markers from this card to the chosen Rogue's card.

DC

CAPTAIN BOOMERANG
OWEN MERCER

ROGUES



UNIQUE HERO
METAHUMAN
CRIMINAL
SNARKY
MEDIUM 5

6 4 5
5 4
135

ACID BOOMERANG SPECIAL ATTACK
Range 4. Attack 3.
After using this special attack action, roll 1 Toxic damage die against each figure adjacent to the defender.

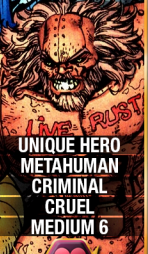
SPEED BURST
After Captain Boomerang's attack action, he may maneuver up to 2 spaces with Stealth.

RETURNING BOOMERANG
After Captain Boomerang's attack action, if he inflicted no wounds, you may choose 1 non-adjacent figure Captain Boomerang attacked and roll 1 damage die against it.

DC •Speedster

GIRDER
TONY WOODWARD

ROGUES



UNIQUE HERO
METAHUMAN
CRIMINAL
CRUEL
MEDIUM 6

5 5 1
5 6
190

SMASHING KNOCKBACK
After Girder inflicts 1+ wounds on an adjacent Small or Medium figure with his normal attack, you may knockback that figure 1 space for each wound inflicted in that attack.

TOUGH
When defending against a normal attack, Girder has +1 block.

RUSTING 6
During cleanup, if Girder has 1+ wounds, roll a d20. Subtract 10 if Girder is on water. On a 1-6, inflict 1 wound on Girder.

DC

TRICKSTER
AXEL WALKER

ROGUES



UNIQUE HERO
HUMAN
THIEF
STUBBORN
MEDIUM 5

5 4 1
3 3
70


TOY BOMB SPECIAL ATTACK
Attack 3.
Choose a space within 3 spaces of Trickster. All figures on or within 1 space of the chosen space are affected.

SHARPENED JACKS 17
Whenever a non-Tiny enemy moves onto a space within 3 spaces of Trickster, you may roll a d20. On a 17+, inflict 1 wound on that enemy.

DC

PIED PIPER
HARTLEY RATHAWAY

ROGUES



UNIQUE HERO
HUMAN
THIEF
REPENTANT
MEDIUM 5

5 4 1
3 3
80


SONIC FLUTE SPECIAL ATTACK
Attack 3. Sonic.
Choose 2 spaces in a straight line from Pied Piper. All enemies on or within 1 space of the line are affected.

SONIC MIND CONTROL
After activating Pied Piper, you may choose any Unique Hero that received 1+ wounds from Sonic Flute Special Attack this turn, or up to 2 Rodent Common Heroes. Take temporary control of each chosen Hero, make a normal move action then attack action with each, then return control.

DC

RAT SWARM

ROGUES



COMMON HERO
RODENT
VERMIN
FRANTIC
TINY 1

4 1 1
1 1
10

SWARM MOVEMENT
Instead of a normal move action with a Rat Swarm, you may maneuver up to 3 Rat Swarms up to 4 spaces each. Instead of a Rat Swarm's attack action, you may make an attack action with any other Rat Swarm.

PLAGUE 16
After an attack action with a Rat Swarm, roll a d20 separately for each character engaged to 1+ Rat Swarms. On a 16+, inflict 1 Toxic wound on that character. Rodents and characters with the Inorganic keyword are not affected.

DC •Animal

MIRROR MASTER
SAM SCUDDER

ROGUES

LEG-SWITCHING MIRROR

During setup, place 1 Leg Marker on this card. Before activating Mirror Master, you may choose a Unique Hero within 3 clear spaces of Mirror Master and place his Leg Marker on that Hero's card. For the rest of the game, while Mirror Master's Leg Marker is on another Hero's card, Mirror Master and that Hero switch their Move numbers and that Hero has -1 Defense.

STOLEN SUPERSPEED

If Mirror Master's Leg Marker is on a card with the Speedster keyword, he has Stealth and the Speedster keyword, and gains **SUPERSPEED**: *Mirror Master may move through all figures and does not have to stop his movement when entering water spaces. After Mirror Master's attack phase, he may maneuver up to 2 spaces.*

UNIQUE HERO
HUMAN
MISFIT
ARROGANT
MEDIUM 5



TURTLE

ROGUES

SLOW AND STEADY

If any Order Marker 3 has been revealed, Turtle has +2 Attack.

SPEED DRAIN 15

During transition, you may choose a figure within 5 clear spaces and roll a d20, adding the chosen figure's Move. On a 15+, the chosen figure is considered Slowed. Slowed figures cannot use the Superspeed ability or make maneuvers and have -4 Move and -1 Defense until the start of your next turn.

UNIQUE HERO
METAHUMAN
MISFIT
BITTER
MEDIUM 5

