

NIGHTWING
DICK GRAYSON

UNIQUE HERO
HUMAN
VIGILANTE
DARING
MEDIUM 5

6 4 5
3 4
200

TITANS

TITANS GO!
Allied Sidekicks and Rookies are added to the Titans faction. Before an ordered activation with Nightwing, you may reveal Order Marker X on this card and activate up to 2 Titans within 6 clear spaces of Nightwing. You may not activate additional figures.

ESCRIMA ASSAULT SPECIAL ATTACK
Range 1. Attack 3.
Choose up to 2 figures to be affected. After this attack action, Nightwing may use this attack action a second time.

ACROBATIC MASTERY
Nightwing avoids falling damage. If Nightwing has 1+ shields when defending, he avoids the attack. After combat, Nightwing may maneuver 1 space for each shield he has, ignoring elevation changes up to 6 levels.

DC •Royal

STARFIRE
KORIAN'D'R

UNIQUE HERO
TAMARANEAN
WARRIOR
FIERY
MEDIUM 5

5 6
5 4
210

TITANS

RECKLESS ENGAGEMENT
If Starfire is not adjacent to any allies and is engaged, she has +1 Attack and -1 Defense.

PROTECTIVE FURY
Before Starfire's attack phase, you may choose 1 allied Hero in the Titans faction within 4 clear spaces of Starfire. Starfire may make 1 additional normal attack action for each wound the chosen figure has, up to a maximum of 3 additional attack actions.

DC •Royal

BEAST BOY
GAR LOGAN

UNIQUE HERO
METAHUMAN
ROOKIE
TROUBLED
MEDIUM 4

5 7 1
3 4
190

TITANS

MOVEMENT METAMORPHOSIS
Before Beast Boy's move phase, choose 1 option for this move phase:
• Ferret: He is Tiny and has Stealth.
• Owl: He has Flying.
• Stag: He has +3 Move.

ATTACK METAMORPHOSIS
Before Beast Boy's attack phase, choose 1 option for this attack phase:
• Gorilla: He has +1 Attack.
• Panther: He may attack twice with his normal attack action if he attacks different figures.
• Python: Instead of his attack phase, roll 1 damage die against an adjacent Small or Medium figure.

DEFENSE METAMORPHOSIS
Before Beast Boy defends, choose 1 option while defending against this attack:
• Porcupine: When defending against a normal adjacent attack, inflict 1 wound on the attacker for each excess block.
• Rabbit: After combat, maneuver Beast Boy up to 2 spaces with Stealth.
• Turtle: He has +2 Defense.

DC

RAVEN
RACHEL ROTH

UNIQUE HERO
DEMON
MYSTIC
TORMENTED
MEDIUM 5

5 5
4 4
190

TITANS

TEAM EMPATH
Before Raven's activation, you may choose an ally in the Titans faction within 4 clear spaces of her and move any number of wounds from the chosen figure to Raven. Instead of a move action with Raven, if she is within 4 clear spaces of a Titans ally, she may heal 1 wound.

SOUL SELF
Once per round, instead of Raven's attack action, you may choose a character within 10 spaces of her that does not have the Inorganic keyword and roll X damage dice against that character, where X is the number of wounds Raven has.

MAGICAL DEFENSE 2
When an enemy without Magical Affinity attacks, Raven ignores all but 2 wounds.

DC

CYBORG
VIC STONE

UNIQUE HERO
HUMAN
ROOKIE
BRILLIANT
MEDIUM 5

5 6 5
5 5
210

TITANS

TITANS COMMUNICATION RELAY
Once per round at the start of your turn, or when Cyborg is defeated, you may move any number of Order Markers from this card to the cards of allies in the Titans faction.

CHARGED SONIC CANNON SPECIAL ATTACK
Attack 5, Sonic.
Choose 3 spaces in a straight line from Cyborg. All figures other than Cyborg on or within 1 space of that line are affected. For each space Cyborg moved this activation, this attack has -1 Attack.

WHEN THERE'S TROUBLE CALL
After an ally that is a Rookie or in the Titans faction defends against an attacker within 5 clear spaces of Cyborg, if that ally rolled:
• 5+ dice, once per activation, you may roll 1 damage die against the attacker; or
• Fewer than 5 dice, that ally has +1 block.

DC •Cyborg

RAVAGER
ROSE WILSON

UNIQUE HERO
METAHUMAN
MERCENARY
UNSTABLE
MEDIUM 4

5 4 4
5 4
210

TITANS

FLANKING STRIKE 5
Once per turn, during an allied Unique Hero's ordered activation, instead of an attack with that Hero, you may maneuver Ravager up to 5 spaces. Then, you may choose 1 enemy engaged with both Ravager and that Hero and roll 2 damage dice against that enemy.

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

PRECOGNITIVE CALCULATIONS
After Ravager defends against an attacker within 4 spaces, you may choose to either:
• count all of Ravager's blanks as additional blocks; or
• if the attacker is in clear sight of her, inflict 1 wound on the attacker for each blank Ravager has.

DC

ARSENAL
ROY HARPER

UNIQUE HERO
HUMAN
VIGILANTE
VOLATILE
MEDIUM 5

5 4 4
4 3
190

TITANS

TITAN COVER FIRE
Allied Sidekicks and Rookies are added to the Titans faction. Before a Titans ally's attack phase during its ordered activation, if Arsenal has not been activated this turn, Arsenal may use a normal attack action. After combat, you may maneuver Arsenal or a Titans ally up to 2 spaces with Stealth.

BOLAS 12
During transition, you may choose a figure within 4 clear spaces that is Small, Medium, or Large. Roll a d20. On a 12+, if that figure is not a Unique Hero, inflict 1 wound on it. If that figure is a Unique Hero, it becomes Snared until it is wounded or the turn ends. Snared Heroes cannot move and have -2 Defense.

ARSENAL
Before a normal attack action with Arsenal, you may choose to give him +4 Range, give the defender -1 Defense, or count all blanks rolled as hits.

DC •Archer

KID FLASH
BART ALLEN

UNIQUE HERO
METAHUMAN
ROOKIE
DARING
MEDIUM 5

11 4 1
4 4
180

TITANS

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

SUPERSONIC PUNCH SPECIAL ATTACK
Range 1. Attack 4.
If Kid Flash did not begin this activation within 4 spaces of the defender, before targeting a figure, choose 1:
• All feints count as additional hits; or
• The defender's abilities are negated for this special attack action.

SPEEDSTER MOVEMENT
After Kid Flash attacks normally or defends, you may maneuver him up to 2 spaces for each blank he has. If there is an Order Marker on this card when Kid Flash defends, each shield counts as 2 blocks.

DC •Speedster