

ROBIN
TIM DRAKE

YOUNG JUSTICE

TEEN LEADER
After initiative, you may reveal Order Marker X on this card. Before an ordered activation with a Rookie or Sidekick ally, if Order Marker X is revealed on this card, you may activate Robin. You may not activate any additional figures this turn.

TACTICAL DISARM
Once per round, when an enemy within 4 clear spaces of Robin attacks, you may subtract 1 skull.

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

UNIQUE HERO
HUMAN
SIDEKICK
ANALYTICAL
MEDIUM 4

6 4 4
5 3
150

DC

WONDER GIRL
CASSANDRA SANDSMARK

YOUNG JUSTICE

YOUNG JUSTICE ATTACK PLAN
If none of your other cards have 2+ Order Markers on them, the first time a Rookie or Sidekick Hero on your team attacks an adjacent figure during its activation, that Hero has +1 Attack.

HIT ANYTHING THAT'S MOVING!
After each space an enemy moves, roll a d20 once for each Rookie or Sidekick on your team adjacent to that figure, adding 6 to the roll if there is an Order Marker on this card. On an 18+, that Rookie or Sidekick inflicts 1 wound on that enemy.

COUNTER STRIKE
When defending against a normal attack from an adjacent attacker, each excess shield inflicts 1 wound on the attacker.

UNIQUE HERO
OLYMPIAN
ROOKIE
AMBITIOUS
MEDIUM 5

5 5 1
5 5
200

DC

SUPERBOY
KON-EL

YOUNG JUSTICE

TACTILE TELEKINETIC TOUCH
Before Superboy's move phase, you may choose an adjacent enemy and place that figure within 1 space of its current placement.

SUPER SHOW-OFF
Once per round during Superboy's normal attack, he has +1 Attack for each of your revealed Order Markers on Rookie, Sidekick, or Titans faction cards. If Superboy does not inflict any wounds during this attack, roll a damage die against him.

KRYPTONIAN DEFENSE 2
When Superboy defends against an attack from a figure that is not a Kryptonian and does not have Magical Affinity, he may count up to 2 blanks as blocks.

UNIQUE HERO
KRYPTONIAN/METAHUMAN
ROOKIE
RECKLESS
MEDIUM 5

6 5 1
5 4
210

DC •Clone

ARROWETTE
CISSIE KING-JONES

YOUNG JUSTICE

VENGEFUL FIXATION
The first time an ally is defeated by an enemy during a round, you may move 1 unrevealed numbered Order Marker from any other card on your team to this card. If you do, for the rest of the round, when Arrowette attacks that enemy, add 2 hits and, if she defeats that enemy, she may not move or attack for the rest of the round.

ATHLETICISM
Instead of Arrowette's move through attack phases, she may make a move action, and may make 1 normal attack at any point during this move action.

UNIQUE HERO
HUMAN
ROOKIE
RELUCTANT
MEDIUM 5

5 3 9
4 3
90

DC •Archer

IMPULSE
BART ALLEN

YOUNG JUSTICE

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

IMPULSIVE FIGHTER
Impulse may attack up to 3 times with his normal attack action. For each attack after the first, he takes 1 wound for each excess shield rolled by a defender.

IMPULSIVE MOVEMENT
After combat with Impulse, you may maneuver him up to 2 spaces for each blank he has. If there is a revealed Order Marker on this card when Impulse defends, each shield counts as 2 blocks.

UNIQUE HERO
METAHUMAN
ROOKIE
RECKLESS
MEDIUM 4

10 4 1
4 4
140

DC •Speedster

SECRET
GRETA HAYES

YOUNG JUSTICE

OBSESSIVE JEALOUSY
During setup, you may choose an allied Unique Human Sidekick to be Secret's Obsession. After an enemy defeats or inflicts 1+ wounds on Secret's Obsession with an attack, place Secret adjacent to the attacker and roll a d20 once for each figure adjacent to Secret that is not her Obsession. On an 11+, that figure takes 1 wound.

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

IMPOSING PRESENCE
Enemies engaged with Secret have -1 Attack and Defense.

UNIQUE HERO
SPIRIT
ROOKIE
NAIVE
MEDIUM 4

5 3 1
4 3
120

DC •Inorganic •Undead

LI'L LOBO
LOBO

YOUNG JUSTICE

THE TOP TEEN
Instead of an ordered activation with a Rookie or Sidekick Unique Hero, you may activate Li'l Lobo. If you do, that Hero cannot be activated for the rest of the round.

BASTICH BASH
After Li'l Lobo's attack phase, he may place an adjacent figure 1 space away from its initial placement on a space where it is not adjacent to him. After placing the chosen figure, if Li'l Lobo has 1+ wounds, roll a d20. On an 11+ the chosen figure receives a wound.

UNIQUE HERO
CZARNIAN
ROOKIE
AGGRESSIVE
MEDIUM 5

6 1
5 5
180

DC

EMPRESS
ANITA FITE

YOUNG JUSTICE

VODOUN FORESIGHT
If 1+ Order Markers are on this card, you may add 1 to your initiative and any d20 rolls made for Empress or an allied Sidekick or Rookie within 6 clear spaces of her.

EMPEROR'S STICK 12
Instead of an attack action, you may choose up to 2 adjacent figures and roll a d20 for each. On a 12+, the chosen figure takes 1 wound.

REACTIVE MIND CONTROL 14
If Empress is targeted and attacked by an enemy without Mental Shield, roll a d20. On a 14+, Empress avoids the attack and that enemy's activation ends. Take temporary control of that enemy, maneuver it up to 4 spaces with Stealth, then return control.

UNIQUE HERO
HUMAN
ROOKIE
INSPIRED
MEDIUM 4

5 3 1
4 4
90

DC