1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (File>Print or Ctrl/Cmd+P).

2. Click on Properties and set your Page Orientation to Landscape (11 x 8.5).

3. Under Print Range>Pages input the pages you would like to print. (See Table of Contents)

4. Under Page Handling>Page Scaling select Multiple pages per sheet.
5. Under Page Handling > Pages per sheet select Custom and enter 2 by 2.

6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to Print page border.

7. Click OK.
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REAL NAME: Dick Grayson
FIRST APPEARANCE: *The Brave and the Bold* #54 (1964)
BACKGROUND: Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

**Fisticuffs** Robin can use Flurry.

**Gotham Acrobatics** Robin can use Energy Shield/Deflection and Stealth.

**BAT-LINE** (Leap/Climb)

**SMOKE BOMB** (Smoke Cloud)

**Willpower**

**Combat Reflexes**

**POINT VALUE:** 35
REAL NAME: Wally West
FIRST APPEARANCE: The Brave and the Bold #54 (1964)
BACKGROUND: When Wally West gained super speed through a freak reoccurrence of the same accident that gave powers to the Flash, he was quick to don a costume and race through the streets of Central City alongside the Scarlet Speedster as Kid Flash! But he was just as quick to join other teen heroes in the Teen Titans, quickly growing into the hero who would one day step into the boots of his mentor.

Up Walls, Through Walls Kid Flash can use Hypersonic Speed, but only Option 1. When Kid Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can’t end his movement on blocking terrain.

Charge

Fast Fists Kid Flash can use Flurry.

Human Tornado Once per turn, Kid Flash can use Force Blast as a free action.

POINT VALUE: 45
REAL NAME: Donna Troy
FIRST APPEARANCE: The Brave and the Bold #60 (1965)
BACKGROUND: After her parents died in a fire, a baby girl was brought to Paradise Island by Wonder Woman and raised as if she were the heroine’s sister, Wonder Girl. When Wonder Girl later left Paradise Island and joined a group of teen super heroes who had banded together, it was she who suggested that they call themselves Teen Titans. Many years later, the Titans would help Wonder Girl discover her true origins among the Titans of Myth.

Charge

STRENGTH OF THE TITANS (Super Strength)

AMAZON TRAINING (Combat Reflexes)

Toughness

Lasso Wonder Girl can use Incapacitate as if she had a range value of 6. If she successfully hits a target with a ranged combat attack when using Incapacitate, after resolving the action you can put the target in an unoccupied square of clear terrain adjacent to and at the same elevation as Wonder Girl.

POINT VALUE: 60
Exiled from Atlantis as a child, the young Garth survived on his own until he met Aquaman and became his sidekick as Aqualad. Venturing onto land, Aqualad met and joined other teen heroes to form the Teen Titans. While a Titan, Aqualad romanced an Atlantean princess called Aquagirl, until she died during the Crisis. In the grief-stricken aftermath, Aqualad set out on a journey that would lead him to discover an unexpected heritage of magic.

REAL NAME: Garth
FIRST APPEARANCE: The Brave and the Bold #54 (1964)
BACKGROUND: Exiled from Atlantis as a child, the young Garth survived on his own until he met Aquaman and became his sidekick as Aqualad. Venturing onto land, Aqualad met and joined other teen heroes to form the Teen Titans. While a Titan, Aqualad romanced an Atlantean princess called Aquagirl, until she died during the Crisis. In the grief-stricken aftermath, Aqualad set out on a journey that would lead him to discover an unexpected heritage of magic.

From the Depths: Aqualad can use Charge. When Aqualad occupies water terrain, any line of fire drawn to him is treated as if it crosses blocking terrain.

Super Strength
Willpower
Toughness

POINT VALUE: 40
**Trick Arrows** Give Speedy a ranged combat action; Speedy can remove from the game up to three hindering terrain markers or barrier terrain markers (removing markers one at a time) to which he has a clear line of fire at the time the marker is removed, after which he can make a ranged combat attack.

**REAL NAME:** Roy Harper  
**FIRST APPEARANCE:** *More Fun Comics* #73 (1941)  
**BACKGROUND:** Orphaned son of a forest ranger, Roy Harper was raised by a Navajo chief named Brave Bow who taught Roy the art of archery. As a teenager, Brave Bow took Roy to an archery competition judged by Roy’s idol, Green Arrow. After assisting Green Arrow in foiling a crime, the hero asked Roy to become his sidekick Speedy. Not long thereafter, Speedy joined other teen heroes who formed the Teen Titans, alongside whom he occasionally wielded trick arrows given to him by his mentor.

**SPEEDY (Running Shot)**

**GRAPPLING HOOK ARROW (Leap/Climb)**

**Brave Bow’s Apprentice** When Speedy makes a ranged combat attack, modify his attack value by +1.

**DODGE (Energy Shield/Deflection)**

**DETERMINED (Willpower)**

**POINT VALUE:** 45
**Transmute** Once per turn, if Shimmer is adjacent to an object (including an object carried by a character) at the beginning or end of any action she is given, she can remove that object from the game.

**Reshaped Battlefield** (Shape Change)

**Iron to Oxygen** (Phasing/Teleport)

**Oxygen to Chlorine** (Incapacitate)

**Sulfurous Touch** (Poison)

**Dissolve** (Blades/Claws/Fangs)

**Oxygen to Iron** (Barrier)

**Inseparable** Modify Shimmer’s defense value by +2 if she has a clear line of fire to Mammoth.

**Point Value:** 49

---

**Real Name:** Selinda Flinders

**First Appearance:** *New Teen Titans* #3 (1981)

**Background:** When the young Selinda Flinders turned her powers on the kids who teased her and her brother, their family was forced to flee their native Australia. Though the Markovian scientist Dr. Helga Jace helped Selinda to understand her powers, she was unable to teach the girl morality — and years later when Selinda discovered that Dr. Light was recruiting for a new team, Selinda took the name Shimmer and her brother the name Mammoth as they joined the Fearsome Five.
**JERICHO**
Teen Titans, Wildebeest Society

**LPPBPPFLK** Give Jericho a power action and make a close combat or ranged combat attack (as if he has a range value of 4) against a target opposing character as a free action. A successful attack deals no damage. Instead, remove Jericho from the battlefield and put him on his character card; the target is possessed, becomes friendly to your force and opposing to its owner’s force, and any of the target’s canceled powers return.

After the resolution of any action given to the target, you can release the target. Remove all action tokens from the target and put Jericho in any unoccupied square within 4 squares to which the target has a clear line of fire. The target becomes friendly to its owner’s force and opposing to your force.

If the target is possessed at the end of your turn, roll a d6 and add 1 to the result for each 100 points (or fraction thereof) of the target’s point value. If the result is 6 or more, the target is released. If the result is 5 or less, deal Jericho 1 unavoidable damage.

Each time the possessed target takes damage, deal Jericho 1 unavoidable damage after the action is resolved. Any effect that can counter the target’s powers can counter Jericho’s Possession. If Jericho is eliminated or Possession is countered or canceled, the target is immediately released. Jericho and possessed characters can’t be targeted by Mind Control or Possession.

**POINT VALUE:** 126

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**REAL NAME:** Joseph Wilson

**FIRST APPEARANCE:** *Tales of the Teen Titans* #42 (1984)

**BACKGROUND:** Son of Deathstroke the Terminator, Joseph Wilson was rendered mute when one of his father’s enemies took him hostage and nearly slit his throat. Taken away by his mother, Joseph developed powers of his own and returned years later to take on the identity of Jericho and help his mother and Nightwing rescue the Teen Titans from his father and the H.I.V.E., after which he joined the team himself. Later, possessed by spirits of Azaroth tainted by the influence of the demon Trigon, Jericho would turn on the team he once called his family.
REAL NAME: Mercury
FIRST APPEARANCE: Showcase #37 (1962)
BACKGROUND: Though some who debate stories of the creation of the Metal Men say Mercury’s personality is based on that of a scientist who assisted in the project, nobody can deny that the responsometer that gives the robot life also gives him a quick temper and an ego unmatched by any other member of the team.
REAL NAME: Gold
FIRST APPEARANCE: Showcase #37 (1962)
BACKGROUND: Stalwart and reliable, Gold is entrusted by Dr. Magnus to lead the Metal Men on the battlefield. As ductile as the element he’s made of, Gold can stretch for incredible distances and take a large amount of damage before Magnus must recover his responsometer and install it in a new robot body.

GOLD
Metal Men, Robot

Charge

Golden Lasso Gold can use Incapacitate, but only as part of a ranged combat action (as if he had a range value of 6).

I Can Be Hammered into a Sheet Four Millionths of an Inch Thick When Gold is dealt damage by a close combat attack, he can use Invulnerability. When Gold can’t use Invulnerability, he can use Toughness.

METAL MAN (Toughness)

FIELD LEADER (Leadership)

Shape Change

POINT VALUE: 60
**Ring the Bell** Liberty Belle can use Pulse Wave as if she had a range value of 8.

**REAL NAME:** Jesse Chambers  
**FIRST APPEARANCE:** *Justice Society of America* #1 (1992)  
**BACKGROUND:** The daughter of Johnny Quick, Jesse Chambers once used her father’s speed mantra to become Jesse Quick and fight alongside the Flash and the Titans. When she seemingly lost her powers, she entered the world of business and eventually became business manager for the Justice Society. A burgeoning romance with Hourman opened the way for Jesse to rediscover her powers—not just the speed powers of her father but also the powers of her mother, the first Liberty Belle, whose name and costume Jesse now uses.
**REAL NAME:** Klarion Bleak  
**FIRST APPEARANCE:** *Klarion* #1 (2005)  
**BACKGROUND:** Living in lost Limbo Town, Klarion the Witch-Boy longed to see the strange world of Blue Rafters beyond the Wicket Gate. Setting out with his familiar Teekl to venture through the Gate before it could be sealed, Klarion discovered a world of wonder and strangeness—as well as an unexpected destiny where he would be named Submissionary of his people, transform into the monstrous Horigal, and become one of the Seven Soldiers battling against the Sheeda.

**POINT VALUE:** 76
REAL NAME: Booster Gold
FIRST APPEARANCE: 52 Week 8 (2006)
BACKGROUND: Shortly after a worldwide crisis, a new and mysterious hero named Supernova stepped in to defend Metropolis when Superman disappeared. This brought Supernova into conflict with Booster Gold, who had hoped to be the guardian of Metropolis—until Booster’s sudden and tragic death left Supernova to protect the city on his own. Months later it was revealed that Supernova was, in fact, Booster Gold, who with the help of Rip Hunter had used technology taken from Superman and the Atom as well as journeys through time to step up and defend not only Metropolis but also fight a threat larger than the universe itself.

PHANTOM ZONE PROJECTOR
Supernova can use Incapacitate and Phasing/Teleport. When Supernova uses Incapacitate and successfully hits an opposing character, he may either resolve Incapacitate normally or give no action tokens to the target and instead immediately put the target in any starting area 8 or fewer squares from himself.

ADVANCED LASER SYSTEM

POINT VALUE: 122
REAL NAME: Tim Drake
FIRST APPEARANCE: *Batman* #436 (1989)
BACKGROUND: After deducing the secret identity of Batman and watching him become increasingly reckless, Tim Drake tried to convince Dick Grayson to return to the role of Robin. When Grayson decided to help Batman as Nightwing, Tim determined that Batman needed a Robin and took on the role himself. Quickly proving himself, Drake was accepted by Batman as his new partner and began training to be the new Robin. Eventually Drake would follow not only in his mentor’s footsteps but also Grayson’s when he joined the newest version of the team Grayson had founded, the Teen Titans.

**ROOT**

**Detective, Gotham City, Martial Artist, Teen, Teen Titans, Young Justice**

**TRAINED BY THE BAT** (Combat Reflexes)

**DETECTIVE** (Outwit)

**UTILITY BELT** (Perplex)

**GRAPPLE** (Leap/Climb)

**MARTIAL ARTIST** (Flurry)

**SMOKE PELLETS** (Smoke Cloud)

**BATARANGS** (Incapacitate)

**DODGE** (Energy Shield/Deflection)

**DRIVEN** (Willpower)

**POINT VALUE: 79**
ASSASSIN’S STRIKE (Exploit Weakness)

THE ONE WHO IS ALL (Outwit)

REAL NAME: Cassandra Cain
FIRST APPEARANCE: Legends of the Dark Knight #120 (1999)
BACKGROUND: From birth, assassin David Cain shaped his daughter to become the perfect bodyguard for Ra’s al Ghul. The parts of Cassandra’s brain that would normally have been used for speech were reshaped through constant training until she could unfailingly read and predict the movements of others in combat. When she realized she was being turned into something evil, Cassandra ran away and ended up in Gotham City. There she met Oracle and Batman, who eventually gave her the mantle of Batgirl and began training her to use her abilities for good.

Trained from Birth Batgirl can use Flurry and Leap/Climb.

GROUP TACTICS (Quake)

COMBAT SENSES (Super Senses)

Cain’s Daughter Batgirl can use Combat Reflexes and Willpower.

INTO THE SHADOWS (Shape Change)

POINT VALUE: 70
REAL NAME: Iron
FIRST APPEARANCE: Showcase #37 (1962)
BACKGROUND: The biggest and strongest of the Metal Men, Iron lumbers into battle to protect his teammates, ready to smash their opponents even if it means being smashed himself. Even when Iron is destroyed on the battlefield, as long as his responsometer can be recovered, he is easily rebuilt by Dr. Magnus and quickly made ready for adventure.

POINT VALUE: 70
REAL NAME: (None)
FIRST APPEARANCE: Justice League of America #203 (1982)
BACKGROUND: When Hector Hammond assembled a Royal Flush Gang, the part of Ace was played by a super-strong robot. Though Ace has been destroyed many times, the Gang continues to rebuild Ace or acquire new versions of it to use in their crimes.

POINT VALUE: 66
REAL NAME: Jason Todd
BACKGROUND: Batman was startled to discover that the new man calling himself the Red Hood — once an alias used by the Joker — was actually Jason Todd, formerly the Robin believed to have been killed by The Joker. Disturbingly willing to use near-lethal force, Todd has continued to taunt both Batman and those who were Robin before and after him as he shakes up the underworld on his own violent terms. After the discovery of the 52 Earths and the universes they inhabit, Todd was recruited by a Monitor to accompany him on a perilous journey across the new multiverse.
DODGE (Energy Shield/Deflection)

Ranged Combat Expert

REAL NAME: Roy Harper
FIRST APPEARANCE: Justice League of America #7 (2007)
BACKGROUND: Once Speedy, sidekick to Green Arrow and a member of the Teen Titans, Roy Harper became addicted to heroin and fell away from his mentor and friends. After fighting his addiction, he became a government agent working for Checkmate, during which time he had an affair with the villain Cheshire that resulted in a daughter, Lian. Roy raised Lian while he took on the name Arsenal and rejoined the Titans, and then founded a new team of Outsiders. Roy was eventually invited to be a member of a new Justice League, and feeling he had finally redeemed himself, took on a new costume and the name Red Arrow in homage to his mentor, Green Arrow.

RUNNING SHOT

Fusillade Give Red Arrow a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if Red Arrow loses Fusillade before making the second attack, he can’t make the second attack.

Trick Arrows Red Arrow can use Energy Explosion and Smoke Cloud. When he uses Energy Explosion, after resolving the action he can immediately use Smoke Cloud as a free action but the first hindering terrain marker must be placed in the same square as the target of the Energy Explosion attack.

EXPLOSIVE ARROW (Energy Explosion)

DETERMINED (Willpower)

POINT VALUE: 73
REAL NAME: Kate Kane
FIRST APPEARANCE: 52 Week 9 (2006)
BACKGROUND: When Batman left Gotham City for a year, among those who stepped up to defend the city in his absence was Kate Kane, who like Bruce Wayne is the scion of one of the wealthiest families in the city. Using her resources to get the training and equipment she needed to become Batwoman, she sought to scour Intergang from the streets of Gotham, while they sought her in order to fulfill a prophecy written in the nefarious Crime Bible.

POINT VALUE: 40
**Thaddeus Sivana**

**Whiz Comics** #2 (1940)

One of the most nefarious scientists and brilliant inventors in the world, Dr. Sivana has long been a thorn in the side of the Marvel Family. From the incredible power of Suspendium to the shady business dealings of Sivana Industries, the crooked tendrils of Sivana’s ambition know no bounds.

**REAL NAME:** Thaddeus Sivana  
**FIRST APPEARANCE:** Whiz Comics #2 (1940)  
**BACKGROUND:**

Mad Inventor  
Dr. Sivana can use Barrier, Energy Explosion, Phasing/Teleport, Psychic Blast, Pulse Wave, Quake, Smoke Cloud, and Support. If while using this power, he makes an attack roll that results in a critical miss, deal 1 additional unavoidable damage to Dr. Sivana.

**Mastermind**  
Dr. Sivana can use Mastermind. He can choose to deal the damage to a friendly character that has a higher point value if that character shares a team ability or keyword with Dr. Sivana; damage transferred using World’s Wickedest Scientist can not later be dealt to Dr. Sivana.

**Suspendium**  
Dr. Sivana can use Incapacitate. When he uses Incapacitate and successfully hits a target, also give an action token to each of up to two additional opposing characters that have zero action tokens and are adjacent to the target.

**Take That, Big Red Cheese!** (Psychic Blast)

**World’s Wickedest Scientist**  
Dr. Sivana can use Mastermind. He can choose to deal the damage to a friendly character that has a higher point value if that character shares a team ability or keyword with Dr. Sivana; damage transferred using World’s Wickedest Scientist can not later be dealt to Dr. Sivana.

**POINT VALUE:** 111
RIP HUNTER
Future, Past, Scientist

TIME SPHERE (Phasing/Teleport)

Chrononaut Rip Hunter can use Perplex, but can target only himself or a friendly character.

TEMPORAL SIDESTEP (Super Senses)

Time Master Rip Hunter can use Outwit and Probability Control. The standard and named powers of Rip Hunter and friendly characters adjacent to him can’t be countered.

TIME DIVING (Probability Control)

REAL NAME: (Unknown)
FIRST APPEARANCE: Showcase #20 (1960)
BACKGROUND: After spending years preparing to battle those who would attempt to divert or destroy history, a man protected his own past by hiding it and adopting the name Rip Hunter. Venturing to the turning points in history, when Hunter comes to the battlefield he already knows the outcome—or is coming to change it.

POINT VALUE: 97
REAL NAME: Dawnstar
FIRST APPEARANCE: Superboy and the Legion of Super-Heroes #226 (1977)
BACKGROUND: A student at the Legion Academy, Dawnstar was called upon to assist the Legion on a critical mission by using her ability to unerringly track people and objects across incredible distances. Earning full membership in the Legion on that first mission, she served for many years thereafter. During the Crisis, she was recruited by the Monitor to play an important role in his forces.

Tracker
Dawnstar can use Hypersonic Speed, but only Option 1.

Quarry
Before the beginning of the first turn, choose an opposing character; this character is Dawnstar’s quarry. Modify by +1 the attack value of Dawnstar and all friendly characters when they are attacking the quarry.

Willpower

SWOOP (Energy Shield/Deflection)

POVNT VALUE: 60
REAL NAME: Hal Jordan
FIRST APPEARANCE: Showcase #22 (1959)
BACKGROUND: The first human to be a member of the Green Lantern Corps, test pilot Hal Jordan rose to become a legendary member of the Corps until his hometown of Coast City was destroyed and he was corrupted by the evil force known as Parallax. After serving as host for the Spectre in an attempt to redeem himself, Jordan returned to the Corps and is fighting once again to demonstrate he is worthy of the trust and admiration of the Corps.

POWERS AND ABILITIES:

- **Green Force Field (Toughness)**
- **Power Ring (Perplex)**
- **Running Shot**
- **Phasing/Teleport**
- **Lantern 2814.1** Green Lantern can use Energy Explosion and Telekinesis.
- **Pulse Wave**
- **Energy Explosion**
- **Lantern’s Will** Green Lantern can use Energy Shield/Deflection, Toughness, and Willpower.

POINT VALUE: 157
HORO-KANU (Close Combat Expert)

SUPER-KARATE (Exploit Weakness)

REAL NAME: Val Armorr
FIRST APPEARANCE: Adventure Comics #346 (1966)
BACKGROUND: Though he has no superhuman powers, Val Armorr has mastered nearly every form of combat in the universe, from the ancient martial arts of Earth to alien combat styles from across the galaxy. So respected are his skills that many in the Legion come to him for training, and some believe he might even be capable of besting the legendary Batman.

KUNG FU (Charge)

OKAARAN GRAPPLING (Plasticity)

SAVATE (Flurry)

KHUND’VO (Blades/Claws/Fangs)

JUDO (Combat Reflexes)

JEET KUNE DO (Super Senses)

POINT VALUE: 63
REAL NAME: “Jack” (Jack) and Wanda Wayland (Ten)
FIRST APPEARANCE: Justice League of America #203 (1982)
BACKGROUND: Losing an eye — and nearly his life — to a woman he was trying to rob, Jack’s missing eye was replaced with a laser weapon after he joined the Royal Flush Gang. Once a test pilot, Ten’s natural reflexes were enhanced and she began wielding a pair of wrist-mounted energy blasters. Both were part of the Royal Flush Gang when they were hired by Maxwell Lord in an attempt to manipulate heroes into forming a new version of the Justice League.

One-Eyed Jack
Jack and Ten can use Energy Explosion and Psychic Blast.

TEN’S BLASTERS (Energy Explosion)

POINT VALUE: 60
GREEN ARROW
Justice League of America, Justice League Elite, Martial Artist, Politician, Star City

Arrow down the Gun Barrel Green Arrow can use Incapacitate. When a character marked with one or more action tokens chooses Green Arrow as the target of a ranged attack, Green Arrow can use Shape Change.

DODGE (Energy Shield/Deflection)

STUBBORN (Willpower)

Ranged Combat Expert

Hail of Arrows Give Green Arrow a ranged combat action to make a ranged combat attack targeting more than one opposing character. Increase the total damage dealt by 1 for each target successfully hit by the attack (total damage is still divided normally among successfully hit targets).

LONGBOW HUNTER (Stealth)

Rooftop Archer Green Arrow can use Leap/Climb and Running Shot.

Running Shot

Flurry

Emerald Archer When Green Arrow makes a ranged combat attack, modify his attack value by +2.

KATANA (Blades/Claws/Fangs)

POINT VALUE: 104

REAL NAME: Oliver Quinn
FIRST APPEARANCE: More Fun Comics #73 (1941)
BACKGROUND: After both Star City and Green Arrow were nearly destroyed, Oliver Quinn retreated to heal and train, and returned wielding a katana and much-improved combat skills. Diving into the political arena, Queen was elected mayor of Star City, a position he lost when it was revealed he had been using part of his fortune to fund the Outsiders.
REAL NAME: James Jesse (Trickster) and Hartley Rathaway (Pied Piper)
FIRST APPEARANCE: Flash #113 (1960 — Trickster), Flash
#106 (1959 — Pied Piper)
BACKGROUND: After years as members of the Flash’s Rogues, both
the Trickster and the Pied Piper had seemingly reformed, only to end up
alongside the Rogues when they killed Bart Allen, then the Flash. Shocked
by what they had done and on the run from heroes looking for justice, the
pair was instead captured by villains who shackled them together and cast
them out to meet their fate.

TRICKSTER AND PIED PIPER
Police, Rogues, Secret Society of Super Villains

AIR-WALKING (Leap/Climb)

Piper Trickster and Pied Piper can use Mind Control and
Psychic Blast.

SONIC BLAST (Energy Explosion)

SONIC EXPLOSION (Pulse Wave)

SONIC SHIELD (Super Senses)

POINT VALUE: 133
Master Tactician Deathstroke can use Outwit. Modify Deathstroke’s attack value by +1 for each adjacent opposing character. When Deathstroke makes a close combat attack, he can compare the attack roll to the defense value of any number of adjacent opposing characters (minimum 1); the damage dealt by the attack can be divided in any way among the successfully hit targets provided that all damage dealt is divided among them.

ADAPTABLE (Perplex)

REAL NAME: Slade Wilson
BACKGROUND: Experiments attempting to create a super-soldier gave Slade Wilson heightened physical and mental abilities that he put to use as a mercenary and an assassin for hire. Though he has a particular hatred for the Teen Titans, two of his children have been members of the team.

POVNT VALUE: 156
REAL NAME: Dick Grayson  
FIRST APPEARANCE: *Tales of the Teen Titans* #44 (1984)  
BACKGROUND: When he felt he had outgrown the role of Robin, Dick Grayson set it aside but soon adopted the new heroic identity of Nightwing. Despite his new name, Nightwing still fought alongside his longtime friends in the Teen Titans, and though he chose to defend the city of Blüdhaven, he would often return to Gotham City to fight alongside his mentor, Batman.

**Combat Reflexes**

**Leadership**

**TRAINED BY THE BAT** (Perplex)

**Detective** (Outwit)

**Dual Membership** Nightwing can use the Outsiders and Titans team abilities and possesses the © and T team symbols.

**SWINGLINE** (Leap/Climb)

**BATARANGS** (Incapacitate)

**SMOKE PELLETS** (Smoke Cloud)

**Fisticuffs** Nightwing can use Flurry.

**Acrobat** Nightwing can use Combat Reflexes, Energy Shield/Deflection, and Leap/Climb.

**POINT VALUE: 79**
**RK Blue Beetle** can use Force Blast and Incapacitate. He can also be given a power action to make a ranged combat attack targeting a single opposing character (ignoring friendly characters for line of fire purposes). If the attack succeeds the target is dealt no damage; instead, roll a d6. The target is knocked back a number of squares equal to the result -2 (minimum 1 square); the target breaks away automatically, can move through squares adjacent to opposing characters, and can be dealt knock back damage.

- **Bwah-ha-ha-hah!** Blue Beetle can use Perplex. When Blue Beetle is adjacent to a friendly Booster Gold, he can use Outwit.
- **CLEVER** (Perplex)

**REAL NAME:** Ted Kord  
**FIRST APPEARANCE:** Captain Atom #83 (1966)  
**BACKGROUND:** An inventor and heir to Kord Industries, Ted Kord set aside the family business to launch a new career as the Blue Beetle, eventually earning a place in the Justice League. Though he often found himself in embarrassing situations—particularly when alongside his best friend Booster Gold—Beetle commanded enough respect that his murder sent shockwaves through the heroic community and was one of the factors leading to a crisis that shook the entire multiverse.

**BB Gun** Blue Beetle can use Force Blast and Incapacitate. He can also be given a power action to make a ranged combat attack targeting a single opposing character (ignoring friendly characters for line of fire purposes). If the attack succeeds the target is dealt no damage; instead, roll a d6. The target is knocked back a number of squares equal to the result -2 (minimum 1 square); the target breaks away automatically, can move through squares adjacent to opposing characters, and can be dealt knock back damage.

**LEAP/CLIMB**

**Flurry**

**TUMBLE** (Energy Shield/Deflection)

**POINT VALUE:** 65
REAL NAME: Baran Flinders
FIRST APPEARANCE: New Teen Titans #3 (1981)
BACKGROUND: Fiercely loyal to his sister Shimmer, Baran Flinders lashed out at the children who teased them for being different. Years later, Baran would follow Shimmer in joining the Fearsome Five and take on an alias befitting his size: Mammoth. Though the siblings would one day retreat to a Tibetan monastery in search of peace, their former teammate Psimon came seeking revenge and killed Shimmer. When Dr. Sivana formed a new Fearsome Five, Mammoth joined only after Sivana brought his sister back to life.
REAL NAME: Hank Hall (Hawk) and Don Hall (Dove)
FIRST APPEARANCE: Showcase #75 (1966)
BACKGROUND: Brash, aggressive Hank Hall often argued with his quiet, scholarly brother Don—a clash of personalities that persisted even after the two were mysteriously granted the power to become the heroes Hawk and Dove. Together they fought crime and were longtime allies of the Teen Titans, but Don would die saving a child during a worldwide crisis before Hank would learn the true source of their powers—the nearly omnipotent Lords of Chaos and Order.
**REAL NAME:** Simon Jones

**FIRST APPEARANCE:** *New Teen Titans* #3 (1980)

**BACKGROUND:** An experiment by Simon Jones let him contact other dimensions—including one inhabited by the demonic Trigon, who gave Jones powerful psychic abilities and a mission: destroy the Earth. Joining the Fearsome Five when it was formed by Dr. Light, Psimon quickly usurped control of the group and turned it toward his goal. Yet when the Monitor gathered those critical to saving the Earth and the universe from an approaching crisis, Psimon was among those chosen.

**POINT VALUE:** 94
LEAD AND TIN
Metal Men, Robot

POWER

TIN-FIRST INTO BATTLE (Running Shot)

Super Strength

Teamwork When Lead and Tin use the Duo Attack ability, modify their attack value by +1 for the first attack; if the second attack is against a different opposing character than the first attack, do not modify their damage value by -1 for the second attack.

LEAD WALL (Barrier)

METAL MEN (Toughness)

Tinterference Lead and Tin can use Outwit (but only against targets 5 or fewer squares from them) and Shape Change.

POINT VALUE: 100

REAL NAME: Lead and Tin
FIRST APPEARANCE: Showcase #37 (1962)
BACKGROUND: The most loyal and steadfast member of the team, Lead is the slow-but-solid rock the Metal Men rely upon in their adventures. Though Tin’s insecurity often cursed him to feel weak and uncertain, he rarely hesitated to dive into battle alongside his friends and teammates, even when it was possible that they might not be able to be rebuilt if destroyed.

Point value: 100

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UNCLE SAM
Freedom Fighters, Herald, Soldier

SAFE THRO’ THE STORM (Toughness)

YA CAN’T GET RID OF FREEDOM (Regeneration)

LIBERTY AND JUSTICE FOR ALL (Leadership)

As Big as My Country Uncle Sam has the ⚫ damage symbol.

MEND THINE EV’RY FLAW (Support)

FROM SEA TO SHINING SEA (Leap/Climb)

TRUTH AND JUSTICE WILL PREVAIL (Flurry)

TO THE HEARTLAND (Phasing/Teleport)

Give Me Your Tired, Your Poor When Uncle Sam makes a close combat attack, modify his attack value by +1 for each friendly character 4 or fewer squares away to which Uncle Sam can draw a clear line of fire and that is marked with one or more action tokens.

LAY LOW TH’ FOES OF FREEDOM (Quake)

THROUGH THE PERILOUS FIGHT (Invulnerability)

REAL NAME: Uncle Sam
FIRST APPEARANCE: National Comics #1 (1940)
BACKGROUND: Neither metahuman nor mystical, Uncle Sam is the embodiment of the American spirit, empowered by the hope and strength of the nation’s people. Throughout the nation’s history he has taken many names and forms, but in the modern era he has returned as Uncle Sam, often gathering like-minded heroes to his side as the Freedom Fighters.

POINT VALUE: 140

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REAL NAME: Niles Caulder
FIRST APPEARANCE: *My Greatest Adventure* #80 (1963)
BACKGROUND: Though Niles Caulder is confined to a wheelchair, his genius has allowed him to reach out and change the world. Using the wealth created by his inventions, Caulder formed the Doom Patrol— not only to protect the innocent but also to teach humanity to accept the “freaks” he invited to be part of his team. Though he was respectfully called “the Chief” by members of the team, the Doom Patrol had to reconsider their relationship with the always-manipulative Caulder when they began to suspect that he might have caused the accidents that led them to join the Doom Patrol.

**Dr. Caulder** The Chief can use Support.

**Manipulate** The Chief can use Leadership. If Leadership would allow you to add an action to your action total for the turn, you can instead put a Manipulate token on the Chief’s character card if there are two or fewer Manipulate tokens on the card. When another friendly character would take pushing damage, you can remove a Manipulate token from the Chief’s character card and roll a d6; on a result of 3–6, the character ignores the pushing damage.

**Strategist** The Chief can use Perplex and Mastermind (he can deal the damage to a friendly character that has a higher point value if that character shares a keyword with the Chief); damage transferred using Strategist may not later be dealt to the Chief.

**Outwit**

**INVENTOR** (Perplex)

**POINT VALUE:** 63
**REAL NAME:** Kyle Rayner  
**FIRST APPEARANCE:** *Green Lantern* #48 (1994)  
**BACKGROUND:** Once the last Green Lantern, when the Green Lantern Corps reformed Kyle Rayner found himself host to the powerful entity known as Ion and Torchbearer of the Corps. Yet after he was stripped of Ion and forcibly made host to the corrupting influence of Parallax by the Sinestro Corps, Kyle eventually returned to the familiar power levels of a normal Green Lantern and set out to explore the multiverse.

**ION (Impervious)**

**Constructs** Kyle Rayner can use Barrier. Any opposing character adjacent to a barrier terrain marker placed by Kyle Rayner that attempts to move (or would be moved by a power, ability, or effect used by another character) must attempt to break away; this effect ignores powers, abilities, and effects that allow a character to break away automatically.

**POWER RING (Toughness)**

**POWER RING (Energy Shield/Deflection)**

**TORCHBEARER (Perplex)**

**POWER RING (Ranged Combat Expert)**

**ION (Quintessence team ability)**

Kyle Rayner can use the Quintessence team ability.

**RUNNING SHOT**

**Phasing/Teleport**

**POWER RING (Telekinesis)**

**POWER RING (Energy Explosion)**

**POWER RING (Incapacitate)**

**POINT VALUE:** 182
**WONDER GIRL**
Amazon, Teen Titans

**REAL NAME:** Donna Troy

**FIRST APPEARANCE:** *New Teen Titans* #1 (1980)

**BACKGROUND:** One of the founding members of the Teen Titans, Wonder Girl remained with the team as its members went through many changes—some of which were to Donna herself. Each time she and her friends thought they had discovered her true nature and origins, new secrets would be discovered, until finally it was revealed that Donna was one of the most critical people in the multiverse, her fate tangled with that of many worlds and universes.

**Bullets and Bracelets**

Wonder Girl can use Toughness. When Wonder Girl is the target of a ranged combat attack, she can use Super Senses.

**BRACELETS** (Energy Shield/Deflection)

**Toughness**

**AMAZON TRAINING** (Enhancement)

**Tie Up**

Wonder Girl can use Incapacitate as if she had a range value of 6. When she uses Incapacitate and successfully hits a target opposing character, you can give an action token to a second opposing character that has zero or one action token that is adjacent to the target, if the attack roll would also hit the second character.

**POIN T VALUE:** 94
**MULTIVERSAL HISTORIAN (Probability Control)**

**HARBINGER**

An attendant of the Monitor and the Anti-Monitor, Harbinger is destined to survive as a child, saved from certain death to play a critical role in the Monitor’s battle with the Anti-Monitor. For many years he served as his assistant and historian, until he was empowered to become his herald as Harbinger, able to split into many parts to gather the heroes and villains the Monitor needed to overcome the approaching Crisis.

**You Are Needed**
Harbinger can use Phasing/Teleport. Give Harbinger a power action and choose a friendly character that is 6 or fewer squares from her. Put the chosen character in the square occupied by Harbinger, and then put Harbinger in the square occupied by the chosen character; then deal Harbinger 1 unavoidable damage.

**Phasing/Teleport**

**ENERGIZE! (Pulse Wave)**

**Energy Explosion**

**Energy Shield/Deflection**

**Crosstime Heralds**
Harbinger has the ⚔️ attack symbol.

**REAL NAME:** Lyla Michaels
**FIRST APPEARANCE:** *Crisis on Infinite Earths* #1 (1985)
**BACKGROUND:** Destined to die as a child, Lyla Michaels was instead saved by the Monitor and raised to play a critical role in his battle with the Anti-Monitor. For many years she served as his assistant and historian, until she was empowered to become his herald as Harbinger, able to split into many parts to gather the heroes and villains the Monitor needed to overcome the approaching crisis.

**POINT VALUE:** 50

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REAL NAME: Viza Aziv  
FIRST APPEARANCE: Countdown #46 (2007)  
BACKGROUND: Centuries of war on an alternate Earth meant that only the strongest of Viza Aziv’s people survived. Given to the Monitors and shaped to be their “instrument of righteous death,” Forerunner was honor-bound to the utter destruction of dangers to the multiverse — until she was contacted by Monarch and convinced that the greatest threat to the multiverse might actually be the Monitors themselves.
Mary Marvel

**Mary Batson**

**REAL NAME:** Mary Batson

**FIRST APPEARANCE:** *Countdown* #47 (2007)

**BACKGROUND:** When Mary Batson lost her powers and found herself separated from the rest of the Marvel Family, she was determined to do whatever was necessary in order to regain her abilities, including accepting the powers of Black Adam in place of those once given to her by Shazam. The darker nature of her new abilities soon threatened to overpower her once-cheerful nature, and opened her up to a deeper corruption by the demon Eclipso.

**SWIFTNESS OF HERU** (Hypersonic Speed)

**Charge**

**Flurry**

**SHAZAM!** (Quake)

**STRENGTH OF AMON** (Super Strength)

**STORM OF LIGHTNING** (Pulse Wave)

**POINT VALUE:** 149
Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

REAL NAME: Mordru
FIRST APPEARANCE: Adventure Comics #369 (1968)
BACKGROUND: A Lord of Chaos and one of the most powerful sorcerers in the universe, Mordru’s might is such that it reaches across the millennia and has allowed him to conquer entire worlds. Though it is believed that he was once a sorcerer known as Wrynn from the otherworldly kingdoms of Gemworld, it has also been said that his timeline has no beginning or end: Mordru was never born and possibly can never truly be defeated.

WHAT WAS NEVER BORN CAN NEVER DIE
(Regeneration)
Outwit
Perplex
Lord of Chaos Mordru can use Outwit. When Mordru uses Outwit, he can use it normally or choose to counter all powers of a target character 4 or fewer squares away.

Phasing/Teleport
Dark Lord Mordru can use Barrier, Energy Explosion, Psychic Blast, Pulse Wave, Smoke Cloud, and Telekinesis. Mordru has the damage symbol.
Pulse Wave

MERCILESS (Psychic Blast)
Impervious
Super Senses

POINT VALUE: 245
DEFLECTION SHIELD (Energy Shield/Deflection)

CAPTAIN (Leadership)

MULTIVERSAL EXPLORER (Probability Control)

Ranged Combat Expert

REAL NAME: Nathaniel Adam
FIRST APPEARANCE: Battle for Bludhaven #6 (2006)
BACKGROUND: Born from a future that never came to be, Monarch was once Hank Hall, the hero known as Hawk. Yet as Captain Atom’s powers forced him to make jumps through the timestream, he found that his journeys had caused him to take the place of Hall, and as the new Monarch he positioned himself to build an army outside the multiverse that could challenge the Monitors who claimed it as their domain.

Running Shot

BLEED-JUMP Monarch can use Phasing/Teleport and Running Shot. When Monarch uses Phasing/Teleport, roll a d6 and replace Monarch’s speed value with 6 plus the result.

Energy Explosion

RADIATION LEAK (Pulse Wave)

Invulnerability

Toughness

POINT VALUE: 156
REAL NAME: Yao Fei  
FIRST APPEARANCE: 52 Week 6 (2006)  
BACKGROUND: Once a member of the Red Army, Yao Fei witnessed an atrocity that drove him to become an outlaw who answered not to his superiors but to his conscience. Accepting the office and responsibilities of the Accomplished Perfect Physician, his battles with China were many and costly until the two sides finally came to an understanding. Now part of the Great Ten and a super-functionary serving the Chinese people, the Physician knows how to use sound to both heal and destroy.

POINT VALUE: 61
TRIGON  
Deity, Mystical, Ruler

**REAL NAME:** Trigon  
**FIRST APPEARANCE:** *New Teen Titans* #2 (1981)  
**BACKGROUND:** Half-human and half-god, Trigon destroyed an entire world as a child and quickly amassed an empire reaching across millions of worlds in his dimension. Determined to conquer Earth, he sent his daughter Raven before him, little suspecting that she would gather a group of young heroes called the Teen Titans in an effort not only to defeat the demon but to destroy him entirely—but not before he forced them to face their darkest fears.

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**INTERDIMENSIONAL PORTAL** (Phasing/Teleport)

**Doppelganger** Give Trigon a power action. Put up to three SPECIAL markers in unoccupied squares to which Trigon has line of fire adjacent to opposing characters 8 or fewer squares from him; these are doppelganger tokens. Doppelganger tokens are not characters or terrain, but can be destroyed as if they are blocking terrain. Characters opposing to Trigon must break away from doppelganger tokens. When a character opposing to Trigon occupies a square adjacent to a doppelganger token or tokens and is given a non-free action, deal the character 1 penetrating damage if the character is adjacent to a doppelganger token after the action is resolved. No more than three doppelganger tokens can be on the map at a time. At the end of any non–free action given to Trigon, he can remove any number of doppelganger tokens from the map.

**RAVAGER** (Flurry)

**BOW BEFORE TRIGON THE TERRIBLE!**  
(Energy Explosion)

**YOUR FLESH WILL BURN, BUT YOU WILL NOT DIE**  
(Psychic Blast)

**POINT VALUE:** 263
REAL NAME: Carol Ferris
FIRST APPEARANCE: *All-Flash Comics* #32 (1947)
BACKGROUND: For many years Green Lantern believed that a race known as the Zamorans were using a single crystal to possess the body of his girlfriend Carol Ferris and transform her into their queen, Star Sapphire, and give her powers similar to his own. Only recently has he learned that the sapphire is similar to his own power ring, and that the Zamorans have used many of them to create an entire Star Sapphire Corps determined to spread love—and vengeance against those who spurn love—across the universe.
**REAL NAME:** Garth  
**FIRST APPEARANCE:** *Tempest* #1 (1996)  
**BACKGROUND:** After his girlfriend Aquagirl was killed by Chemo during a crisis, Aqualad drifted away from his friends in the Teen Titans and his mentor Aquaman. Wandering the oceans, he was pulled into another dimension where he discovered that his purple eyes hinted at a heritage of elemental power that allowed him to summon “mystic water.” Trained by the sorcerer Atlan, Garth returned with new powers and a new name—Tempest. Newly confident, he eventually rejoined the Titans, became the Atlantean ambassador, and started a new family with the woman known as Dolphin.
Toughness

Master Strategist

Outwit

DARKSEID
Apokalips, Ruler

(Phasing/Teleport)

Before Darkseid makes a ranged combat attack, you can choose any or all of the following options for the attack:
1) Darkseid’s range value is halved and his line of fire ignores characters and hindering terrain;
2) Modify Darkseid’s damage value by −2; damage from the attack is penetrating damage;
3) Darkseid’s damage value is 0; if the attack succeeds, put the target in any unoccupied square within Darkseid’s range to which he has a clear line of fire.

OMEGA BEAMS (Psychic Blast)

Impervious

All Will Serve Darkseid! Darkseid can use Invulnerability, Mastermind, and Willpower.

POINT VALUE: 210

ΩMEGA EFFECT

Before Darkseid makes a ranged combat attack, you can use any or all of the following options for the attack:
1) Darkseid’s range value is halved and his line of fire ignores characters and hindering terrain;
2) Modify Darkseid’s damage value by −2; damage from the attack is penetrating damage;
3) Darkseid’s damage value is 0; if the attack succeeds, put the target in any unoccupied square within Darkseid’s range to which he has a clear line of fire.

BIRTH NAME: Uxas
FIRST APPEARANCE: Superman’s Pal Jimmy Olsen #134 (1970)
BACKGROUND: Unquestioned ruler of the planet Apokalips, Darkseid is destined to fall to his son Orion. Yet before this occurs, Darkseid is determined to conquer the universe and remake it in his own image. Though he is already master of the Omega Effect, he continually searches for what he believes to be the ultimate weapon: the Anti-Life Equation that will allow him to dominate all life in the universe.

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Unstable (Non-Optional) Will Magnus and Platinum can’t be given a non-free action when they are marked with one or more tokens.

PLATINUM (Toughness)

Particularly Resistant Will Magnus and Platinum can use Defend and Toughness. Their defense value can’t be modified to a lower value.

Roboticist Will Magnus and Platinum can use Perplex. When they use Perplex, they can use it normally or modify by +1 or –1 the same combat value (except damage value) of all friendly characters with which they share at least two keywords (all other rules for Perplex apply normally).

REAL NAME: Dr. Will Magnus and Platinum
FIRST APPEARANCE: Showcase #37 (1962)
BACKGROUND: Brilliant scientist Will Magnus is the creator of the responsometer, a device that gives the robots he creates humanlike intelligence and personalities that often seem to come more from the metals they’re made of than the intent of their creator. Among the Metal Men created by Magnus is Platinum, a female robot who has fallen in love with the man who built her.

POINT VALUE: 75
REAL NAME: Freddy Freeman
FIRST APPEARANCE: Whiz Comics #25 (1941)
BACKGROUND: Orphaned and severely injured during a battle between Captain Marvel and one of his nemeses, Freddy Freeman was taken to the wizard Shazam, who brought Freddy into the Marvel Family by transforming him into Captain Marvel, Junior. Though he spends much of his time in Fawcett City, “CM3” has also ventured out to join teams like the Teen Titans and the Outsiders.

SPEED OF MERCURY (Hypersonic Speed)
Charge

STRENGTH OF HERCULES (Super Strength)

“CAPTAIN MARVEL!” (Quake)

STAMINA OF ATLAS (Invulnerability)

POINTER VALUE: 157
REAL NAME: Joe Carny and Mona Taylor
FIRST APPEARANCE: Justice League of America #203 (1982)
BACKGROUND: Once the "King of Hobos," Joe Carny had a natural charisma amplified by the costume he wore as King of the Royal Flush Gang. Later, when a genetic bomb set off during an alien invasion activated his latent powers, Carny found that he was no longer dying of cancer but now nearly immortal. His Queen was once Broadway star Mona Taylor, who joined the Gang to wield a scepter that could create realistic illusions.

POINT VALUE: 89
PSYCHO-PIRATE
Psychic, Secret Society of Super Villains

(Mind Control)
Á
(Incapacitate)

(Poison)

When Psycho-Pirate is the target of a successful close combat attack, he ignores the damage dealt unless the attack roll is doubles.

Psycho-Pirate can use Perplex, but he can modify combat values only by –2.

REAL NAME: Roger Hayden
FIRST APPEARANCE: Showcase #56 (1965)
BACKGROUND: Roger Hayden was in prison when his dying cellmate told him of the Medusa Mask. Hayden found the mask and began using its emotion-projecting abilities to become the Psycho-Pirate. During a multiversal crisis, he was first called upon to help the Monitor but then forcibly recruited away by the Anti-Monitor. The chaos of the crisis drove the Psycho-Pirate mad, and though confined to Arkham Asylum he returned during a later crisis to aid the plans of Alex Luthor.

I’m Your Best Friend When Psycho-Pirate is the target of a successful close combat attack, he ignores the damage dealt unless the attack roll is doubles.

Fear... Hate... Loathing... Psycho-Pirate can use Perplex, but he can modify combat values only by –2.

POINT VALUE: 70

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STAMINA OF SHU (Impervious)

COURAGE OF MEHEN (Invulnerability)

Toughness

ENRAGED (Battle Fury)

UNFORGIVING (Exploit Weakness)

**Power of Aton** Black Adam can use Exploit Weakness and Flurry.

**REAL NAME:** Teth-Adam

**FIRST APPEARANCE:** Marvel Family #1 (1945)

**BACKGROUND:** Born millennia ago in the kingdom of Khandaq, Teth-Adam ventured to Egypt after the murder of his wife and children. There he served Prince Khufu and was rewarded with power by the wizard Shazam. In the modern age he would come into conflict with Shazam’s other champions, serve alongside them in the Justice Society, and finally set out to retake and rebuild his Khandaqi homeland. There he would find a new family, lose them, and unleash his rage in a worldwide rampage.

**SWIFTNESS OF HERU (Hypersonic Speed)**

**Flurry**

**SHAZAM! (Quake)**

**STRENGTH OF AMON (Super Strength)**

**Wisdom of Zehuti** Black Adam can use Perplex, but he can modify only his own combat values.

**POINT VALUE:** 254
Alexander Luthor, Jr.

Born on Earth-Three and son of Lex Luthor, that world’s only hero, Alex was rocketed away from the doomed planet and its universe by his father and was found by the Monitor. Though Alex’s genius and power over antimatter helped save the universe, he would later return to endanger it by engineering a new crisis that threatened to tear apart the multiverse as he tried to build “the perfect Earth.”

REAL NAME: Alexander Luthor, Jr.  
FIRST APPEARANCE: Crisis on Infinite Earths #1 (1985)  
BACKGROUND: Born on Earth-Three and son of Lex Luthor, that world’s only hero, Alex was rocketed away from the doomed planet and its universe by his father and was found by the Monitor. Though Alex’s genius and power over antimatter helped save the universe, he would later return to endanger it by engineering a new crisis that threatened to tear apart the multiverse as he tried to build “the perfect Earth.”

POINTER VALUE: 113
Let Those Who Try to Stop What’s Right
Sinestro can use Energy Shield/Deflection, Toughness, and Willpower.

BURN LIKE MY POWER (Poison)

Sinestro’s Might! Sinestro can use Energy Explosion and Ranged Combat Expert. When Sinestro uses Energy Explosion, damage dealt is penetrating damage.

Perplex

Outwit

Exploit Weakness

REAL NAME: Sinestro
FIRST APPEARANCE: Green Lantern #7 (1961)
BACKGROUND: Once among the greatest Green Lanterns, Sinestro was disgraced and ejected from the Corps after he brought order to his homeworld by conquering and ruling it as a dictator. A longtime nemesis of Hal Jordan, Sinestro was often quickly defeated until he returned as the leader of a new corps wielding yellow power rings — the Sinestro Corps.

In Blackest Day Sinestro can use Phasing/Teleport and Running Shot.

Phasing/Teleport

Charge

In Brightest Night Sinestro can use Energy Explosion, Psychic Blast, and Telekinesis.

BEWARE YOUR FEARS MADE INTO LIGHT (Pulse Wave)

Toughness

POINT VALUE: 146
REAL NAME: Kara Zor-El/Linda Lee Danvers  
FIRST APPEARANCE: Action Comics #252 (1959)  
BACKGROUND: Last survivor of Argo City, the last city of Krypton, Kara Zor-El was sent to Earth by her parents to be raised by her cousin, Superman. He taught her to use her powers as Supergirl while she lived with a human family. When the Anti-Monitor threatened to destroy first Superman and then the universe, Supergirl once again proved herself the world’s greatest heroine as she sacrificed herself to protect everything she loved.

Superspeed Supergirl can use Hypersonic Speed, but can make only close combat attacks when using Option 1.

Toughness

THERE’S ALWAYS HOPE (Willpower)

Close Combat Expert

I’LL DESTROY YOU, ANTI-MONITOR! (Exploit Weakness)

Supergirl can use Hypersonic Speed, but can make only close combat attacks when using Option 1.

Flurry

Super Strength

Quake

SUPER BREATH (Incapacitate)

Impervious

POINT VALUE: 178
THE FLASH
Central City, Justice League of America, Scientist

(Hypersonic Speed)

The Flash can use Hypersonic Speed. When the Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can’t end his movement on blocking terrain.

Pulse Wave

The Flash can use Pulse Wave as if he had a range value of 8.

(Super Senses)

The Flash can use Super Senses and Willpower.

(Willpower)

Outwit

Probability Control

REAL NAME: Barry Allen
FIRST APPEARANCE: Showcase #4 (1956)
IMPORTANT APPEARANCE: Crisis on Infinite Earths #8 (1985)
BACKGROUND: Captured and held on the antimatter world of Qward by the Anti-Monitor, the Flash escaped only to discover an antimatter cannon capable of destroying all the worlds of the positive-matter multiverse. Though weakened from his imprisonment, the Flash made the ultimate sacrifice, pushing his speed to the limit to destroy the cannon and save the multiverse.

DO WHAT YOU HAVE TO (Willpower)

Nothing to Lose

The Flash can use Super Senses and Willpower.

MOVING SO FAST . . . (Super Senses)

Time to Save the World! The Flash can use Pulse Wave as if he had a range value of 8.

RUNNING FASTER THAN I EVER HAVE (Hypersonic Speed)

Have to . . . Keep . . . Running . . . The Flash can use Hypersonic Speed. When the Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can’t end his movement on blocking terrain.

MESSAGES TO THE PAST (Probability Control)

THERE’S ALWAYS HOPE (Outwit)
REAL NAME: Dick Grayson (Nightwing) and Koriand’r (Starfire)
IMPORTANT APPEARANCE: *Tales of the Teen Titans* #44 (1984)
BACKGROUND: When the alien warrior princess Koriand’r came to Earth, Dick Grayson was one of the first people she met, and together the two were instrumental in gathering a new team of Teen Titans. The two have remained close friends ever since, and at one point were even on the brink of marriage.
THE SPECTRE
Detective, Herald, Justice Society, Mystical

Impervious

SPIRIT (Super Senses)

IMMORTAL POWER (Regeneration)

Invulnerability

AVENGING WRATH (Outwit)

Vengeance Give the Spectre a power action to make a close combat or ranged combat attack, replacing his damage value with the damage value of his target until the action is resolved; damage from the attack is penetrating damage.

REAL NAME: Jim Corrigan
FIRST APPEARANCE: More Fun Comics #52 (1940)
BACKGROUND: When corrupt police detective Jim Corrigan was murdered, he found his spirit barred from the afterlife and bound to the Spectre, the spirit of vengeance. Though he has allied himself with the heroes of the Justice Society, the Spectre’s might reaches beyond the mortal realm to rank among the greatest powers in the universe.

Ghostly Guardian The Spectre can use Charge, Phasing/Teleport, and the Justice Society team ability.

Flurry

LET NONE BAR MY WAY (Phasing/Teleport)

UNEARTHLY STRENGTH (Super Strength)

ALL WILL FEEL THE WRATH (Quake)

SOUL-CLEANSING FIRE (Poison)

I FEED ON YOUR CORRUPTION (Steal Energy)

POINT VALUE: 234

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Thirteen billion years ago, as the multiverse was born of an Oan scientific experiment, the being that would one day be called the Monitor and come to embody the positive-matter universe was born on Oa’s moon. When the Monitor’s antimatter counterpart threatened to invade the positive-matter universe, the Monitor launched a campaign that would last more than a billion years, manipulating the heroes and villains of the multiverse into position to fight the Anti-Monitor and save as much of it as possible from destruction.

**Moving Pawns on the Board** The Monitor can use Leadership and Phasing/Teleport. When the Monitor uses Leadership and gets a result of 4–6, he can either use it normally or give an action token to an opposing character that has zero action tokens.

**STRATEGIC STRIKE** (Psychic Blast)


**REAL NAME:** Unknown

**FIRST APPEARANCE:** *New Teen Titans* #21 (1982)

**IMPORTANT APPEARANCE:** *Crisis on Infinite Earths* #1 (1985)

**BACKGROUND:** Thirteen billion years ago, as the multiverse was born of an Oan scientific experiment, the being that would one day be called the Monitor and come to embody the positive-matter universe was born on Oa’s moon. When the Monitor’s antimatter counterpart threatened to invade the positive-matter universe, the Monitor launched a campaign that would last more than a billion years, manipulating the heroes and villains of the multiverse into position to fight the Anti-Monitor and save as much of it as possible from destruction.

**POINT VALUE:** 249
By day, one is Bruce Wayne, billionaire industrialist; but at night, he is Batman, the Dark Knight Detective and defender of Gotham City. The other is Superman, the Man of Steel and the protector of Metropolis; secretly he is Clark Kent, mild-mannered reporter for the *Daily Planet*. Formidable on their own, when they work together they are the World’s Finest duo, capable of overcoming nearly any obstacle or opponent!

REAL NAME: Batman and Superman
IMPORTANT APPEARANCE: Superman/Batman #1 (2003)
BACKGROUND: By day, one is Bruce Wayne, billionaire industrialist; but at night, he is Batman, the Dark Knight Detective and defender of Gotham City. The other is Superman, the Man of Steel and the protector of Metropolis; secretly he is Clark Kent, mild-mannered reporter for the *Daily Planet*.

POINT VALUE: 500
World’s Finest must begin with their base completely in their player’s starting area. Their base occupies 4 squares on the map. They can be adjacent to a maximum of 12 squares, and can attack and be attacked through any of them. World’s Finest can make ranged combat attacks against non-adjacent characters when they are adjacent to two or fewer opposing characters.

World’s Finest do not take pushing damage.

**Teamwork** World’s Finest can use Charge and Force Blast. Immediately after World’s Finest uses Force Blast to successfully knock back a target, they can use Charge as a free action to attack the target if Charge would allow them to do so.

**Wallbuster** World’s Finest can use Super Strength. When given a move action, during the move World’s Finest can automatically destroy up to 2 squares of blocking terrain or the wall adjoining two squares; they can continue their move, if any, after destroying the wall.

**BATLINE** (Charge)

**SUPERSPEED** (Hypersonic Speed)

**STEEL GRIP** (Plasticity)

**KRYPTONIAN** (Super Strength)

**HEAT VISION** (Psychic Blast)

**MAN OF STEEL** (Impervious)

**Invulnerability**

**DARK KNIGHT** (Toughness)

**Super Senses**
ALTER EGO: Jason Todd
FIRST APPEARANCE: *Detective Comics* #526 (1983)
BACKGROUND: After he was orphaned, Jason Todd did whatever he needed to survive in Gotham City, even if it meant trying to steal the wheels off the Batmobile. Todd was caught by Batman, who eventually decided to train him to become a new Robin. Sadly, he fought alongside Batman and the Teen Titans only for a short time before he was captured and killed by the Joker—a fate that was seemingly final until a new crisis shook the universe and began to rearrange history... returning Jason Todd to life.

**BOY WONDER**

Gotham City, Teen, Teen Titans

- **Charge**
- **ANGER (Flurry)**
- **UTILITY BELT (Smoke Cloud)**
- **Willpower**
- **Combat Reflexes**
- **NO HOLDS BARRED (Exploit Weakness)**

**POINT VALUE: 40**
Dick Grayson

The Brave and the Bold

#54 (1964)

Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

**Invulnerability**

**Toughness**

**Leading the Attack** If Superman is adjacent to an opposing character at the beginning of your turn, he can make a close combat attack as a free action, but he can’t attack that character again during that turn. If Superman causes a target opposing character to take damage, until the end of the turn all friendly characters attacking that target have their attack values modified by +1 for each 100 points (or fraction thereof) of the target’s point value.

**Close Combat Expert**

**REAL NAME:** Clark Kent/Kal-L

**FIRST APPEARANCE:** Action Comics #1 (1938)

**BACKGROUND:** For many decades on Earth-Two, the world’s greatest hero was Superman — secretly Clark Kent, son of John and Mary Kent, husband to Lois Lane, and the aging editor of the Metropolis Daily Star. When the Anti-Monitor threatened the multiverse, Superman led the heroes of many universes across time and space to defeat him — but lost his own world in the process. Thankfully, he and Lois were saved and taken to their own personal paradise by Alexander Luthor of Earth-Three, only to have that paradise shattered by a new crisis engineered by Alex himself.

**POINT VALUE:** 317

Superman does not take pushing damage.

**This Is a Job for Superman!** Superman can use Charge. When Superman is not carrying an object or a character, do not halve his speed value when he uses Charge. Superman may not pick up objects or characters when using Charge.

**Hypersonic Speed**

**Charge**

**Super Strength**

**Impervious**
ALTER EGO: Kid Flash
BACKGROUND: The young nephew of Barry Allen, Wally West was visiting his uncle’s laboratory when a bolt of lightning shattered a rack of chemicals in the room. The chemicals spilled on the boy, and duplicated the same accident that created the second Flash. West became the first Kid Flash, the junior partner of the Flash, and founded the Teen Titans with the first Robin, Aqualad, Speedy, and Wonder Girl. After Barry Allen died saving the universe, Kid Flash assumed his costume and identity.

AS FAST AS I CAN (Hypersonic Speed)

STILL FAST ENOUGH (Charge)

Flurry

GOTTA MOVE! (Super Senses)

RUNNING THROUGH THE PAIN (Willpower)

**Human Tornado** Once per turn, Wally West can use Force Blast as a free action.

POINT VALUE: 72
Lasso
Donna Troy can use Incapacitate as if she had a range value of 6. If she successfully hits a target with a ranged combat attack when using Incapacitate, after resolving the action you can put the target in an unoccupied square of clear terrain adjacent to and at the same elevation as Wonder Girl.

ALTER EGO: Wonder Girl
BACKGROUND: Donna Troy was more than just a teammate to the Teen Titans, and she has always counted its members among her best friends. Often one of the strongest and toughest members of the team, she would sacrifice anything in order to help a Titan, even finding a way to heal them with the power of the Amazons’ magical Purple Ray.

Purple Ray
Donna Troy can use Support, but can treat friendly characters 3 or fewer squares away as if they are adjacent.

POINT VALUE: 80
Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

**ALTER EGO:** Aqualad  
**IMPORTANT APPEARANCE:** *Tales of the Teen Titans* #45 (1984)  
**BACKGROUND:** Exiled from his underwater birthplace of Atlantis, Garth always felt at home among his friends in the Teen Titans. Yet he also often returned to the oceans, to swim and explore with his girlfriend, Aquagirl. Together they found the underwater lair of the H.I.V.E. and led the Titans to confront them, not long before Aquagirl died while she and Garth fought underwater villains on Earth-4 during a multiversal crisis.

**From the Depths** Garth can use Charge. When Garth occupies water terrain, any line of fire drawn to him is treated as if it crosses blocking terrain.

**Charge**

**Super Strength**

**Toughness**

**Willpower**

**Salvage** If there is an uncarried standard light object anywhere on the map, once per turn when Garth occupies water terrain he can bring in a standard light object from outside the game and pick it up as if picking it up from an adjacent square.

**POINT VALUE:** 65
**ALTER EGO:** Speedy

**IMPORTANT APPEARANCE:** *Best of DC #18 (1981)*

**BACKGROUND:** Though a member of the Teen Titans as Speedy when he was young, Roy Harper retired from heroics to deal with his addiction to drugs. Roy spent several years assisting government drug enforcement agencies and as an agent of Checkmate before finally rejoining the Titans as Speedy to break up a drug smuggling ring.

**Checkmate** Roy Harper can use Running Shot and Stealth.

**Running Shot**

**Emerald Apprentice** When Roy Harper makes a ranged combat attack, modify his attack value by +2.

**MULTI-ARROW** *(Energy Explosion)*

**DODGE** *(Energy Shield/Deflection)*

**Willpower**

**POINT VALUE:** 53
Dick Grayson
The Brave and the Bold
#54 (1964)

Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

### Real Name:
Clark Kent

### First Appearance:
Kingdom Come #1 (1996)

### Background:
In an alternate future, after the death of many of those closest to him, Superman retreated from the world and spent a decade in his Fortress of Solitude before he recognized how dark the world and those it called heroes had become in his absence. Though it came at a terrible cost in lives, Superman and those he gathered to his side as allies did eventually manage to set the world on a path toward the light.

### Abilities:

#### Invulnerability

#### Impervious

#### Toughness

#### Restoring Order
When the result of a successful attack roll made by Superman is doubles, the target is dealt damage normally but not knocked back. Instead, if the target has zero or one action token after the attack has been resolved, give the target an action token.

#### Super Strength

#### By Force, If Necessary
(Justice League)

#### Hypersonic Speed

#### Charge

#### Scorched Air
Superman can use Charge and Flurry.

#### Kryptonian Strength
Superman can use Super Strength. Superman can carry two objects at the same time if they are both standard objects; he can use only one object per attack.

#### Quake

#### Point Value: 238
ALTER EGO: Jean-Paul Valley
BACKGROUND: When Bruce Wayne’s back was broken by Bane, he passed on the duty of protecting Gotham City to Jean-Paul Valley, who adopted the Batman name but rapidly changed the hero’s costume and methods. Donning armor and incorporating weapons that included clawed gauntlets and a flamethrower into his costume, Valley’s Batman waged a dangerously violent war on crime. As the brainwashing process called the System that gave Valley his skills also slowly drove him mad, Wayne finally had to fight Valley to take back the identity of Batman.
Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

**REAL NAME:** (Various)  
**IMPORTANT APPEARANCE:** Crisis on Infinite Earths #7 (1985)  
**BACKGROUND:** Soon after the Anti-Monitor came into being in the antimatter universe on the moon of the planet Qward, he created an army of warriors to serve him that he called the Thunderers and armed them with the powerful antimatter weapons known as qwa-bolts. After the Anti-Monitor fell into suspended animation following a millennia-long battle with the Monitor, Qwardians known as the Weaponers became the new masters of their world, often engaging in their own battles with the guardians of the positive-matter universe, the Green Lantern Corps. When the Anti-Monitor awakened, the Thunderers again quickly fell under his sway, and became part of a final campaign against the Monitor that led to a crisis that nearly consumed not only the antimatter universe but also the entire multiverse.

**POINT VALUE:** 50

**Running Shot**

**Qwa-Bolts** Thunderer of Qward can use Energy Explosion. When Thunderer of Qward is given a ranged combat action, you can choose one of the following options: 1) Modify Thunderer of Qward’s range value by his current unmodified damage value; or 2) damage from the attack is penetrating damage.

**ARMED BY THE WEAPONERS** (Energy Explosion)

**SHIELD** (Energy Shield/Deflection)

**TACTICAL SUPPORT** (Enhancement)
Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

**REAL NAME:** (None)

**IMPORTANT APPEARANCE:** Crisis on Infinite Earths #12 (1985)

**BACKGROUND:** Those among the Thunderers of Qward that the Anti-Monitor believed to be the most evil, he touched with his own power and transformed them into his personal guard—shadow demons. The shadow demons were dispatched by the Anti-Monitor early in his final campaign against the Monitor to destroy the machines being used to protect the positive-matter universe, then returned late in the crisis in numbers so great that they blotted out the skies. Composed of nearly pure antimatter, their touch alone was enough to fell not only innocents but also many great heroes of the positive-matter universes.

**THE DARKNESS IS ALIVE!** Shadow Demon can use Plasticity, Phasing/Teleport, and Stealth.

**ANTI-MONITOR'S ELITE (Blades/Claws/Fangs)**

**BURNING TOUCH (Poison)**

**SHADOW (Super Senses)**

**WHAT THEY TOUCH DIES! (Exploit Weakness)**

**POINT VALUE:** 60
Dick Grayson

The Brave and the Bold

#54 (1964)

Though he trained alongside Batman and fought crime in Gotham City, Robin the Boy Wonder teamed up with other teen super heroes to answer calls for help from teenagers around the world. Fast allies, the friendship among the Teen Titans would last far into the future.

REAL NAME: None

FIRST APPEARANCE: Crisis on Infinite Earths #2 (1985)

BACKGROUND: In the earliest days of the multiverse, a creature of darkness and evil was born on a moon of the antimatter world of Qward. Driven by a lust for conquest and power, the creature quickly took control of Qward and expanded his empire across the fifty three million worlds of the antimatter universe. The only obstacle to his complete domination of all existence was his positive matter doppelganger, the Monitor—and so the Anti-Monitor began a war to destroy him that lasted more than a million years. In his final bid for power, the Anti-Monitor obliterated not just worlds, but entire positive-matter universes, their annihilation granting him nearly unimaginable destructive power.

POINT VALUE: 600/800/1000

IT IS MY DESTINY TO EXPAND MY POWER

(Impervious)

I SHALL NOT BE STOPPED (Invulnerability)

I WILL TOLERATE NO FURTHER DEFEATS! (Toughness)

WHO DARES RESIST ME? (Outwit)

I WILL NOT DIE UNTIL YOU Die WITH ME! Once per turn, the Anti-Monitor can use Exploit Weakness. At the end of the round, if no character opposing the Anti-Monitor was defeated or eliminated this round, roll 2d6 and subtract the Anti-Monitor’s unmodified damage value, minimum result 1. Heal the Anti-Monitor of damage equal to the result.

REAL NAME: None

FIRST APPEARANCE: Crisis on Infinite Earths #2 (1985)

BACKGROUND: In the earliest days of the multiverse, a creature of darkness and evil was born on a moon of the antimatter world of Qward. Driven by a lust for conquest and power, the creature quickly took control of Qward and expanded his empire across the fifty three million worlds of the antimatter universe. The only obstacle to his complete domination of all existence was his positive matter doppelganger, the Monitor—and so the Anti-Monitor began a war to destroy him that lasted more than a million years. In his final bid for power, the Anti-Monitor obliterated not just worlds, but entire positive-matter universes, their annihilation granting him nearly unimaginable destructive power.

POINT VALUE: 600/800/1000

UNIVERSAL CONQUEROR (Phasing/Teleport)

FEEL THE POWER OF A MILLION DEAD WORLDS! (Psychic Blast)

All the Power at My Command Shall Be Used to Destroy You! The Anti-Monitor can use Psychic Blast and Quake; when he uses Quake, do not replace his damage value.

THIS IS THE DAY THE UNIVERSE DIES! (Quake)

YOU WILL DIE! Pulse Wave

ANTIMONITOR

Ruler

This card can be played as a permanent.

The Anti-Monitor can use the Multiattack ability.
Anti-Monitor, Guardian of Fear
Armor, Ruler, Sinestro Corps

**REAL NAME:** (None)

**IMPORTANT APPEARANCE:** Green Lantern: Sinestro Corps Special #1 (2007)

**BACKGROUND:** Though the Anti-Monitor was believed to have been destroyed when he tried to annihilate the infinite worlds of the multiverse, he returned as the Guardian of Fear to the newly formed Sinestro Corps. Reborn on Qward, Sinestro and the Manhunters built the Anti-Monitor a new suit of armor to contain his weakened antimatter form so that he could lead the Corps on a new campaign to conquer Earth, keystone to the Multiverse.

**POINT VALUE:** 400/600/800 (see rules)

**REBORN** (Regeneration)

**Invulnerability**

**BREACHED ARMOR** (Toughness)

**Destined Destructor** The Anti-Monitor can use Outwit. Give the Anti-Monitor a power action and roll 2d6. Deal penetrating damage equal to the result, divided among opposing characters to which the Anti-Monitor has a clear line of fire; characters can be dealt maximum damage equal to the number of action tokens they have (characters that have no tokens can’t be dealt damage). Any undealt damage is ignored.

**The Anti-Monitor can use the Multiattack ability.**

**Guardian** The Anti-Monitor can use Enhancement, Phasing/Teleport, and the Carry ability.

**NO ONE CAN STOP ME** (Phasing/Teleport)

**ANTIMATTER BLAST** (Penetrating/Psychic Blast)

**Time to Feed** The Anti-Monitor can use Pulse Wave, but his range value is not halved, his damage value is not replaced, and he does not ignore characters’ powers, abilities, or feats. Immediately after the attack is resolved, heal the Anti-Monitor of 1 damage for each opposing character that took damage from the attack (maximum 4 healing).

**Impervious**
ANTI-MONITOR, GUARDIAN OF FEAR SPECIAL RULES

In addition to the general rules for colossal characters, the following rules apply specifically to the ANTI-MONITOR, Guardian of Fear (hereafter in these rules called “ANTI-MONITOR”).

Point Value
The ANTI-MONITOR can be played at any of three different power levels, each with its own corresponding point value and starting position on his combat dial, as shown in Table 1. When adding the ANTI-MONITOR to a force, before play begins decide at which power level he will be played, then turn the ANTI-MONITOR’s combat dial to the starting line of the indicated color.

<table>
<thead>
<tr>
<th>Power Level</th>
<th>Point Value</th>
<th>Starting Line</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fear-Bringer</td>
<td>400</td>
<td>Yellow</td>
</tr>
<tr>
<td>Destroyer</td>
<td>600</td>
<td>Blue</td>
</tr>
<tr>
<td>Obliterator</td>
<td>800</td>
<td>Red</td>
</tr>
</tbody>
</table>

General Rules
The ANTI-MONITOR is governed by the following general rules:

- He is not affected by Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Possession, Psychic Blast, Shape Change, Steal Energy, Support, or any ability, power, or effect that reproduces those powers or allows their use.
- He cannot be moved by Telekinesis, although he can be the target of a Telekinesis attack.
- He cannot be knocked back.
- He can be attacked by grounded or elevated characters using close or ranged combat attacks, and is adjacent to characters in adjacent squares, regardless of elevation.
- He cannot be carried or captured.

Actions and Pushing
The ANTI-MONITOR can be given only one action per turn, regardless of his chosen power level. The ANTI-MONITOR’s player can push him on any number of successive turns, even if he already has two action tokens on him; the Quintessence team ability protects him from pushing damage that would normally be taken for doing so. If the ANTI-MONITOR is not given an action on his player’s turn, remove all action tokens from him.

Moving
The ANTI-MONITOR’s base occupies 4 squares on a battle map (2 squares by 2 squares). He must begin the game with his base completely in his player’s starting area.

When moving the ANTI-MONITOR, choose any square adjacent to him to begin counting movement. He must end his movement so that part of his base rests on one of the squares within his movement range. If he moves over or stops on an object, the object is destroyed. He can’t end an action with parts of his base both occupying and not occupying elevated terrain.

Attacking
The ANTI-MONITOR can be adjacent to a maximum of 12 squares. He can attack and be attacked through any of them. The ANTI-MONITOR can make a ranged combat attack against any character in range, even if that character is in an adjacent square.

Lines of fire drawn to and from the ANTI-MONITOR are not blocked by standard characters (characters with the ⚡ damage symbol), but they are blocked by giant characters (characters with the 🌊 damage symbol) and other colossal characters. Blocking terrain blocks a line of fire drawn to or from the ANTI-MONITOR normally.