PRINT & PLAY

10th ANNIVERSARY (DC)
CHARACTER CARDS

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

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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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**Battlefield Promotion:** Rise When Batman hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #023 Batman on the same click number.

**I KNOW THIS CITY** (Leap/Climb)

**BATLINES AND BATARANGS** (Incapacitate)

**FIRST RULE: NEVER FORGET** (Willpower)

**PLANS WITHIN PLANS** (Outwit)

**POINT VALUE:** 63
WONDER WOMAN
Amazon, Justice League International, Warrior

**Battlefield Promotion:** *Rise* When Wonder Woman hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, replace this character with #022 Wonder Woman on the same click number.

**STRIKE FIRST, SISTERS!** (Charge)

**AMAZONIAN MIGHT** (Super Strength)

**LASSE OF TRUTH** (Incapacitate)

**BULLETS AND BRACELETS** (Impervious)

**REAL NAME:** Diana Prince

**SIGNIFICANT APPEARANCE:** DC HeroClix: Icons #033 (2005)

**POINT VALUE:** 84
JOHN JONES
Detective, Justice League, Justice League International, Police

**Battlefield Promotion:** Martian Manhunter
When John Jones hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #019 Martian Manhunter a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. On a result of 10 or higher, replace this character on the same click number.

**FASTER THAN I LOOK** (Super Senses)

**BULLETS WILL DO YOU NO GOOD** (Invulnerability)

**MARTIAN ENDURANCE** (Toughness)

**I KNOW MOST HUMAN TRICKS** (Perplex)

**MANHUNTER, INDEED** (Outwit)

**JOHN JONES, AT YOUR SERVICE** (Shape Change)

**POINT VALUE:** 90

**REAL NAME:** J’onn J’onzz

**SIGNIFICANT APPEARANCE:** DC HeroClix: Origins #210 (2007)
GREEN ENERGY EVERYWHERE (Energy Explosion)

EMERALD ARMOR (Invulnerability)

THE RING AND I ARE ONE (Toughness)

NO EVIL SHALL ESCAPE (Leadership)

In Brightest Day During your turn, hindering terrain within 6 squares of Green Lantern is considered clear terrain for line of fire purposes.

REAL NAME: Hal Jordan

Point Value: 145
**BRAINIAK**
Armor, Robot, Scientist

**Battlefield Promotion:** When Brainiac hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #012 Brainiac a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. On a result of 10 or higher, replace this character on the same click number.

**STRIKE FAST** (Running Shot)

**PHYSICAL CONFLICT IS POINTLESS** (Charge)

**ENERGY MATRIX ANALYZED** (Pulse Wave)

**SERVOS OPERATIONAL** (Super Strength)

**POINT VALUE:** 160

**REAL NAME:** Milton Fine

**SIGNIFICANT APPEARANCE:** *DC HeroClix: Icons* #050 (2005)

**FOOLISH ATTEMPT, FLESHBAG** (Impervious)

**DO YOUR WORST, LIFE FORM** (Invulnerability)

**THIS BODY IS A SHELL** (Toughness)

**SUPERIOR PROGRAMMING** (Outwit)

**DISINTEGRATION BEAM** (Ranged Combat Expert)
**Batgirl**

**Batman Family, Gotham City, Martial Artist**

*Battlefield Promotion: Oracle* When Batgirl hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can't be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, replace this character with #017 Oracle on the same click number.

**Real Name:** Barbara Gordon

**Significant Appearance:** *DC HeroClix: Unleashed* #050 (2004)

**Point Value:** 42

- **Batlines** (Leap/Climb)
- **Never Give Up** (Flurry)
- **Flashbang Grenades** (Smoke Cloud)
- **Watch Out, Criminals!** (Incapacitate)
- **Have to Train the Body...** (Combat Reflexes)
- **And the Mind** (Perplex)
NIGHTWING
Blüdhaven, Detective, Gotham City, Martial Artist, Police

A Leader on any Team
Nightwing is a wild card. When you reveal your force, choose a friendly character’s keyword; Nightwing possesses that keyword for the rest of the game. Nightwing can use Leadership, but only removes action tokens from characters using a team ability that Nightwing can use.

LEADING FROM THE FRONT LINES (Charge)

Acrobat
Nightwing can use , , 

YOU CAN’T KEEP UP WITH ME (Flurry)

GET BACK (Quake)

YEARS OF EXPERIENCE (Combat Reflexes)

REAL NAME: Dick Grayson
SIGNIFICANT APPEARANCE: Nightwing #1 (1995)

STAMINA LIKE THE DARK KNIGHT (Willpower)

MY TEAM NEEDS ME (Perplex)

TAUGHT BY THE BEST (Outwit)

POINT VALUE: 94
Battlefield Promotion: **Catwoman** When Catwoman hits one or more opposing characters, after actions resolve, place a Promotion Token on her character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on her character card; on a result of 8 or higher, replace this character with #015 Catwoman on the same click number.

**REAL NAME:** Selina Kyle  
**SIGNIFICANT APPEARANCE:** *DC HeroClix: Unleashed #222* (2004)  
**POINT VALUE:** 35
I HARDLY FELT THAT (Toughness)

TED KORD’S LEGACY (Willpower)

I’M NOT DEAD YET, MAX... (Regeneration)

**Dimensional Perception** Blue Beetle can use Probability Control, but only for attack rolls where he is the attacker or a target of the attack.

I CAN HELP WITH THAT (Enhancement)

YOU CAN’T USE THAT (Outwit)

**REAL NAME:** Jaime Reyes

**SIGNIFICANT APPEARANCE:** *Blue Beetle* #1 (2006)

**POINT VALUE:** 94

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**The Scarab** The first time in a game when Blue Beetle would take 3 or more damage from an attack, instead he does not take damage and is given an action token.

**WHAT HAPPENS WHEN I DO THIS?** (Running Shot)

**HOW DID I GET HERE?** (Phasing/Teleport)

**MYSTICAL ENERGY** (Penetrating/Psychic Blast)

**WHOA - WHAT WAS THAT?** (Pulse Wave)

**The Scarab Awakened** At the beginning of your turn, roll a d6. On a result of 5-6, until your next turn, Blue Beetle modifies his attack value by +2, can use Blades/Claws/Fangs and possesses Battle Fury.

**POINT VALUE:** 94
**THE FLASH**
Central City, Justice League, Police, Teen Titans

**FAST THINKER (Perplex)**

**Mach 3 Punch** Damage dealt by Flash cannot be reduced below 1.

**SPEED FORCE (Hypersonic Speed)**

**So Fast You Didn’t See the Hits** The Flash can use Charge and Flurry. When The Flash uses Charge, he can use Exploit Weakness.

**FASTEST MAN ALIVE (Super Senses)**

**NEVER STANDING STILL (Combat Reflexes)**

**FOR BARRY (Willpower)**

**Vibrate Through** The Flash can use ✿.

**POINT VALUE: 105**

**REAL NAME:** Wally West

**SIGNIFICANT APPEARANCE:** All Flash Special #1 (2007)
Green Lantern

Battlefield Promotion: **Pass the Torch** When Green Lantern hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #004 Green Lantern on the same click number.

**FIRST THE EASY WAY** (Running Shot)

**THEN THE HARD WAY** (Charge)

**YOU CAN MOVE ANYTHING WITH ENOUGH WILL** (Telekinesis)

**I SWORE AN OATH** (Willpower)

**REAL NAME:** Alan Scott

**SIGNIFICANT APPEARANCE:** *DC HeroClix: Unleashed* #220 (2004)

**POINT VALUE:** 93
BRAINIAC
Brute, Robot, Scientist

**MENTAL ATTACK** (Penetrating/Psychic Blast)

**ACCEPTABLE LOSSES** (Mastermind)

**I’LL SHOW YOU IMPERVIOUS** Brainiac can use Impervious. When turning the dial, if this click is revealed due to damage taken from an opponent’s attack, stop turning the dial. This power cannot be countered or ignored.

**ORIGINAL FORCE FIELD** (Impervious)

**STRONG ON MY OWN** (Invulnerability)

**Master Manipulator** Brainiac can use Perplex. When he does, he can only target friendly characters and they can be anywhere on the map.

**IT ALWAYS HURTS** (Exploit Weakness)

**I HAVE NO EQUAL** (Close Combat Expert)

**Impossible To Plan Against** Opposing forces subtract one action from their action total if not reduced by any other effect.

**CENTRAL COMMAND** (Earthbound/Neutralized)

**My Ship and I Are One** Give Brainiac a double power action and place him in any square within his speed value. After actions resolve, you may give Brainiac a close combat or ranged combat action as a free action.

**I’LL FIGHT YOU** (Charge)

**MULTI-TASKING** (Flurry)

**EXTRA APPENDAGES STRIKE** (Quake)

**DNA NEUTRALIZER** (Pulse Wave)

**REAL NAME:** “True” Brainiac

**SIGNIFICANT APPEARANCE:** *Action Comics* #866 (2008)

**POINT VALUE:** 350 / 175 / 100
LEX LUTHOR
Celebrity, Metropolis, Politician, Scientist, Superman Revenge Squad

**Battlefield Promotion:** Lex Luthor When Lex Luthor hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with Lex Luthor a number of clicks from its blue starting line equal to the number of clicks this character is from its starting line. On a result of 10 or higher, replace this character on the same click number.

**REAL NAME:** Lex Luthor

**SIGNIFICANT APPEARANCE:** DC HeroClix: Cosmic Justice #089 (2003)

**POINT VALUE:** 87
**ROBIN**  
Batman Family, Detective, Gotham City, Teen Titans

**Battlefield Promotion:** **Nightwing**  
When Robin hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #007 Nightwing on the same click number.

- **SWINGING THROUGH GOTHAM** (Leap/Climb)
- **TWO FEET IN THE FACE** (Incapacitate)
- **DISTRACTION** (Smoke Cloud)
- **I PROMISE TO NEVER FORGET** (Willpower)

**REAL NAME:** Dick Grayson  
**SIGNIFICANT APPEARANCE:** *DC HeroClix: Icons* #014 (2005)  
**POINT VALUE:** 52
CATWOMAN
Birds of Prey, Gotham City, Martial Artist

Bad Luck When I Cross Your Path  Other characters within 6 squares of Catwoman assigned a relic or a resource can’t use the effects of the relic or resource.

Burglar  Catwoman can use Leap/Climb and Stealth.

TRAVEL BY ROOFTOP  (Leap/Climb)

KITTY’S CLAWS  (Blades/Claws/Fangs)

THREE STEPS AHEAD  (Super Senses)

FEROCIOUS FIGHTER  (Combat Reflexes)

REAL NAME: Selina Kyle
SIGNIFICANT APPEARANCE: Catwoman #1 (2002)

POINT VALUE: 68
BLUE BEETLE
Birds of Prey, Justice League International, Martial Artist, Scientist

Battlefield Promotion: **Pass the Torch** When Blue Beetle hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #009 Blue Beetle on the same click number.

**JUDO THROW** (Force Blast)

**TRAINING DAILY** (Leap/Climb)

**BB GUN, SETTING 1** (Energy Explosion)

**BB GUN, SETTING 2** (Incapacitate)

**REAL NAME:** Ted Kord

**SIGNIFICANT APPEARANCE:** *DC HeroClix: Hypertime* #139 (2002)

**POINT VALUE:** 55
ORACLE
Batman Family, Birds of Prey, Gotham City, Justice League, Martial Artist

My Eyes Are Everywhere If Oracle is not adjacent to an opposing character and is either in her starting area or on elevated terrain, she can draw lines of fire and count range and squares from the square of any single friendly character that has the Batman Family, Birds of Prey or Justice League keyword.

THIS CHAIR WON’T STOP ME (Willpower)

NOT TO BE TAKEN LIGHTLY (Combat Reflexes)

The Mystery of the Oracle Give Oracle a power action and choose Outwit, Perplex, or Probability Control. She can use the chosen power until the beginning of her next turn.

REAL NAME: Barbara Gordon

POINT VALUE: 73
**THE FLASH**
Celebrity, Central City, Justice Society, Past, Politician

**Battlefield Promotion: Pass the Torch** When The Flash hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with [TCG #010 Flash on the same click number.](#)

**GRANDFATHER OF SPEEDSTERS** (Hypersonic Speed)

**REAL NAME:** Jay Garrick  
**SIGNIFICANT APPEARANCE:** *DC HeroClix: Hypertime* #128  
(2002)  

**POINT VALUE:** 86
**Embracing My Heritage**
When Martian Manhunter has zero action tokens, he can use Shape Change.

**Martian Physiology**
Martian Manhunter can use Stealth and Charge. When Martian Manhunter uses Charge he can use **POWER OF THE MIND** (Mind Control)

**Martian Speed** (Hypersonic Speed)

**Martian Strength** (Super Strength)

**Martian Vision** (Penetrating/Psychic Blast)

**AT FULL STRENGTH** (Impervious)

**IMMUNE TO YOUR ATTACK** (Invulnerability)

**MARTIAN HIDE** (Toughness)

**DETECTIVE BACKGROUND** (Perplex)

**I See the Attack in Your Mind** Martan Manhunter can use Super Senses.

**CUT THROUGH YOUR DEFENSES** (Exploit Weakness)

**REAL NAME:** J’onn J’onzz

**SIGNIFICANT APPEARANCE:** Martian Manhunter #1 (2006)

**POINT VALUE:** 170 / 100
LEX LUTHOR
Armor, Injustice League, Metropolis, Politician, Scientist, Society

Part of My Personal Inventory Once per game, give Lex Luthor a power action to place a special object whose name includes "Kryptonite" from outside the game in an adjacent square.

Boo m Tube Sneak Attack Lex Luthor can use Phasing/Teleport. When he does, after actions resolve, if he moved half his speed value or less, he may be given a ranged combat action as a free action.

BOOSTER JETS (Charge)

ALIEN TECHNOLOGY (Penetrating/Psychic Blast)

My Hatred Will Never Die, Alien! Lex Luthor deals penetrating damage to characters that possess the Superman Ally team ability or the Kryptonian keyword.

POWER AT ALL COST (Pulse Wave)

REAL NAME: Lex Luthor
SIGNIFICANT APPEARANCE: Superman vs. Lex Luthor TPB (2006)

POINT VALUE: 160 / 100
YEARS OF SOLAR RADIATION (Impervious)

WE ARE AT WAR (Invulnerability)

DECIDE THE WORLD, BILLY (Toughness)

THE LEAGUE NEEDS YOU (Leadership)

A WRATH THAT WOULD COWER ANYONE (Ranged Combat Expert)

REAL NAME: Clark Kent

POINT VALUE: 131

Battlefield Promotion: Rise When Superman hits one or more opposing characters, after actions resolve, place a Promotion Token on his character card. You may then roll a d6 that can’t be rerolled and add 1 for each Promotion Token on his character card; on a result of 8 or higher, replace this character with #024 Superman on the same click number.

WE WILL MAKE THINGS RIGHT AGAIN (Charge)

THE AIR SCORCHES IN MY WAKE (Hypersonic Speed)

GALE FORCE BREATH (Force Blast)

THE MAN OF TOMORROW (Super Strength)
WONDER WOMAN
Black Lantern Corps, Monster

**Empowered By Battle** Whenever an opposing character within 4 squares rolls a 1 or 2 for a Super Senses roll, you may heal Wonder Woman 1 damage.

**PAIN IS YOUR FUTURE** (Charge)

**Black Lasso** Wonder Woman can use Incapacitate as if she had a range value of 6. When she does, instead of giving a hit target an action token, you may place that character adjacent to Wonder Woman and may make a close combat attack as a free action targeting the placed character.

**TO MEET YOUR END** (Flurry)

**CRUSHING ALL LIFE** (Super Strength)

**ONLY PIECES SHALL BE LEFT** (Blades/Claws/Fangs)

**POINT VALUE: 138**

**REAL NAME:** Diana Prince

**SIGNIFICANT APPEARANCE:** Blackest Night #5 (2010)
BATMAN™
Black Lantern Corps, Monster

Enpowered by Deception When an opposing character within 4 squares rolls a 1 or 2 for a Shape Change roll, you may heal Batman of 1 damage.

RISE Batman can use Stealth and Leap/Climb.

THE DARKNESS BRINGS ME FORTH (Leap/Climb)

DARKNESS PROTECTS (Stealth)

Rain of Black Rings Batman can use Pulse Wave as if he had a range value of 8. When he does, friendly characters that share a keyword with Batman reduce damage dealt to them to 0.

ALL LIGHT DIES (Blades/Claws/Fangs)

POINT VALUE: 89

REAL NAME: Bruce Wayne
SIGNIFICANT APPEARANCE: Blackest Night #5 (2010)
SUPERMAN™
Black Lantern Corps, Monster

YOUR PAIN REPLENISHES ME (Steal Energy)

UNKILLABLE (Impervious)

WEAKENED BUT STILL STRONG (Invulnerability)

You Fight Me as if I Live Superman can use Regeneration and Toughness. This power can’t be countered.

YELLOW SUN, BLACK RING (Close Combat Expert)

WITHOUT REMORSE (Ranged Combat Expert)

NOT EVEN DEATH CAN STOP ME (Battle Fury)

Empowered By Despair Whenever an opposing character rolls a 1 or 2 for a Leadership roll, you may heal Superman 1 damage.

DESTROY ALL LIFE (Charge)

DARKNESS UPON THEM (Hypersonic Speed)

NOTHING WILL STOP SUPERMAN (Earthbound/Neutralized)

THE MONSTER UNLEASHED (Super Strength)

DEADLY STARE (Penetrating/Psychic Blast)

REAL NAME: Clark Kent
SIGNIFICANT APPEARANCE: Blackest Night: Superman #1 (2009)

POINT VALUE: 170