

BATMAN (BEN AFFLECK)

BRUCE WAYNE



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LEVEL

9

AFFILIATE

Justice League

ATTRIBUTES

Power: 8
Speed: 4/8
Strength: 1
Attack: 7
Size: 2
Agility: 9
Stamina: 11
Willpower: 10

SKILLS

Close Combat Master
Infiltrator
Stealth
Strategist

DEFENSES

17

16

15

18






ENDURANCE



+1 POWER

-1 ATT / -1 ALL DEF /
-1 WP

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Reinforced Gloves	2 / 	 - 	2		
Batarang	2 / 	 - 	1	8 	Ensnare/1. Homing.
Sneak Attack	4 / 	 - 	3	 /4	

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Batclaw	2 / 	(A)	-	Displace this model up to 12" away.
Bat Armor	0 / 	(P)	-	Gains Resistance  /1 against ranged attacks.
The Plan	2 / 	(A)	6	Target enemy model suffers one of the following Effects: Distract/1, Awkwardness/1, Dazzle/1, or it loses the Resistance skill of this model's choice. This lasts until the end of the round.
The Mark of the Bat	0 / 	(P)	-	If a model is removed from the game by an attack produced by this model, you score 1 additional VP.

SUPERMAN

KAL-EL



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LEVEL

18



AFFILIATE

Justice League

ATTRIBUTES

Power: 10
Speed: 4/8/15
Strength: 6
Attack: 6
Size: 2
Agility: 8
Stamina: 12
Willpower: 9

SKILLS

Brutal
Energy
Fly
Resistance/2 
Thermal Vision
Weakness to 

DEFENSES

 15
 15
 13
 15

ENDURANCE



+1 ATTACK

-1 ALL DEF /
-1 POW / -1 ATT



ATTACK

COST/FREQ

NAT/TYP

DMG

RANGE

EFFECTS

Super Punch

4 / 



3



Overload +3 DMG.

Heat Vision

2 / 



2

10 

Penetrative.
Overload Pierce/3.

Super Attack

5 / 



5



/3

Push/6.

Super Breath

3 / 



2



Push/2.
Stun/1.



WONDER WOMAN

DIANA PRINCE



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LEVEL

13

AFFILIATE

Justice League

ATTRIBUTES

Power: 8
Speed: 5/9
Strength: 5
Attack: 7
Size: 2
Agility: 8
Stamina: 11
Willpower: 9

SKILLS

Acrobat
Regeneration/1
Soldier
Master Fighter
Rage/2

DEFENSES

16

16

16

16

ENDURANCE











+1 POWER

-1 ATTACK

-1 SPD / -2 POW /
-1 ATT

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Sword of Athena	3 / 	 - 	2		Irresistible.
Lethal Blow	4 / 	 - 	3		Critical: +2 Damage.
Amazon's Fury	5 / 	 - 	5	 /2	Stun/2.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Indestructible Shield	2 / 	(R)	-	Make an agility roll, if passed cancel one physical or energy attack.
Bracelets of Submission	2 / 	(A/R)	-	This model gains +3 to Def vs  &  Ranged Attacks until end of round.
Super Jump	3 / 	(A)	-	Displace this model up to 12" away.
Lasso of Truth	3 / 	(A)	4	Target gets -4 to Speed and -2 to  and  defenses until the end of the round.

THE FLASH (EZRA MILLER)

BARRY ALLEN



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LEVEL

10

AFFILIATE

Justice League

ATTRIBUTES

Power: 9
Speed: 10/15
Strength: 1
Attack: 6
Size: 2
Agility: 11
Stamina: 8
Willpower: 9

SKILLS

Agile
Scientific
Wall-Crawler
Phase Shift
Regeneration/1

DEFENSES

18

17

14

15




ENDURANCE



+1 ATTACK

-1 SPEED /
-1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Kinetic Burst	2 / 	✱ - ⚡	2	 /2	Stun/1.
Charge	2 / 	🛡️ - 🌀	2	 /4	Push/3.
Kinetic Lightning	2 / 	✱ - ⚡	3	⊕	Stun/2.
Supermasscriticalpunch	5 / 	🛡️ - 🌀	4	 /4	Distract/2. Push/3.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Kinetic Charge	0 / 	(P)	-	If this model performs a movement action during its activation, subsequent attacks it performs during that activation either gain Stun/1 or increases the Stun value by +1 until the end of the round. Choose before rolling to hit.
Too Tired	0 / 	(P)	-	If this character hasn't got any power counter, gains -1 to all defenses.
Hyperspeed	2 / 	(A)	-	Displace this model up to 20' away. This character gains +1 to all Defenses until the end of the round.



AQUAMAN (JASON MOMOA)

ARTHUR CURRY

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ATTRIBUTES

Power: 9
Speed: 6/9
Strength: 4
Attack: 6
Size: 2
Agility: 9
Stamina: 9
Willpower: 8


LEVEL

12

AFFILIATE

Justice League

SKILLS

Brutal
Elite Fighter
Resistance/1 
Thermal Vision
Toughness/2

DEFENSES





 16
 15
 16
 16





ENDURANCE



+1 ATTACK

-1 ALL DEFENSES

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Poseidon's Trident	2 / 	 - 	2	 /1	Irresistible. Overload: Stun 2.
Deep Monster	5 / 	 - 	4	6 	Explosive/3. Irresistible.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
The King	0 / 	(P)	0	At the start of this model's first activation the opponent selects one scenery piece on the board at least 8" away from any board edge. While this model is within 6" of that scenery piece, you may Overload its attacks without paying the Power cost, and that piece of scenery cannot be destroyed by any means.
Atlantean	0 / 	(P)	0	When this model is in contact with water terrain he gains +1 to all Defenses.
Parry	3 / 	(A)	0	This model cannot perform any attacks this round but gains +3 to all Defenses until the end of the round.
Submariner	2 / 	(A)	12	Choose one piece of water terrain in range. Remove this model from the board, and place it completely within that piece of water terrain.