

The background of the entire image is a dense, blue-toned comic book illustration featuring a large number of DC superheroes. Superman is the central figure, looking towards the viewer. To his right, Batman is shown in a dynamic pose. Below them, the Flash is visible. Other characters like Wonder Woman, Green Lantern, and various villains are scattered throughout the background, creating a sense of a vast universe.

DC UNIVERSE MINIATURE GAME

 KNIGHT MODELS™

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"Dreams save us. Dreams lift us up and transform us. And on my soul I swear... until my dream of a world where dignity, honor and justice becomes the reality we all share... I'll never stop fighting. Ever."

- Superman





INTRODUCTION

Even in blackest day and darkest night, when all odds are stacked against them by super villains, interstellar invaders, crazed despots and maniacal anarchists, the world's finest heroes assemble to face the threat. Now, with the DC Universe Miniature Game, the stories of these epic battles between superhumans, gods and monsters is at your fingertips...

The *DC Universe Miniature Game* is a tabletop skirmish game, pitting teams of exquisitely detailed miniature superheroes and villains against each other in exciting contests of strategy and might! Based on the epic, bestselling DC Universe, this game includes many of the well-loved characters that have thrilled comic book fans for generations. These mighty heroes and their arch nemeses can now assemble at your call, ready to save the world... or destroy it.

In the *DC Universe Miniature Game*, you and your friends collect a set of beautiful miniatures of your favorite DC heroes and villains, bring them to life by painting them, and then use them as playing pieces in an exciting multi-faceted, three-dimensional tactical game. By using the information in this book, you will be weaving your own stories, worthy of the greatest comic book sagas. Whether you're a seasoned veteran of tabletop miniature games, or a new recruit to this rewarding hobby, you'll soon be controlling your own

super-team, and battling for control of Metropolis, the Earth at large, or even the entire galaxy!

WHAT IS A MINIATURE GAME?

The *DC Universe Miniature Game* is designed for two or more players, with each taking control of a number of finely detailed miniatures, representing their faction, or team. The miniatures are in essence playing pieces, much like those you'd find in a board game. But unlike most board games, a miniature game doesn't take place on a readily defined board, but rather the players take an active role in designing their own custom gaming area, usually on a tabletop populated by scratch-built scenery. The rules use a sophisticated system of power counters and unique character abilities, allowing you to move your models freely and utilize a large range of skills and powers to give you a tactical edge over your opponents.

While veteran tabletop gamers will recognize this book as a set of 'skirmish-level rules', newcomers to this wonderful hobby should not be put off! These rules are written in such a way as to be accessible to all. Newcomers and experienced gamers alike will find all the information they need to start collecting and playing.

Miniature games form part of a wider hobby, which attracts a strong community all across the world. This hobby consists of collecting, assembling, painting and gaming with miniatures. It also provides the opportunity for model-making – the construction of tabletop scenery such as city buildings, debris, alien landscapes, crystalline fortresses, and more besides. Most hobbyists practice all of these aspects to some extent, although many prefer just to focus on the painting side of the hobby, while others still enjoy the games so much that they have very little time left to paint. At Knight Models, we are enthusiasts of all aspects of the hobby: we all enjoy playing games in which all the character models are lovingly painted, but we would also like to see them actually win games! We know it takes time and effort to master every facet of the hobby, but in the end we think the reward is completely worth it. We just hope that you enjoy the hobby as much as we do!

THE MOST IMPORTANT RULE

No matter how much you like the *DC Universe Miniature Game*, and how often or competitively you play, it's important to remember that it is just a game, and the ultimate goal of every game is to have fun. Naturally, we all want to win, but it's just not worth it if our path to victory means giving another person – usually one of our friends – a hard time. Always remember that the aim of the game is to have fun in a friendly, competitive spirit – and that means letting your opponent have fun too.

It's almost impossible for a set of game rules to account for every conceivable situation that may arise. Therefore, disputes over the rules should always be reasonably discussed and solved in the spirit of cooperation and sportsmanship. Ultimately, if no agreement can be reached, we recommend that one player rolls a die: on a result of 5+ his interpretation of the rule is right this time; on a 1, 2, 3, or 4, the opposing player is right. Settling differences in a friendly manner is paramount to having fun, so you could call this the most important rule in the game!

THINGS YOU'LL NEED

In addition to the miniatures from Knight Models – the most important part of the game! – there are a few things that you and your opponent will need in order to play.

- A gaming table, containing as much scenery as you like to represent the city area where the game takes place.
- Lots of eight-sided dice.
- Counters, Markers and Templates.
- A measuring tape or ruler, marked in inches (").

GAMING AREA

In order to set up a proper gaming area, you should prepare any table, board, or plain surface such as an area of floor, with a minimum area of 36" x 36", and place scenery (buildings, fences, model cars, etc.) upon it. There is no proscribed way to do this – just use whatever scenic items you have in your collection to recreate your favored battleground: that might be the streets of Metropolis, the jungles of Lian Yu, or even the forges of Apokolips if you want to get really fantastical.

Some scenery and terrain elements can be purchased from Knight Models and specialist gaming stores, either locally or online. Alternatively, many players prefer to scratch-build their scenery, only limited by their own skill and imagination (check out our Facebook page and online forum for some inspirational examples). It doesn't matter where the scenery comes from, but our advice is that you get your hands on as much as you can for your models to hide behind, leap from, climb over or fly around – the more scenic elements you have on the table, the more fun the game will be.

Note that, in the rules that follow, the gaming area is often referred to as the 'board' or 'games zone'. These terms have a very specific meaning, as they refer to the part of the gaming area being used for the scenario you are playing. For instance, if you have a 4-foot square gaming area, but you're only using a 3-foot square part of it for the game, any rule that names the 'game zone' is referring only to the 'active' 3' by 3' area, and not the surrounding 'dead space'.

LIFE ON THE EDGE...

A model can never leave the game zone unless the scenario special rules specifically allow it. If forced to the edge of the board by a throw or push, the edge is treated as an obstacle.

DICE

You will need a number of eight-sided dice (or 'D8') to play the DC Universe Miniature Game. The more dice you can lay your hands on the better. Having a few of a different color from the rest will also be helpful.





COUNTERS

Counters are used in the game for marking how many actions a model has remaining to perform, working out who goes next in the play sequence, and more. The various uses of counters are discussed throughout the rules. Game counters can be represented by beads, poker chips, pieces of colored card, or even dice (just be sure that they're a different type from the dice that you use for rolling, to avoid confusion). Having a few different colors will be very useful. Whatever type you use, they should be of a suitable size to fit on the designated spaces for them on each Character Card. You will normally need between 4 and 10 counters per model, so make sure you have plenty to go around.

Additionally, you will need some

additional counters and a small opaque bag or container to keep them in. These are drawn at random to determine who goes first in each Round (see page @@). We will explain how counters are used in various forms later.

MARKERS

During the game, a model may be subject to various effects (Damaged, Poisoned, Knocked Out, etc.), and it is very important to remember them. Unlike counters, markers are physically placed on the board, next to models, to remind you of special rules. When required, a marker should be placed next to the affected miniature, in order to keep track of the Damage or special effect during the game.

MEASURE

The movement of models around the gaming area, and the measuring of weapon and power ranges, require the use of a measure, marked in inches ("). A retractable tape measure will be most useful for getting into the hard-to-reach areas of the gaming table, although a ruler will be fine for most situations.





GETTING STARTED

The rules section of this book may look daunting at first, particularly if this is your first foray into tabletop miniature gaming. However, there's no need to worry. The rules are organized into a logical order, so that the first few sections contain everything you need to grasp the basics and have an enjoyable game. Later in the book you'll find rules for special and uncommon situations, such as powers, special skills and attacks – these add an extra level of chaotic fun and tactical challenge to the game.

Presented here are some of the conventions and abstractions that recur throughout this rulebook – take a moment to familiarize yourself with these to get a better understanding of the game rules.

SCENARIOS

Each game that you play represents a conflict between opposing sides, and the aim is usually to complete one or more objectives in order to determine a winner. For this reason, the *DC Universe Miniatures Game* is structured around scenarios (see page @@), which provide a variety of gaming set-ups, special deployments and victory conditions to keep each game fresh and challenging.

MINIATURES AND SCALE

In the rules that follow, the miniatures used to play the *DC Universe Miniature Game* are also referred to as 'models'. The number of models under your control represents your team – a small group of likeminded characters, such as the heroic Justice League or the Green Lantern Corps.

Most *DC Universe Miniature Game* models are human or at least human-sized, and thus share a similar height (approx. 30-40mm). Small size differences between them are insignificant for matters of game scale, which is why we consider all of them to be of a standard size, unless it is specifically noted on a Character Card that this is not the case.



For game purposes, a model's volume is considered part of the model, but extended limbs and weapons are not.

VOLUME

The model's volume is determined by the circular base the model is set on. Thus, the model can be imagined to occupy a cylindrical space, extending from its base to the top of its head. Equipment, extended limbs, and any other miniature component that protrudes from this area are ignored when calculating this space.

If the character's model portrays him/her on its knees, bending, standing over a decorative element, and so on, consider the volume as if the model was standing upright over its own base. Remember that, as many of the models in the range are sculpted in dynamic poses, many of these considerations require a good dose of imagination and agreement on the part of the players.

MEASURING

To play the *DC Universe Miniature Game*, tape measures are used to gauge the distance a model can move, or measure the distance between a model and another point on the tabletop, such as another model or piece of scenery. During the game, any distance can be measured by any player at any time.

It's a common mistake to measure the distance and then place the model on the far side of the tape measure. This is incorrect, as it adds the diameter of the model's base to the distance moved. As shown in this example, when measuring movement across the ground, the outer rim of the model's base must not move beyond the limit of the distance measured.



All measurements between two different models, or between a model and an obstacle or terrain piece, must be taken between the closest points on their volume. For horizontal measurements, this is usually worked out by measuring from the edge of a model's base.

Note that models may move so that their bases are touching (or are in 'base contact'), but should never overlap.

DICE ROLLS

In the *DC Universe Miniature Game*, you will frequently need to roll dice to see how the actions of your models turn out – how accurate their firepower is, how much damage they've done in combat, and so on. During the course of the rules, eight-sided dice are referred to as D8s (so if the rules ask you to roll 2D8, you must roll two dice).

MODIFYING DICE ROLLS

Sometimes you may have to 'modify' a dice roll, or 'apply a modifier'. This is normally denoted in the rules as a plus or minus figure, such as +1, -2 and so on. Roll the dice and add or subtract the number to or from the score to get the final result. So, rolling D8+1 will give you a final score of between 2 and 9, for example.

REROLLS

In some situations, the rules allow you to 'reroll' your dice. This is exactly how it sounds – pick up all the dice you wish to reroll, and roll them again. The second score always counts, even if it is worse than the first – no dice can be rerolled more than once.

FRACTIONS AND ROUNDING DOWN

In some situations, the rules will instruct you to divide a number, usually by half. If there is a remainder, the result should be always rounded down. For example: A score of 5 needs to be halved. As the result would be 2.5, you will need to round it down to 2.

RANDOMIZING

Sometimes, you will be required to randomly pick between several models, objectives, items, etc. If randomizing between just two items, either toss a coin (designating each item heads or tails), or roll a D8, treating one item as results 1-4, and the other as results 5-6. If randomizing between three items, the dice results would be 1-2, 3-4, and 5-6, with results of 7 and 8 being rerolled until an item is picked. For four items, nominate them 1-2, 3-4, 5-6 and 7-8, and so on.

THE CHARACTER CARD

All models in the DC Universe Miniature Game have their own Character Card. This card serves two functions: to display the model's profile and abilities, and to keep track of a model's actions during the game. Knight Models provides a Character Card for each model in the game. As you can see from the example, the Character Card displays the following features.

1 CHARACTER NAME
2 SUPERMAN
3 KAL-EL

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

5 LEVEL
 16

6 AFFILIATE
 12 JL

7 SKILLS
 Fly
 Heroic Action
 Resistance/2
 Thermal Vision
 Weakness to

8 DEFENSES
 14 Shield
 15 Star
 16 Eye
 17 Brain

9 ATTACK

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Super Punch	4 /	W -	3		Overload +3 DMG.
Heat Vision	2 /	S -	2	10	Penetrative. Overload Pierce/3.
Flying Punch	6 /	W -	5	/5	Stun/3.
Freezing Breath	3 /	S -	2		Ensnare/3.

10 SP POWERS

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Advanced Bodyguard	1 /	(R)	4	When a friendly model in range becomes the target of an attack, this model becomes the new target.

11 ELSEWORLDS: This model gains one of the following bonuses depending of the chest symbol he has.
 This model gains +2 Speed.
 This model gains +2 Attack.
 This model gains +1 Power.

12 ENDURANCE
 18

13 +1 POWER
14 -1 WILLPOWER
15 -1 ALL DEFENSES / -1 WILLPOWER

1 CHARACTER NAME

This is what makes a model unique in game terms – it is the 'real name' of a given character. Unless otherwise stated on the Character Card, you cannot include more than one model with the same name in the same team. Models with the name 'Unknown', are ignored for this purpose, unless they also share the same Alter-Ego.

2 ALTER-EGO

The Character Card will include the most relevant alias by which the character is known (such as Arrow, Superman, etc.).

CHARACTERISTICS

The most important sections of the Character Card are given over to the essential characteristics that each model possesses. Every characteristic has a numeric value attached to it, which will be the key to success during the game.

ATTRIBUTES

3 POWER (POW)

One of the most important characteristics in the game, Power (or POW) represents a model's capacity to act during a Round. The higher a model's Power value,

the more he will be able to do when he is activated. It may mean that he can move, attack, defend himself, or perform special actions more times than those around him. Expenditure of Power counters is covered in more detail later.

4 SPEED

This characteristic represents the model's mobility (their ability to run, climb, dodge, etc.) There are three values, presented as X/X/X. These values represent the distance, in inches ("), that the model can move when he spends 1, 2 or 3 Power counters respectively.

⑤ STRENGTH

Strength is a measure of a model's physical power. A value of 1 in this characteristic indicates normal human being, while a value of 4 indicates superhuman strength. This characteristic is most often used to interact with scenery elements (see the scenery rules, later), and to damage enemy models with certain melee attacks.

⑥ ATTACK

This value represents the offensive capabilities of the model; the numeric value is added to any attack rolls this model makes.

⑦ SIZE

The size rating of the model.

⑧ AGILITY

This value is a representation of the model's reflexes and evasion. Agility rolls are most often used to avoid attacks and dodge template weapons.

⑨ STAMINA

Stamina rolls are used to avoid certain game effects, and represent a model's ability to shake off debilitating injuries and keep fighting.

⑩ WILLPOWER

Willpower rolls are most often used to resist psychic attacks, partake in battles of will, or control psychic powers.

⑪ LEVEL

The level cost of the models – this is important when choosing a team of characters.

⑫ AFFILIATION

This section is divided into two: Faction and Alignment. Each model may form a team with members of his own faction and alignment. If a model has multiple factions or alignments listed on his Character Card, he may team up with any of them.

Faction: All models are limited in which teams they are able to join – those teams or factions are listed here. More than one faction may appear in this section.

Alignment: All models are categorized as Hero (blue), Villain (red), or Neutral (grey).

⑬ SKILLS

This section of the Character Card lists all the special skills that the model possesses. Skills represent traits, equipment and special knowledge (i.e. Acrobat).

DEFENSES

Here you will find the character's Defense values. This section is divided into various categories, representing the different types of damage a model might suffer during a game. Each type is denoted by an icon for ease of reference.

⑭ PHYSICAL DEFENSE

This numerical value represents the defensive capacity of the model against Physical attacks.

⑮ ENERGY DEFENSE

This numerical value represents the defensive capacity of the model against Energy attacks.

⑯ SUPERNATURAL DEFENSE

This numerical value represents the defensive capacity of the model against Supernatural attacks.

⑰ MENTAL DEFENSE

This numerical value represents the defensive capacity of the model against Mental Attacks.

⑱ ENDURANCE

This characteristic represents the model's ability to soak up damage and carry on fighting. It is a mixture of physical fitness, overall health, determination and sheer stubbornness. Its value represents the maximum amount of damage a model can endure before getting Knocked Out (KO). Endurance is represented by a special bar – note that modifiers to certain characteristics are noted on this bar. As the model is wounded and his Endurance bar moves down, these modifiers are applied to his characteristics.

ABILITIES

The remainder of the Character Card is dedicated to the character's special abilities, which are broken down into Attacks and Powers.

⑲ ATTACK FORMS

This section is dedicated to the personal forms of attacks which each model has.

⑳ SPECIAL POWERS

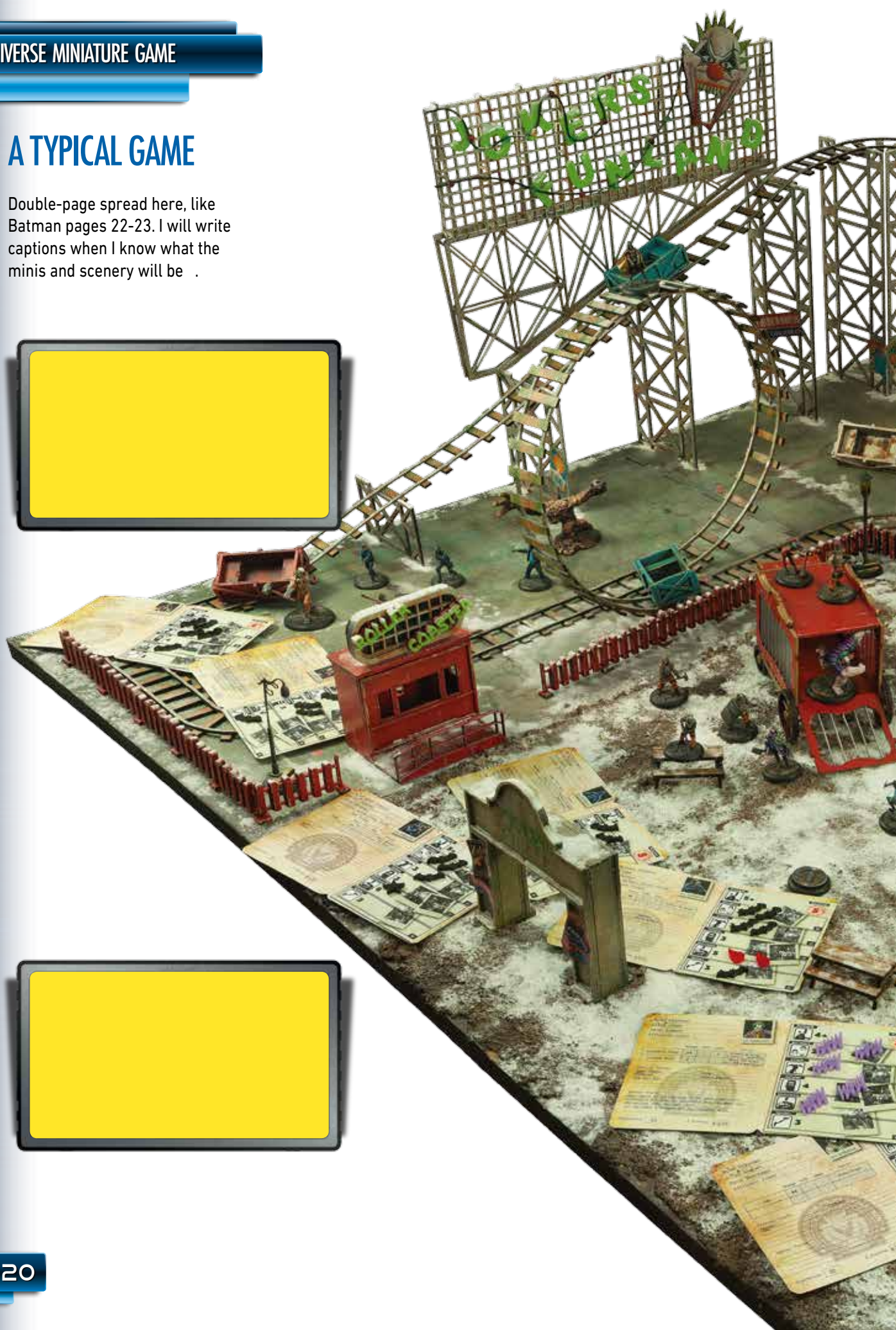
This section lists the specific powers of the model. These powers are usually superhuman in nature (such as Flight); they define the model and make him unique.

㉑ OPTIONAL RULES

Sometimes, a model will have a choice of special rules detailed here (for example, the Elseworlds Superman may take one of three bonuses based on the chest insignia selected for the model). Your preferred rule must be chosen from the list before the game begins. Make it clear to your opponent which option you have selected. You may not alter your selection during the game, so choose wisely!

A TYPICAL GAME

Double-page spread here, like Batman pages 22-23. I will write captions when I know what the minis and scenery will be .







THE GAME RULES

“In this world, there is right and there is wrong, and that distinction is not difficult to make. The powers we have, the things we do... they're meant to inspire ordinary citizens, not intimidate them; not terrify them.”

- Superman, Kingdom Come

BASIC RULES

We're almost ready to start looking at the core rules of the game – the rules that govern moving, firing ranged weapons, and fighting in combat. But before we get down to the business of moving around and battling super-powered foes, let's take a quick look at some basic principles and terminology that you'll need to know for all the rules that follow.

GENERIC ROLLS

Many actions in the game are resolved with a 'roll' – i.e. a 'To Hit Roll' or 'Agility Roll'. These rolls are always resolved in the same way: take 2D8, roll them together, and add the results to get a total. The most common rolls are detailed here:

To Hit Roll: This roll is used to hit the target of an attack (page @@).

Agility Roll: This roll is successful when the dice score is equal to or lower than the model's Agility. It is most commonly used to avoid being hit by a template attack (page @@).

Stamina Roll: This roll is successful when the dice score is equal to or lower than the model's Stamina. It is most commonly used to avoid being made KO when taking damage (page @@).

Willpower Roll: This roll is successful when the dice score is equal to or lower than the model's Willpower. It is most commonly used to avoid psychological effects.

LINE OF SIGHT

- The concept of 'line of sight' is very important in tabletop gaming, as it allows you to work out what your models can 'see' – usually their target! If a model cannot be seen, it cannot be attacked. To see another model you must be able to trace a straight, unobstructed line between any point of the volume of both models.

- The easiest way is to draw an imaginary line between the models using a tape measure or a laser pointer. To see another model, at least some part of the target model's volume must be visible, not including extended arms, equipment or other appendages that may extend from the base.

NB. Intervening models, friend or foe, do not block line of sight.

ARC OF VISION

- In the *DC Universe Miniature Game*, all models have a 360° arc of vision, meaning that they can see all around regardless of which way the model is facing, unless otherwise specified.



SEQUENCE OF PLAY

Fighting across the rooftops of Central City, the dark alleys of Gotham, the haunted ruins of Atlantis, or even the alien landscape of Apokolips can be chaotic, visceral and confusing.

To mitigate the brutal reality of super-powered battles, we structure the game by breaking it down into a series of 'Rounds', in which players take it in turns to activate, move and fight with the models in their team.

During each Round, players should follow the steps of the turn sequence below in strict order. When all players have completed the sequence, a new Round will start and the process begins again.

Rounds will continue until the scenario goals are achieved, one player's team is entirely Knocked Out or removed from play, or until the scenario's 'Round limit' is reached.

1. THE POWER PHASE

- Before anything else happens in a Round, each player must distribute a number of Power counters to each of the models in his team, equal to each model's Power value. These counters are stacked on the Character Card, as described earlier.
- If a character is KO, then no Power counters are allocated – instead, those models must test to see if they recover as part of their activation, as described later.

2. THE INITIATIVE PHASE

- Before the game begins, each player takes a number of counters (or dice) equal to the scenario's Round Limit (usually 6-8), and adds them to an opaque bag or other suitable container. Each player's counters should be of a color unique to him, but roughly the same size, shape and weight as those belonging to the other player – they will be drawn from the bag randomly to work out who goes first. Each player must begin the game with the same number of counters inside the bag.

SEQUENCE OF PLAY

Each Round is broken down into four distinct phases, which proceed in the following order:

- 1. Power Phase:** Players distribute Power counters to each of the models in their team, usually up to the model's Power value. If a model is Knocked Out (KO), Power counters are instead generated as described on page @@.
- 2. Initiative Phase:** Players determine the order in which they will proceed through the Round. This stage adds a level of unpredictability to the game – you might go first this Round, but end up going last in the next.
- 3. Action Phase:** The players activate each model in turn – moving, fighting, shooting, and resolving special actions. Play alternates, with the player who went first activating a single model, then the second player activates a model, and so on, until all models that can act have done so.
- 4. Final Phase:** Some special effects must also be resolved in this phase. This is also a 'tidying up' phase, where Power counters are removed and scenario victory conditions are checked.
NB. If, at the end of any Final Phase, one player's entire team is Knocked Out and/or has been removed from play, the game ends.



- At the beginning of each Round one player extracts a counter from the bag and shows it to the other players. The owner of the extracted counter will take the Initiative for the Round, and must choose which player goes first in the Action Phase (if there are more than two players, then owner choose the order to activate). Players must draw a counter each Round until the game's Round Limit is reached. The same player should not draw a counter from the bag twice in a row – if there are two players, they should alternate; if there are more than two, then take it in turns to draw a counter, moving clockwise from the original player.
- If, for some reason, there are no more counters to draw from the bag, but the Round Limit has not been reached, the game will automatically end. In addition, a game cannot last more Rounds than initially decided, or as specified in the scenario description, even if there are counters left to extract.

3. THE ACTION PHASE

- Now it's time to move and fight with your models. We do this by 'activating' a model, one at a time, alternating between players until every model that can act has done so. Whoever was nominated to go first by the player with the Initiative must, of course, be the first to activate a model (note that some special rules can modify this order).
- As soon as a model is activated, they may spend Power counters to move and attack, and/or use special skills and powers as explained later. Once activated,

CONSECUTIVE ACTIVATIONS

Some skills and special powers (such as Master Tactician, for instance) allow you to activate two friendly models consecutively. Note that, no matter how many such skills you possess in your team, you may never activate more than two friendly models consecutively.

PASSING ON ACTIVATION

Before any models are activated, you must work out if either player is eligible to 'pass on activation', and how many times they may do so. The player with the fewest models in play on the board may choose to pass on activation a number of times during the Round, in effect skipping an activation to see what their opponent will do first.

The number of times a player may pass on activation is equal to the difference between the current number of models in the largest and smallest teams in play. A player cannot pass more than twice consecutively in the same Round (so, for example, they may pass twice, but then must activate a model when it is their turn to do so next. They may pass on the turn after that if they wish, and have enough passes remaining).

a model must use at least one Power counter, although they don't have to use all of their counters in a turn.

Once a model has finished their activation, play passes to the next player, who also activates a model. Once every model that is able to activate has done so, the sequence of play continues to the Final Phase.

4. THE FINAL PHASE

At the start of this phase the players have to resolve all effects and rules that specify resolution in the Final Phase. These are resolved in the following order:

- Make the Stamina Rolls to Pale and Blue Zones.
- Clear the end of Round Abilities/ Powers.
- Check the victory conditions.

Once all of the outstanding special rules have been resolved (as described in the Scenarios section), it is time to check the scenario's Victory Conditions to see if one side has won the game.

If, at the end of this phase, all the models on one team are incapacitated (i.e. are Knocked Out or removed from play), the game ends (see End of the Game, later). The opponent will gain one extra Victory Point.









ACTIONS

A model's POW represents the amount of Power counters that a model has to spend during a Round. A model can spend these counters to perform various actions, such as moving (see below), jumping into the void (page @@), improving Defense (page @@), standing up (page @@), grabbing/throwing things (page @@) and using special powers (page @@). In these last case, the POW cost will be indicated on the Character Card.

During the game, each time a model makes use of their abilities, they will expend Power counters. Remove the necessary number of counters from the Character Card for each action.

Actions must be performed one at a time – you cannot perform several tasks simultaneously, even if you have enough Power counters to do so, nor may you interrupt an action in order to perform another. If an action requires the character to spend more than one Power counter and he does not possess enough, then he cannot perform that action or use that special rule.

At the end of the Round, unless otherwise specified, any unused Power counters are lost – they cannot be stored and carried over to the next Round. Once all the Power counters are spent, the model will have to wait until the next Round to generate more counters before acting again.

The various actions that a model can perform, along with their associated POW cost, are described fully on the following pages.

'FREE' ACTIONS

Unless otherwise specified, a 'Free Action' listed as part of a model's abilities or powers will still require the POW cost to be paid. The word 'Free' in this instance means that the action is usually limited (for example, a Walk action or a Grab/Throw can normally only be performed once per Round). A Free Action, on the other hand, allows a model to perform the action one more time than is normally allowed.

MOVEMENT ACTIONS

A model can move in any direction when activated. This movement does not have to be in a straight line, as long as the total distance moved does not exceed the model's movement allowance. The model must end its move in a position where its base will physically fit.

A model can only make a single Movement action per Round, unless a special rule or power states otherwise. The normal Movement actions available to all models are Walk/Run, and Jump into the Void.



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WALK/RUN

All characters are able to move a number of inches equal to their Speed characteristic by spending Power counters. A model may spend 1, 2 or 3 Power counters, and in doing so moves the first, second or third distance indicated on his Speed value. These distances may be modified by several special rules. A model may spend a maximum of 3 POW as a single movement action. So, for example, a model with Speed 4/7/9 declares he is making a movement action, and opts to move as fast as he can by spending 3 Power counters. He may therefore move up to 9".

Note that some models do not have three Speed values. If, for example, a model's Speed is 4/7, he may only spend 2 POW on his movement, for a maximum distance of 7".

Models cannot move through any space already occupied by another model's volume, friend or foe. This means that if a model wants to move 'through' another model, he will have to go around him. Models do not have to move their full movement allowance during their activation, but they may never exceed it. If a model wishes to attack an enemy model in close combat during his turn, they must move into base contact with that enemy as part of their movement.

JUMPING AND CLIMBING

The Walk/Run action can be made across any 'open' part of the gaming area – flat areas of ground, gentle slopes, ramps and hills, wide stairs, and so on. But sometimes a model's path will be barred by an obstacle (such as a wall), a gap (such as the space between two rooftops), or some other piece of scenery (like a building).

If a model meets any obstruction that would otherwise halt their movement, you must first work out if there is any way the obstacle could be jumped or climbed.

- In the case of an obstacle no taller than half the model's volume, simply measure over it, ignoring the height of the obstacle completely. If the model has enough movement remaining to be placed on the other side of the obstacle (or on top if it is wider than a model's base), then you would complete a jump/climb as described below.
- For gaps, you must have enough movement to reach the other side in order to jump it. If you cannot reach, you must either move somewhere else, or end the move.



- For obstacles and scenery pieces taller than half the model's volume, you must measure the vertical distance as well as the horizontal distance. The model's move must end in a position that the base will fit – this might be a fire escape, stairway, rooftop, or similar. Or it could be the other side of a tall fence if the model has enough movement to climb up and over.

Once you have determined that you can jump/climb the obstruction, simply spend 1 Power counter, and complete the move as normal.

CLIMBING

Obstacles taller than half the model's height that may reasonably be climbed (such as a chain-link fence, a wall with plenty of ledges and footholds, or a craggy cliff) are traversed in a similar way to Jumping. The model may climb up or down, to do this the model must spend 1 Power counter to start the climb and move then as usual. The model must have enough movement to reach a valid position, such as a ledge, the top of the wall, or the ground on the other side of the obstacle.

JUMP INTO THE VOID

When a model finds himself on the edge of an abrupt drop that cannot be climbed or jumped across, they may find their only option is to jump down and hope that they survive! This is called Jumping into the Void, and is used to rapidly descend between two different height levels of different.

Jumping into the Void is a bespoke Movement action – it cannot be performed as part of a move like a regular jump or climb.

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To Jump into the Void, a model must be directly adjacent to the gap (on the very edge of a ledge or precipice). They must spend 1 POW to initiate the action, and then check the consequences on the Falling Table (see later). However, because Jumping into the Void represents a deliberate, 'controlled' fall, count the distance fallen as one level lower on the table. So, if the distance fallen is 4", you would refer to the row on the table directly above (Less than 3").

If the model survives the jump and is not made KO, the model is placed standing up at the foot of the drop, and may continue its activation normally if it has enough Power counters remaining.

FALLING

- A model can fall from a height at various points in the game: perhaps they are pushed back off a ledge after being attacked, or the surface on which they were standing is destroyed, or maybe they chose to Jump into the Void.

FALLING TABLE	
Height Fallen	Effect
Less than 3"	No damage
3"-6"	1  
6"-9"	2   + Knocked Down Effect
9"-12"	3   + Knocked Down Effect
12"-16"	5   + Knocked Down Effect
More than 16"	7   + Knocked Down Effect

NB. If the height is on the border of two levels on the table (exactly 9", for example), go with the lower of the two.

When this happens, the model may suffer damage and other effects depending on the height of the fall. The height is always measured directly downwards from the model's starting position to its end position (remember that models must end their movement in a position in which their base can be placed).

- If a model has successfully Jumped into the Void, it always counts the distance fallen as one level lower on the Falling Table. Damage is applied as soon as the fall is complete. All falling damage is Physical  and Blunt .



SPECIAL MOVEMENT

- A model may have additional skills and powers (e.g. Super Jump, Grapple Gun, or similar) that affect their movement. These will have their own rules detailed on the Character Card. Most of these abilities simply modify a Movement action, increasing the distance, or allowing the character to move through or over scenery (such as Fly, for example – see page @@). These powers do not count as actions in their own right.

SPECIAL POWER ACTIONS

Many models have Special Powers, which are what makes them unique in a world of superheroes. These Special Powers are listed on the Character Card. The use of a Special Power during a model's activation is an action.

Special Powers are used in the following way:

- Declare the Special Power the character wishes to use.
- If the Special Power requires a target, you must choose it now (the target must be valid and in line of sight, unless otherwise specified).
- Pay the POW cost of the Special Power (this will be listed with the power's description).
- Resolve the effects of the Special Power.

SPECIAL POWER RULES

Special Powers have a profile of their own containing all the rules you need to use them.

They are presented in the following way:

- Sp Powers:** The name of the Special Power is displayed here.
- Cost:** The number indicates how many Power counters are needed to use the Special Power.

- Frequency of Use:** The color of the Power icon denotes how often the power can be used – it will be either:

- Basic .
- Extraordinary .
- Unique  (see Frequency, below).

- Use:** This denotes whether the power is Active [A], Passive [P], or Reactive [R] (see Power Use, below).
- Range:** This is the maximum distance away, in inches, the target of the Special Power can be – at least part of the target's volume must lie within this range. If there is no range specified, the Power does not require a target.
- Nature and Type of Damage:** If the power is an attack, it will specify the Nature and type of Damage it inflicts here. See page @@ for a detailed breakdown of what this means.
- Special Rules and Effects:** This area contains the specific rules for using the Special Power and the effects it has.

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Super Punch	4 / 	 - 	3		Overload +3 DMG.
Heat Vision	2 / 	 - 	2	10 	Penetrative. Overload Pierce/3.
Flying Punch	6 / 		5	 /6	Stun/3.
Freezing Breath	3 / 	 - 	2		Ensnare/3.





FREQUENCY

The number of times a Special Power can be used during a game is determined by its color coded Frequency.

- **Basic Special Power** : These powers can be used as many times as you wish, as long as the model can pay the POW cost.
- **Extraordinary Special Power** : These powers may only be used once per Round, as long as the model can pay the POW cost.
- **Unique Special Power** : These powers may only be used once per game.

NB. As long as a model has enough Power counters remaining, he may use several Special Powers in the same Round as part of his activation (with the usual restriction on the total number of Movement actions that can be performed in a single Round).

POWER USE

Not all Special Powers are used during a model's activation, and not all of them require use as a specific action. The use of a power is denoted by its type, as follows:

- **Active Power [A]:** The most common type of Special Power; Active powers are used as an action as described earlier, expending the POW cost and resolving the effects just like any other action.
- **Passive Power [P]:** These powers are always in effect, providing the model with special invulnerabilities, bonuses or resistances. The power's profile or special rules will inform you if there is any POW cost to pay.
- **Reactive Power [R]:** As the name suggests, these powers are used to react to an opponent's actions. When certain powers or abilities are used by an eligible enemy model, the model may immediately declare the use of an appropriate

Reactive Power. The power must be declared before the enemy rolls any dice for their action. The Reactive Power's profile or special rules will inform you if there is any POW cost to pay.

MOVEMENT SPECIAL POWERS

- Some Powers are used to move characters around the game zone. How these are treated can be defined by the wording of the Special Power, thus:
- **Special Powers with 'Move this character':** These Powers do not count as Movement actions, but are subject to all the rules for Movement (e.g. Pounce, [page @@](#)).
- **Special Powers with 'Displace this character':** These Powers count as Movement actions, even though they are not affected by the usual movement rules. You can displace the model (i.e. reposition it on the board), in any direction, at a range limited by the power's description (e.g. Hyperspeed, [page @@](#)).

ATTACK ACTIONS

Models in the *DC Universe Miniature Game* can make a variety of attacks, from simple punches to earth-shattering sonic booms and energy blasts against both enemies and allies! The types of attack a model can make as an action are dependent upon their skills, Special Powers and equipment. As long as a model fulfils all the criteria for making an attack, they may perform as many attacks as they like during their activation, limited only by their POW and the attacks' Frequency.

A model may choose from one of the following when making an attack action:

- Melee Attack 
- Ranged Attack 
- Expansive Wave Attack 
- Spray Attack 

To perform the attack, follow these steps:

1. Declare which attack the model will use.
2. Choose the target – an attack must always have a valid target (in Line of Sight with a clear trajectory) depending on its type (see below).

3. Pay the POW cost if applicable including any Overloads. This step may trigger an enemy model's Reactive or Passive Power (only one of these can be used against each Attack).
4. At this stage, the target may choose a Defensive Improvement if applicable – [see page @@](#).
5. Resolve the To Hit rolls against the target's Defense (If the targets Reaction has made it an invalid target, the Attack misses), taking into account the attack's Nature (each roll is taken independently).
6. If the To Hit roll is successful, resolve Damage and Effects from the attack (any additional hits from these effects cannot be Overloaded or Reacted to).

ATTACK PROFILES

An attack will usually be presented as follows:

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Super Punch	4 / 	 - 	3		Overload +3 DMG.

ATTACK NATURE

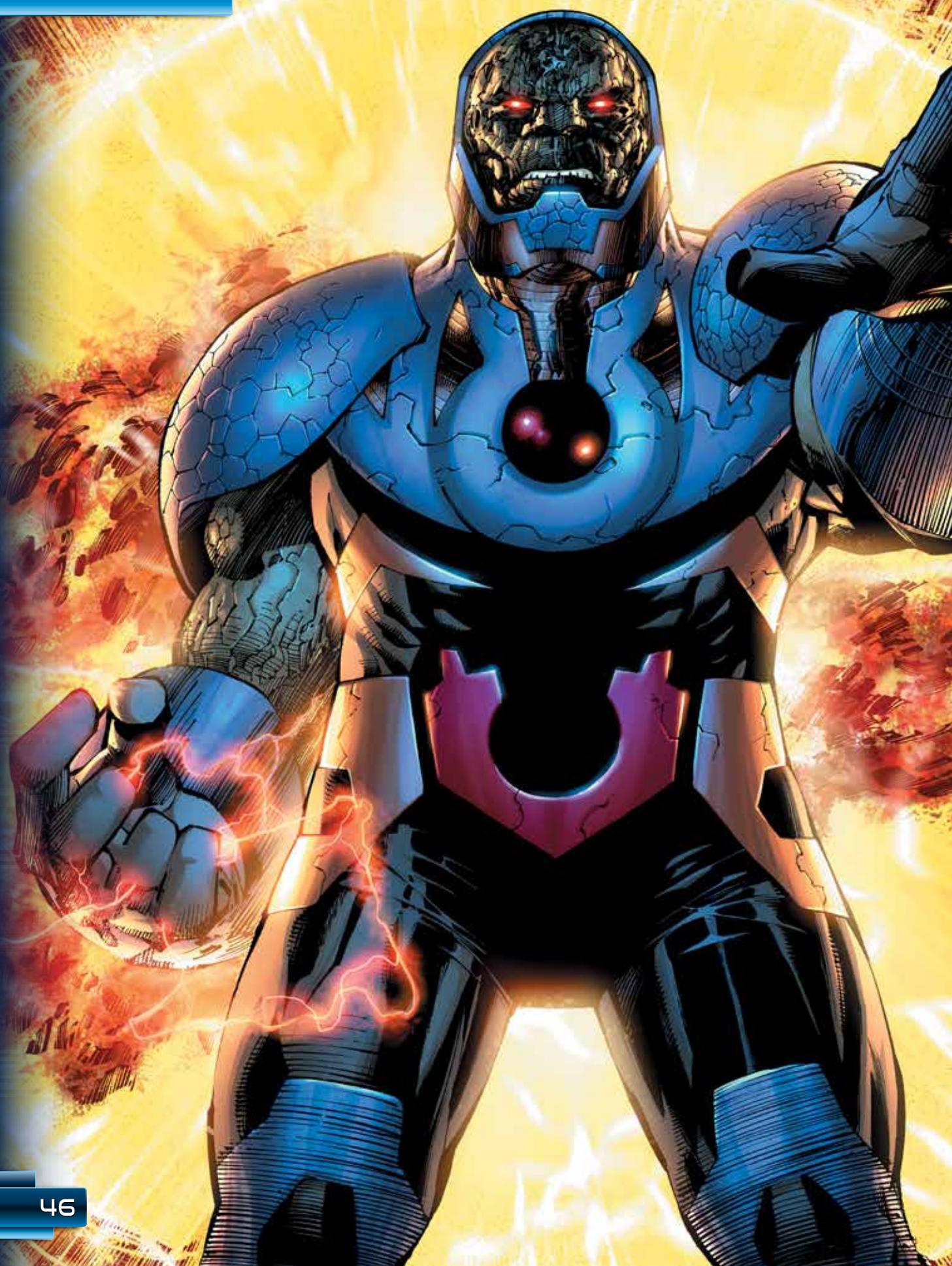
All attacks in the DC Universe Miniature Game fall into one of four broad categories, which we call the attack's 'Nature':

- Physical 
- Energy 
- Mental 
- Supernatural 

The Nature of an attack directly corresponds to one of the four Defense types on a Character Card – so a Physical attack, for example, will be performed versus the target's Physical Defense.

The first icon is the attack's Nature (see below); and the final part lists the Type of damage, such as blunt  or cold damage . The number denotes the amount of damage inflicted by the attack.





COVER

A ranged attack will always follow a direct straight line from attacker to target. If this line passes through intervening scenery that obscures at least 50% of the target's volume, then the target is in cover. Only models can benefit from cover – never scenery.

When a target is in cover, the attacker receives a -1 penalty to the To Hit roll (this does not stack and is only applied once).

Unlike a regular ranged attack, there is no minimum range for an expansive wave attack, although it may be performed if there are enemies in contact with the attacker's volume. Models hit by this attack may make an Agility roll. If this roll is passed, they receive only half damage from the attack, rounding fractions down (to a minimum of 1 point of damage), and do not receive any Effects from the Attack.

If a Spray attack is ever cancelled as a result of a model's special ability, the entire attack is cancelled – it is not just the defending model who takes no damage.

NB. Models hit by an Expansive Wave attack are not considered the target of the attack.

MELEE ATTACK

A melee attacks usually target an enemy model in contact (or, more specifically, the enemy's volume must be in contact with at least part of the attacker's volume) or no further away than the maximum range of the attack.

RANGE

The maximum range of the attack, in inches, will always be displayed next to the Melee attack icon  (i.e. /3).

RANGED ATTACK

To perform a ranged attack, a model choose a target (either a model or a piece of scenery) within line of sight (page @@), no closer than 2" from himself, even if there is another model within 2", and no further away than the maximum range of the attack.

RANGE

The maximum range of the attack, in inches, will always be displayed next to the Ranged Attack icon  (i.e. 3.

EXPANSIVE WAVE ATTACK

When a model makes an expansive wave attack, every model – friend and foe – within range and line of sight is hit automatically, as the attack spreads out in a wide radius from the attacker.

Solomon Grundy uses his Magic Cleave, unleashing his Expansive Wave attack! Once successfully performed, the Magic Cleave extends outwards 3", meaning Wonder Woman must pass an Agility roll or receive full damage from the attack.



Superman successfully uses his Super Breath at Batman. Batman are caught within the spray template's area. The weapon normally causes 2 Damage, Push/2 and Stun/1. If Batman passes an Agility roll, however, this will be reduced to only 1 damage.

RANGE

The radius of the attack, in inches, will always be displayed next to the Expansive Wave Attack icon  (this range expands in all directions from the models volume, i.e. /3).

COVER

Models within range of an Expansive Wave that are fully behind cover (drawing a straight line from the attacker) are not hit. Models partially in cover receive no benefits – they are hit automatically with everyone else.

SPRAY ATTACK

To make a Spray attack place the thinnest side of the Spray template in contact with the edge of the attacker's volume. Every model – friend and foe – within range and line of sight is hit automatically. The attacker must be able to draw line of sight to a model in order for it to be affected by the attack – models completely behind scenery are not affected. Other models do not count for the purposes of obscuring targets from a spray attack – the weapon's spray engulfs them all the same!

Models hit by this attack may make an Agility roll. If this roll is passed, they receive only half damage from the attack, rounding fractions down (to a minimum of 1 point of damage), and do not receive any Effects from the Attack.

If a Spray attack is ever cancelled as a result of a model's special ability, the entire attack is cancelled – it is not just the defending model who takes no damage.

NB. A Spray Attack does not class any models hit as being a Target of the Attack.



TO HIT ROLLS

When an attack is made, you must make a To Hit roll. The method is always the same: roll 2D8 and add the total score to the attacker's Attack value. Compare the result to the appropriate Defense value on the target's Character Card (so a physical attack is compared to the target's Physical Defense, for example). If the To Hit score is higher than the Defense value, damage has been inflicted, and/or one or more effects will be applied to the target.

OVERLOAD!

When paying the POW cost of the attack, the attacker may spend 1 POW to Overload the attack (for each viable target if there is more than one). Add 1D8 to the total score for the To Hit roll.

Only one Overload die may be added per hit, either an extra die OR an additional Overload effect of the Attack.

Some attacks have alternate options for the Overload rule (this counts as an effect) – the controlling player may choose whether to use the alternate rule listed on his card, or the standard Overload rule, above.

CRITICAL HITS!

When making a successful To Hit roll, if two or more of the dice rolled score the same result, you have made a Critical Hit. Unless the attack you are using specifies its own Critical Hit rule, the attacking model adds 1 point of damage in addition to any other damage and effects.

If the attack has its own Critical Hit rules, these must be used instead of the standard rule above.

DEFENSIVE IMPROVEMENTS

After the third step of the enemy's attack, a target model may spend 1 POW to acquire a defensive bonus, which lasts until his next activation. A model cannot acquire more than one defensive bonus at the same time, whether of the same type or two different types. A model may, if he has sufficient POW, change one defensive improvement for another by spending 1 POW.

Any model may use any one of the following defensive improvements:

- Combat Stance: +2  (Physical Defense).
- Evasive Action: +2  (Energy Defense).
- Concentration: +2  (Mental Defense).





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DAMAGE

If an attack successfully hits the target, deduct the damage inflicted from the target's Endurance. If the target's Endurance reaches 0, the model is Incapacitated (see below). If the model is not Incapacitated, any effects associated with the attack must be applied immediately.

Some effects can cause additional damage as well as apply special rules and modifiers. An attack might also inflict more than one effect. In these cases, take each effect in turn, and apply the damage first, before applying any other rules. So the sequence would go: damage/effect; damage/effect; etc.

DAMAGE ACCUMULATION AND THE ENDURANCE BAR

Each time a model receives damage, the amount is subtracted from their current Endurance, which is tracked along the Endurance Bar on the Character Card (starting on the first box). The Endurance Bar is divided into several colored sections, which denote the model's current Damage Status. As each new level of Damage Status is reached, various modifiers are applied immediately to your model, while losing modifiers from the previous section.

When Endurance is restored and the tracker moves out of one Status zone into another, the previous modifiers cease to apply. In addition, note that a model's Endurance can never exceed the maximum displayed on the Character Card even through healing.

The Damage Status zones are as follows:

-  **Grey Zone:** The model is in good health and doesn't need to make KO rolls – see KO, below. Modifiers may apply, however, as denoted on the Character Card.
-  **Pale Zone:** The model is injured, and at the end of the Round must make a KO roll. Modifiers will also apply as denoted on the Character Card.
-  **Blue Zone:** The model is heavily injured. As soon as their Endurance reaches the blue zone, they must take a KO roll (see below). The model must also take a KO roll at the end of the Round while their Damage Status is blue. Modifiers will also apply as denoted on the Character Card. If the damage does beyond this section the model is Incapacitated.

TYPES OF DAMAGE

As mentioned earlier, each attack specifies a damage type (such as 'Cold', for example), which *could* determine the effects and any additional damage.

ENERGY

-  Fire
-  Electric
-  Cold
-  Acid
-  Laser
-  Radiation
-  Sonic

MENTAL

-  Psionic
-  Control
-  Illusion

PHYSICAL

-  Blunt
-  Slash
-  Pierce

SUPERNATURAL

-  Magic
-  Holy
-  Evil
-  Death
-  Kryptonite

EFFECTS

Many attacks cause Effects as well as damage, such as 'Stun' or 'Piercing'. Some of the more common effects are listed on [page @@](#), while many more unique effects will be detailed on Character Cards. Effects are applied as soon as an attack is successful, after damage is applied (including if the Damage is 0). Effects of the same type are not cumulative, unless the special rule for that Effect states otherwise. If your model receives two Effects of the same type but differing values (such as Stun 1 and Stun 2), apply only the highest value. If your model receives an Effect and is still suffering the same effect but differing values (such as Stun 1 and Stun 2) apply only the highest value.

Some effects persist over time, lasting until they are successfully canceled, or until the duration specified on the effect description expires.

NB. The rules of KO and Incapacitated, below, are also considered effects.

EFFECT MARKERS

Some Effects require a marker to be placed alongside the affected model, as described on [page @@](#). The marker remains in place for the duration of the Effect as a reminder. When the Effect ends, the counter is removed.

KNOCKED OUT (KO)

When a model is damaged sufficiently that their Endurance enters the blue status zone, the model must immediately make a Stamina roll, as described on page 14. If this roll fails, the model becomes Knocked Out, or 'KO'. This effect will be resolved after any other effects resulting from the attack. When a model is Knocked Out, a KO counter is placed adjacent to the model.

At the end of each Round that a model's Damage Status is in either the blue or pale zones, they must also pass a Stamina roll or become KO.

When a model is KO, they suffer the Knocked Down effect (see later).

A KO model may not use skills that involve spending POW or rolling dice (some Special Powers or skills could be used if it stated in the description). The model also loses all Power counters they currently have, until they recover from KO.

In addition to the Knocked Down effect, a model that is KO has all of their Defense values reduced by a further -3, and may not benefit from Defensive Improvements.

RECOVERING FROM K.O.

When a model is KO, they may still be activated, but they must first pass a Stamina roll before they can do anything at all. If this roll is failed, the activation is wasted and the character remains KO.

If the roll is successful, the model recovers Power counters equal to their Power value, with a -1 penalty. Remember that outstanding effects and Damage Status modifiers may reduce the number of Power counters even further. Remove the KO counter. The model may now act normally, although they start the activation Knocked Down.

KNOCKED DOWN

When a model is Knocked Down they can't use any of their special powers that involve spending POW. Other Passive Special Powers stay active, nor may they move or attack, until they stand up (see below).

A Knocked Down model may still be targeted by enemy attacks, and suffers a -3 penalty to all of their Defense values. For the purposes of line of sight, the Knocked Down model's volume extends only to the height and diameter of their base. A model that is Knocked Down may not benefit from Defensive Improvements or make Agility rolls, but may still be moved, pushed or thrown.

STAND UP

A model that is Knocked Down may spend 1 POW during their activation to stand up, acting normally once again.

INCAPACITATED

If a model's Endurance value is reduced to 0 (or less), the model is Incapacitated. Remove the model from the game immediately – the model is either badly injured, killed, or has fled the battle, and may not be used again for the remainder of the game.





SCENERY

Scenery plays a huge part in the DC Universe Miniature Game. It blocks line of sight, provides vantage points and obstacles, and can be thrown, destroyed or manipulated by models during the game.

Because scenery is interactive, we recommend that every scenic item on the board is a separate piece – for example, a small building on its own base, or a lamppost, trash can or vending machine on the street. Avoid grouping items together where possible, so that damage to one item will not impact another.

In order to interact with scenery, you must assign each piece three characteristics: Size, Damage Absorption (DA), and Structure Points (SP). Mark these on each item in some way – perhaps with a pencil mark under the base, or written on a small counter.

Some scenarios specify unique scenery pieces as part of their setup – these will have their characteristics assigned already. For all other scenery pieces, use the following list as a guide.

Scenery Chart				
Type*	Example	Size	DA	SP**
T1	Street furniture, motorcycle, man-sized objects	1-2	0	1-2
T2	Cars, trees, garden sheds, bus shelters	3-4	0	1-3
T3	Trucks, school buses, light aircraft	5	1	2-3
T4	Tanks, fighter jets, small houses, cranes	6	1	2-4
T5	City buildings, sites, space shuttles	7	2	3-6
T6	Skyscrapers, castles	8+	2	4-10

* Scenery Type can be represented by counters, as shown, for ease of reference.

** Structure Points are assigned by the players based on the actual size of the scenery in their collections. These values serve only as a guide.

SIZE

The Size rating of a scenery piece not only describes its physical mass, but is also the amount of damage the item does when it is thrown!

STRUCTURE POINTS (SP)

This numerical value is treated in much the same way as Endurance for models. If the Structure Points are ever reduced to 0, it is destroyed and removed from the game (players may like to replace very large structures with rubble or ruins to show where the scenery once stood!).

NB. All items with Structure Points automatically fail any Agility, Stamina and Willpower Rolls they are required to take.

SCENERY DESTROYED

If a model is standing on a scenery piece that is destroyed, the model will immediately fall to the ground, measuring the height from their start position. The model is placed where the structure used to be, directly beneath where they started, following all the rules for Falling. Whatever happens, the model is Knocked Down.

DAMAGE ABSORPTION (DA)

This value represents the natural protection offered by the structure. When the scenery piece suffers damage, the DA of the piece is deducted from the actual damage taken.

ROLL TO HIT VS SCENERY

Scenery pieces are considered to have a Defense value of 12 versus attacks of all kinds.

ADDITIONAL DAMAGE RULES

In addition to the rules above, note that scenery is immune to all effects, and cannot be damaged by an attack with the Mental Nature. Finally, scenery pieces of T3 or higher cannot be damaged by a melee attack from a model with Strength 1.

SPECIAL ACTION: GRAB AND THROW

Any model, if they meet the criteria below, can grab and throw scenery items or even other models, as part of their activation.

This is a special action open to all models, and counts as a  Special Power with a POW cost of 3. This special action is treated as a melee attack, and consists of two parts: the grab and the throw. If the model fails to grab his target, the attack fails and the target may not be thrown.





GRABBING

Choose a model or scenery piece that is in contact with the model's volume. This is now called the 'grabbed item'. The grabbed item must have a Size value equal to or lower than the model's Strength.

If the grabbed item is a scenery piece, then the grab is automatically successful. If there are any models standing on the scenery piece when it is grabbed, then they immediately Fall! If the grabbed item is an enemy model, you must make a Physical melee attack against the model (the POW cost is already paid as part of the Grab and Throw action). If the attack fails, the action ends. If the attack succeeds, no damage or effects are inflicted, but the model is thrown instead! (See below). As this is a melee attack, remember that you may use the Overload rule as usual.

If the model is a friendly model, then the grab is automatically successful.

THROWING

To perform a throwing you use the following steps:

1. Remove the Grabbed item from the game zone. It is now called the 'thrown item'.
2. Choose a point on the game zone in range (see below) and line of sight.
3. Trace a straight line between the thrower and the point selected. This line has a width of X inches where X is the thrown item Size. This line will be named LoT (line of throw).
4. The thrower chooses between all models or scenery partially or completely under the LoT. The thrower then distributes X damage between the selected models or scenery pieces, where X is equal to the thrown item's Size.
5. Each model selected by the thrower in Step 4 must take an Agility roll. If it fails, the model receives the damage allocated to it, and becomes Knocked Down. If Agility roll is passed, nothing happens. Scenery always fails the roll!
6. If the thrown item is a scenery piece, it is automatically destroyed – remove it from play.
7. If the thrown item is a model, it receives   damage equal to the Thrower's Strength -1. The model is also Knocked Down. The model must be placed on the selected point on step 2 if possible, if not the opponent player places the model where the base can fit in the closest position of the point selected on step 2.
8. The thrown model may suffer further damage if it is thrown from a higher point on the board than its target point – in this case, measure the difference between the starting and finishing point heights, and consult the Falling Table.

Superman throws a Swat Van (Size 3), Superman chooses a point in range behind the Joker, the straight line he designed (3" wide) affect Black Manta and Joker. He chooses to distribute 2 damage on Black Manta and 1 damage on the Joker (Size is 3 so maximum 3 damage can be distributed). Both models must pass an Agility roll or take damage and becomes Knocked Down. Joker fails the roll, so takes damage and becomes Knocked Down. The Swat Van becomes destroyed and removed from play.



DAMAGE

The damage caused by a thrown item is  .

RANGE

The maximum range of the throw is determined by the model's Strength value multiplied by 2 (so a Strength 2 character has a maximum throw range of 4", for example, while a Strength 5 model has a throw range of 10").

No item or model can be thrown out of the limits of the game board. If the trajectory of the throw would take an item even partially off the edge of the board, it is instead placed as close as possible to the 'exit' point, remaining entirely within the bounds of the gaming area.

Thrown models are still Knocked Down as normal.

ASSEMBLING A SUPER TEAM

Now that you've familiarized yourself with the rules, it's time to put together a team of heroes or villains and do battle!

TEAM BUILDING

Building a Team for the *DC Universe Miniature Game* is simple. Each model from Knight Models is supplied with its own Character Card. This will state the model's Faction, Alignment and Level (5/8/13 etc.).

To build a team you must pick a Faction and Alignment, and agree on a game Level (usually 50). Next, select models that match your choices up to the agreed Level. You may not take the same model twice.

Although a team must comprise Heroes or Villains, Neutral models can join either side, or even form teams of their own.

TEAM CARDS

The Team Cards are an upgrade to your Team. Each player can select up to one Team Card simply by paying the Level cost on the card (this counts towards the Level of your Team, as normal). Team Cards usually have restrictions on them – or 'Team Requirements' – which you must meet in order to select that card.



**PHOTO EXAMPLE OF A CREW JLA in hall

**EXAMPLE TEAM CARD



SPECIAL RULES

This section contains examples of the more common special rules, effects and abilities encountered in the game. Many more rules will be found on the various Character Cards.

EFFECTS

Many attacks and other special rules trigger particular 'Effects'. The most common are collected here for convenience.

AWKWARDNESS X

Reduce the Energy Defense of the target by 'X' points until the end of the Round or the next activation of the target, whichever comes first.

DAZZLE X

Reduce the Mental Defense of the target by 'X' points until the end of the Round or the next activation of the target, whichever comes first.

DISTRACT X

Reduce the Physical Defense of the target by 'X' points until the end of the Round or the next activation of the target, whichever comes first.

ENSNARE X

Reduce the Speed of the target by 'X' points till the end of the Round. If the Speed value is reduced to 0, the target model cannot move.

EXPLOSIVE X

When this attack successfully hits, the attack affects an area with a radius of 'X' centered on the base of the target. Each model within that radius, friend or foe, is hit automatically. Models within the explosive area (but not the original target) may make an Agility roll. If this roll is passed, they receive only half damage from the attack, rounding fractions down (to a minimum of 1 point of damage).

HOMING

Attacks with this special rule do not require line of sight. However, the range must be measured in a clear trajectory around any intervening scenery or models.

IRRESISTIBLE

Ignore any Resistance the target may have to the Nature or type of this attack's damage.



PENETRATIVE

Attacks with this rule ignore scenery and cover bonuses (line of sight may be required as usual depending upon the type of the attack). If the trajectory passes through a scenery piece, that object will take damage, but will not block the attack. (Remember that scenery can't suffer Mental Nature damage).

PIERCE X

When using this attack, continue measuring the line of the shot X" beyond the target, in a dead straight line. Other models or scenery beneath the line behind the target may also be affected by the attack – roll to hit each eligible target, friend or foe.

PUSH X

Measure a dead straight line of X" from this model directly away from the attacker. If there is anything under the line (a model or scenery piece), place the model in contact with the first such item. Both the model and the item take 1 damage  . If there is nothing under the line, displace the affected model up to X" away from the attacker, following the same line.

STUN X

Remove 'X' Power counters from the target, to a minimum of 0.

COMMON SKILLS

Here you will find some of the more common abilities that are listed only as key words on the Character Card.

ACROBAT

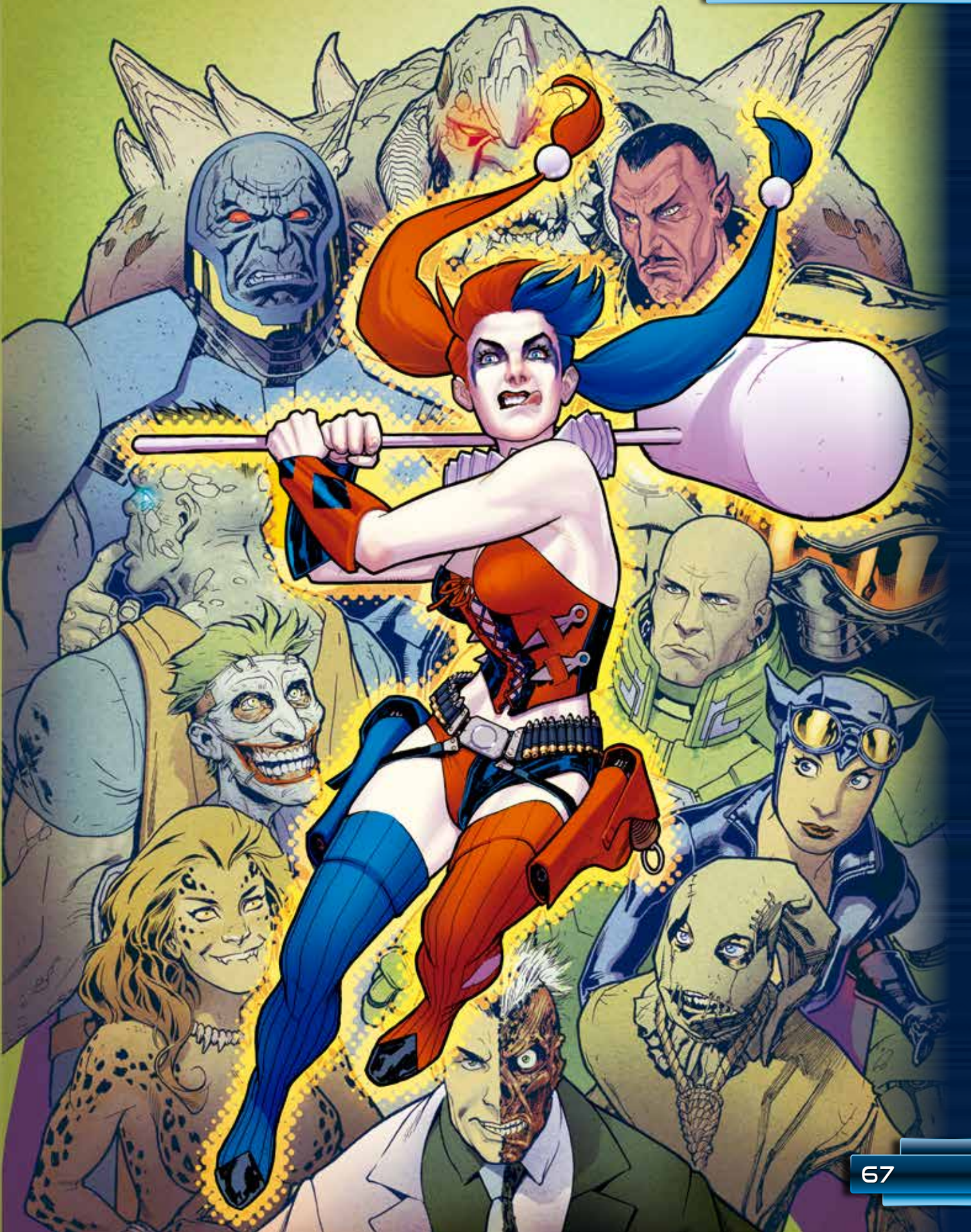
This model may reroll failed Agility rolls.

AGILE

This model can make one extra Movement action per Round.

ASSASSIN

If this model scores a double 8 on a To Hit roll doing a melee or ranged attack, the base damage of that attack is doubled.



BRUTAL

If this model scores a Critical in a melee To Hit roll, the attacker may choose to subject the target of the attack to the Push 4 effect in addition to the usual +1 to damage.

CLOSE COMBAT MASTER

This model may reroll one of the dice To Hit each time they make a melee To Hit roll.

COMRADE X

If they have not already been activated this Round, model X can be activated immediately after the model with the Comrade ability. This allows you to activate two models consecutively, bypassing the usual sequence of play.

CRUEL

If the target model's Endurance is in the blue zone after this attack is resolved, add 1 to the damage caused.

DEFENSIVE TEAMWORK

When this model is in contact with one or more friendly models, those models gain +1 to their Physical and Energy Defenses. This bonus is not cumulative when several models in contact have Defensive Teamwork.

ELITE FIGHTER

This model gains +1 to their melee To Hit rolls.

ENERGY

Once per Round, this model can use the Overload rule twice in the same Attack. The same effect cannot be chosen two times.

FLY

This model may move in any direction, even vertically, to land on a higher or lower level of the tabletop. The model never takes damage from falling but may still be Knocked Down. In addition, the model gains a +1 bonus to Defense against melee attacks from models without the Fly skill. If a model loses the Fly skill for any reason, it also loses its third Speed value.

FURY

Once per game, at the beginning of its activation, this model can reduce all its Defenses by 3 until the start of its next activation. If it does so, the model immediately gains 3 Power counters. In addition, the model gains +1 to attack damage and +2 to its Attack characteristic until the end of the Round.

GREAT STRATEGIST

At the start of the game add an extra counter for your side to the Initiative bag.

HEROIC ACTION

The first attack this model makes each Round gains +1 to damage.

IMMUNITY X

This model can't be damaged or affected by attacks/powers with a Nature or damage type of 'X'.

INFILTRATOR

During deployment, this model may be placed anywhere on the board where its base will fit, and not in contact with an enemy model's volume.

INVISIBLE

This model cannot be seen by models more than 1" away.

LEADERSHIP X

Friendly models within X" with a base Power value lower than this model's will gain one bonus Power counter when they are activated. A model that has this ability cannot benefit from this rule. A model does not receive a cumulative Power bonus if several friendly models with Leadership are in range.

LUCK

Once per Round, this model may reroll any one die.

MARKSMANSHIP

This model gains +1 to their To Hit rolls when performing ranged attacks.

MASTER FIGHTER

This model may reroll one of the dice each time they make a To Hit roll (of any type).

MASTER TACTICIAN

At the end of this model's activation, take a Willpower roll. If successful, you may choose a friendly model that has not yet been activated. That model may immediately take its activation. This allows you to activate two models consecutively, ignoring the usual sequence of play.

MASTERMIND

At the start of the game add an extra counter for your side to the Initiative bag, and remove one of your rival's counters.

METALLIC

When this model receives the Stun effect, it reduces the effect applied by 1.



ORDER

At the end of this model's activation, you may choose a friendly model within 5" and in line of sight that has not yet been activated. That model may immediately take its activation. This allows you to activate two models consecutively, ignoring the usual sequence of play.

PERFECT PLAN

Once per game, at the start of the Initiative phase, look into the Initiative bag and draw a counter of your choice. Alternatively, you may use this ability to prevent an enemy model from using the Perfect Plan rule.

PHASE SHIFT

This model can pass through solid scenery pieces or models when it moves as if they weren't there, but can't end its movement in a place where its base can't fit (for example inside a wall), or overlapping another model's.

POWER MASTER

If this model uses the Overload rule the base damage of the overloaded attack is increased by 1 (not cumulative).

POWER THIEF

When this model damages another model with a melee attack, the target loses 1 Power counter (if possible). If this happens, the attacker gains 1 Power counter.

POWER TRANSFERENCE X

At the beginning of this model's activation, it can transfer up to 'X' Power counters to a friendly model within 4".

RAGE X

When this model recovers from KO, they immediately gain an additional 'X' Power counters.

REGENERATION X

This model recovers 'X' Endurance points at the start of the Power phase. Endurance points cannot exceed their starting value in this way.

NB. This skill does not work if the model is KO.

RESISTANCE X VS Y

Damage of the 'Y' Nature or damage type suffered by this model is reduced by 'X' points.

SCIENTIFIC

This model may reroll failed Willpower rolls.

SHARPSHOOTER

This model may reroll one dice each time they make a ranged To Hit roll.

SOLDIER

This model may reroll failed Stamina rolls.

SOLID

This model cannot use Defensive Improvements.

STEALTH

Line of sight cannot be drawn to this model by models more than 8" away.

STRATEGIST

While this model is on the board, the owning player gains one additional Pass on Activation each Round.

THERMAL VISION

This model ignores the Invisible and Stealth abilities.

TOUGHNESS X

The distance this model can be Pushed or Thrown is reduced by X inches. If this reduces a Push or Throw distance to 0", the model is no longer considered Pushed or Thrown. If this model is hit by a thrown item of X size or lower, this model do not become Knocked Down.

TOTAL VISION

This model can draw line of sight to any point on the board, ignoring effects, scenery, Invisible and Stealth rules. Of course, attacks cannot be made through scenery that would normally block line of sight, unless it has a rule such as Homing or Penetrative.

WALL-CRAWLER

A model with this ability does not have to pay the extra 1 POW to climb, and can end their movement in any part of the gaming area, even if their base does not fit. The model may not end their movement in a space occupied by another model. Mark the exact position of the model with a marker if necessary.

WEAKNESS X

If this model suffers any kind of damage of 'X' Nature or damage type, the damage received is doubled. This rule cancels any resistance or immunity abilities the model may have until the end of the round.





SCENARIOS

Each game that you play represents a conflict between opposing sides, and the aim is usually to complete one or more objectives in order to determine a winner. For this reason, the DC Universe Miniatures Game is structured around scenarios, which provide a variety of gaming set-ups, special deployments and victory conditions to keep each game fresh and challenging.

Scenarios tailored to specific factions are included in some character packs. The rules below explain how the scenarios work.

HOW TO PLAY A SCENARIO

Before setting up a game, you first need to choose a scenario. The first six scenarios can be played by any combination of teams and models, but some, such as 'Brainiac' (page @@) require the inclusion of specific participants. Always check the scenario restrictions to ensure you have suitable models and scenery available to play.

To randomly decide which scenario to play (from the six common ones), simply roll a D8 and consult the following chart.

Players should randomize or simply agree which of them will then set up the gaming area, placing scenery of different size categories, as described earlier, and paying special attention to any restrictions and guidelines imposed by the Deployment section of the scenario rules. Unless otherwise specified, the other player should then choose the deployment zone for their team, as illustrated on the Scenario map.

D8 ROLL	SCENARIO
1-2	The Artifacts
3	Spoils of War
4	Claim the City
5	Recover the Assets
6-7	Seize the Day
8	Danger Zone

Each scenario is presented with the following information in a standard format, for ease of reference:

DESCRIPTION

A short narrative explanation of the scenario.

GAME LENGTH

This maximum number of Rounds the scenario will have.

DEPLOYMENT

Here you will find guidelines and restrictions of setting up the gaming area, and details of where models will be placed.

SPECIAL RULES

This section describes the special rules for the scenario, if it has any. Scenario special rules always supersede the core rules of the game when in play.

VICTORY CONDITIONS

This section describes how many Victory Points (VPs) can be scored in the game, and how to accumulate them.



SCENARIO 1

THE ARTEFACTS

Description: Alien artefacts of great power have been unearthed, and several rival powers will stop at nothing to gain control of them. Now, two teams have appeared on the scene, their motives for claiming the artefacts worlds apart. A fight is inevitable.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

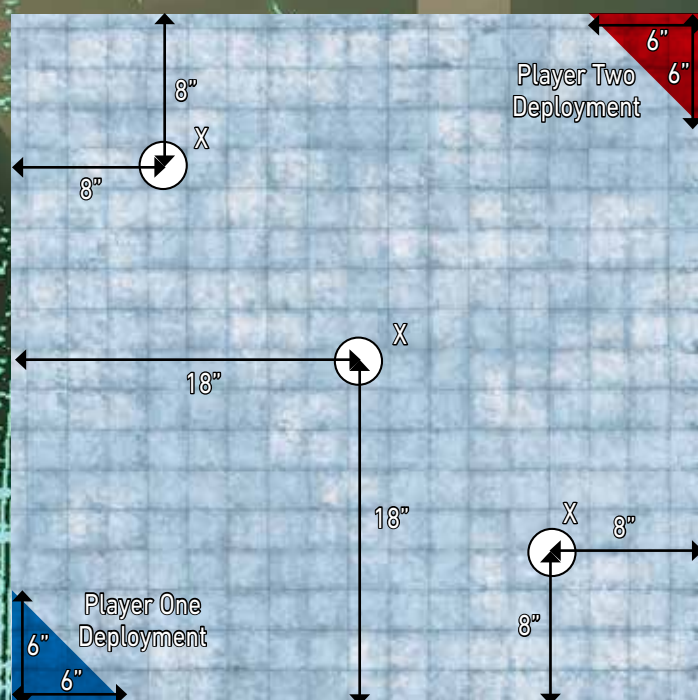
Players must dice off to see who chooses the deployment zone and starts deploying first. Artefact markers are then placed, as described below. Players must then alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

The Artefacts: At the start of the game, place three Artefact markers on the board, as shown on the map. Artefact markers should be 30mm in diameter. These markers cannot be moved, displaced, or change their original position by any means. At the end of each Round, the player with the most models within 4" of an Artefact marker controls it.

VICTORY CONDITIONS

- 1 VP to a player for each Artefact marker controlled. This Victory Condition is checked at the end of each Round.
- 1 VP to the player who has the most Artefact markers under control. This Victory Condition is checked at the end of each Round.
- 1 VP for each enemy model incapacitated.



SCENARIO 2

SPOILS OF WAR

Description: As the battle between two super-teams reaches a crescendo, items of great power are accidentally spilled onto the city. These are valuable – or deadly – in the wrong hands, and a struggle ensues to claim them.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Players must dice off to see who chooses the deployment zone and starts deploying first. Objective markers are then placed, as described below. Players must then alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Objectives: At the start of the game, players take it in turns to place 4 Objective markers on the board – each marker must be placed within 6" of a Deployment Zone. Every Deployment Zone must have at least one marker within 6".

Objective markers should be 30mm in diameter. These markers cannot be moved, displaced, or change their original position by any means. At the end of each Round, the player with the most models within 4" of an Artefact marker controls it.

VICTORY CONDITIONS

- 1 VP to a player for each Objective controlled. This Victory Condition is checked at the end of each Round.
- 1 VP to the player who has the most Objectives under their control. This Victory Condition is checked at the end of each Round.



SCENARIO 3

CLAIM THE CITY

Description: Both sides have battled so that only a few remain. If they're to win this fight, each team knows that it has to summon reinforcements – but will it be possible in the heat of battle?

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

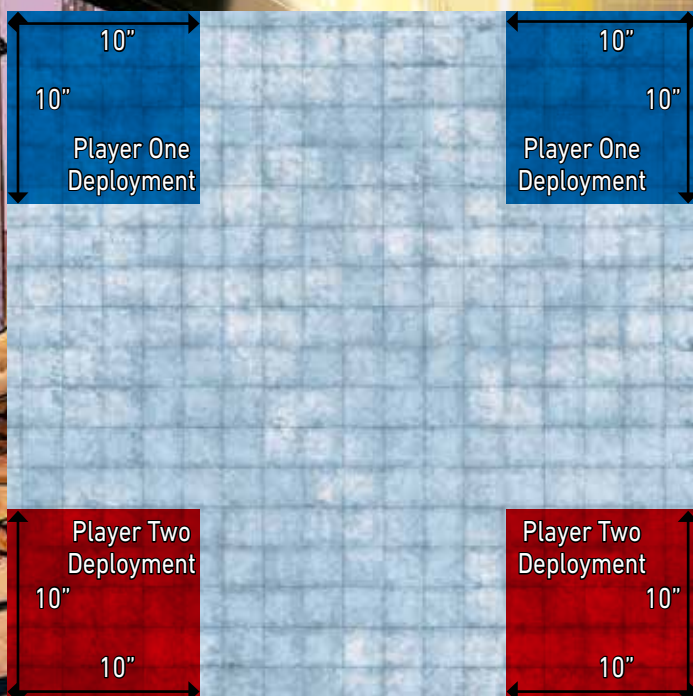
SPECIAL RULES

Call for Help: when a model is in the opponent's half of the table, it may attempt to place a Call marker by spending 1 Power counter and passing a Willpower roll. The counter must be placed fully in the opponent's half of the table (over the center line), in base contact with the model who placed it.

Any model in base contact with a Call marker may spend 1 Power counter and pass a Stamina roll to remove it from play.

VICTORY CONDITIONS

- 1 VP to a player for each Call marker placed by their models.
- 1 VP to the player with the most Call markers in play at the end of a Round. This Victory Condition is checked at the end of each Round.
- 1 VP for each enemy model incapacitated.



SCENARIO 4

RECOVER THE ASSETS

Description: Two huge caches of unimaginable rarity and power have been discovered, and the rival teams descend to keep the hoard out of the hands of their opponents.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Asset Cache: The two Caches are markers or scenic items 40mm in diameter – see the map for their position at the start of the game. These markers cannot be moved, displaced nor change their original position by any means. If a model in base contact with an Asset Cache makes a successful Willpower roll, the Cache dispenses one Asset marker, which is placed in base contact with the Asset Cache marker. Asset markers can be represented by a 30mm base.

Any model may spend 1 POW while in contact with an Asset marker to immediately move it up to 5" in a direction of their choice. The marker is displaced to a position where it will fit.

A model can only move a specific Asset marker once – it takes teamwork to get the job done. If an Asset marker is moved wholly into a deployment zone, it is removed from play. The highest level model within 4" of an Asset marker controls it. Finally, no more than 5 Asset markers may be on the board at the same time.

VICTORY CONDITIONS

- 1 VP for each Asset marker placed by a friendly model.
- 1 VP for each Asset marker controlled by a friendly model. This Victory Condition is checked at the end of each Round.
- 1 VP for each enemy model incapacitated.
- 2 VPs for each Asset marker removed from play in a friendly deployment zone.



SCENARIO 5

SEIZE THE DAY

Description: One team has been causing a stir on another team's home turf. The showdown has been coming for some time – that day is now.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

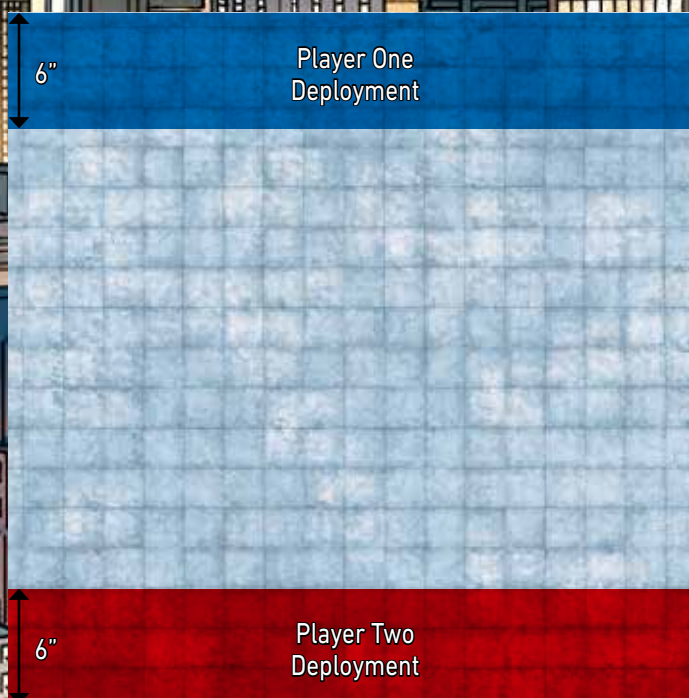
Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Territorial Battle: For this scenario, divide the game zone into four equal quarters as shown on the map (excluding the deployment zones). A quarter is controlled by the player who has the highest total points in character Levels inside it. If one model is on the border between two quarters, the model's player must choose which quarter it contributes to.

VICTORY CONDITIONS

- 1 VP for each quarter controlled. This Victory Condition is checked at the end of each Round.
- 1 VP to the player who controls the most quarters. This Victory Condition is checked at the end of each Round.



SCENARIO 6

DANGER ZONE

Description: The teams converge upon an anomaly of unknown provenance, sending forward their best and most agile members to explore it.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

The Danger Zone: Mark a zone of 6" radius, extending from the center point of the board. A model wholly within this zone can explore it by making a successful Agility roll.

VICTORY CONDITIONS

- 1 VP for each model that explores the Danger Zone. This Victory Condition is checked at the end of each Round.
- 1 VP for each enemy model incapacitated.



SCENARIO 7

SUPERMAN V DOOMSDAY

Description: Doomsday has returned, determined to fulfill his destiny: to destroy Kal El once and for all. Superman will not shy away from this battle – he must end Doomsday's reign of destruction before innocents are harmed.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

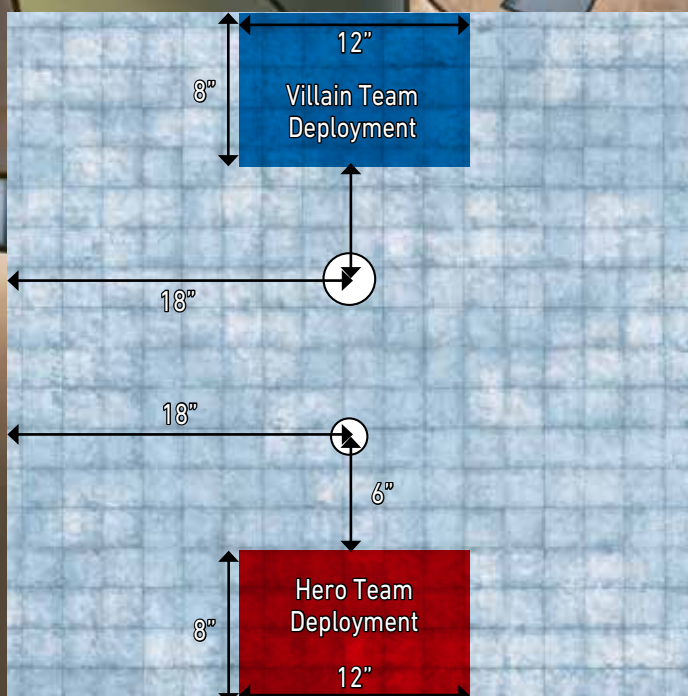
This scenario is designed for a team of Heroes and a team of Villains. The Hero team must include Superman, and the Villain team must include Doomsday. Deploy Superman and Doomsday as shown on the map below. Players then dice off to see who starts deploying the rest of their models first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Colossus: During the first 2 Rounds of the game, Superman and Doomsday can only be affected by Attacks or Special Powers from each other, and can only direct Attacks and Special Powers against each other.

VICTORY CONDITIONS

- 5 VP if either Superman incapacitates Doomsday, or vice versa.
- 1 VP for each successful hit made by Superman against Doomsday, or vice versa.
- 1 VP for each enemy model incapacitated.



SCENARIO 8

BRAINIAC

Description: Brainiac has returned to Earth, and has entered Metropolis, from where he plans to launch a powerful missile to destroy the sun, and Earth along with it! Superman and Supergirl must stop him, before all life on our world is wiped out.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

This scenario is designed for a team of Heroes and a team of Villains. The Hero team must include Superman and Supergirl, and the Villain team must include Brainiac. Players must dice off to see who starts deploying first. Players must alternate placing

models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Sun-Destroyer Missile: The Sun-Destroyer Missile marker is a counter or scenic item up to 50mm diameter, placed in one corner of the board as shown on the map. The marker has 30 Endurance points and Resistance/1 All. To attack it, a character must pass an Attack roll against Def 15. At the end of every Round, the Sun-Destroyer Missile must be moved up to 7" by the Villain player. The marker is displaced to a position where it will fit. The Villain team can use the Bodyguard Special Power against attacks targeting the Sun-Destroyer Missile marker, but the marker cannot be affected by other Special Powers.

BODYGUARD

When a friendly model in range becomes the target of an attack, this model becomes the new target.

Combined Efforts: Superman cannot attack the Sun-Destroyer Missile if Brainiac is within 6" of it. However, if this happens, Supergirl adds +1 Damage against the Sun-Destroyer Missile.

VICTORY CONDITIONS

- If the Sun Destroyer-Missile is destroyed and Brainiac is incapacitated at the end of any Round, the Hero player wins the scenario.
- If the Sun-Destroyer Missile reaches the Hero Team deployment zone, it is launched, and the Villain player wins.
- If Superman and Supergirl are both incapacitated at the end of any Round, the Villain player wins.



SCENARIO 9

KRYPTONIANS WARS

Description: It is one of the greatest tragedies of Krypton that the few scattered remnants of that sundered race rarely see eye to eye. Whether divided by politics or ancient enmities, whenever Kryptonians meet, there is like as not to be conflict.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

All of the models involved in this scenario must have the Weakness to Kryptonite rule. Players must dice off to see who starts deploying first. Players must alternate placing models in their deployment zones, dividing their teams as evenly as possible between the two, one model at a time, until all models are deployed.

D8 ROLL	SOLAR POWER
1, 2, 3	Red Sun: All characters lose any Resistance and Fly units (if they have a 3° Speed value, they lose that too).
4, 5	Yellow Sun: Normal rules apply.
6, 7, 8	Blue Sun: The Heat Vision of all characters does +1 Damage and has +2 to the Range. Additionally, all characters gain +1 Strength.

SPECIAL RULES

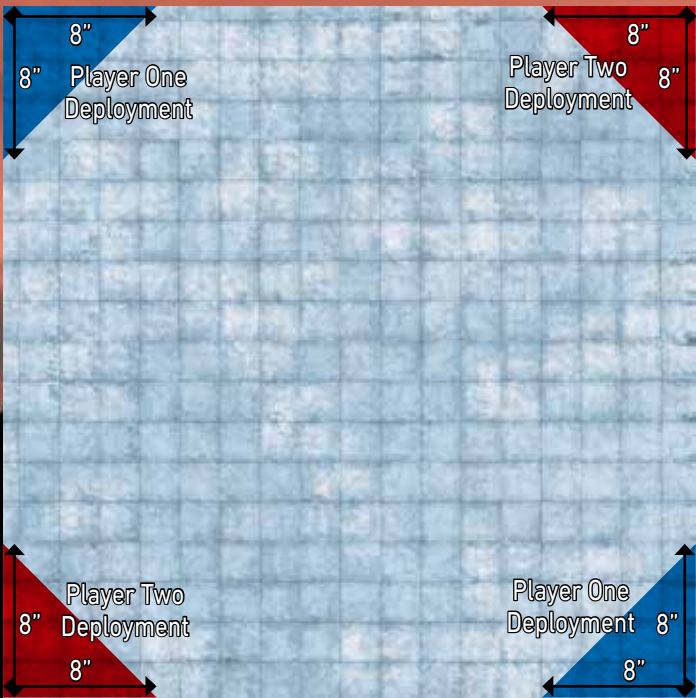
The Power of the Sun: Roll one dice at the start of the game and check the chart below to see what kind of solar system you're fighting in:

Break of Dawn: If the game takes place beneath a Yellow or Blue Sun, roll a dice at the end of the second Round. On a score of 7+, day breaks and all characters gain Regeneration +1.

On a 1-6, nothing happens, but you must test again at the end of each subsequent Round, adding +1 to the dice roll each time (so at the end of Round 3 you add +1 to the roll; at the end of Round 4 you add +2, and so on).

VICTORY CONDITIONS

- 1 VP for each enemy model incapacitated.



SCENARIO 10

FOREVER EVIL

Description: In an alternate timeline, the Justice League is destroyed, and the Crime Syndicate of America invades Earth from the parallel universe of Earth-3. However, they do not count on a team of villains rising to meet them, with none other than Lex Luthor at their head!

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Do not place any scenery within 3" of the center point of the board.

The Hero team must include Lex Luthor (Warsuit), Batman (Bruce Wayne), and any other model of Villain or Neutral alignment.

The Villain team must comprise only models listed on the Crime Syndicate of America Team Card. You will also need the Mazahs model, which is not deployed at the start of the game, and is not controlled by either player.

Players must dice off to see who starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

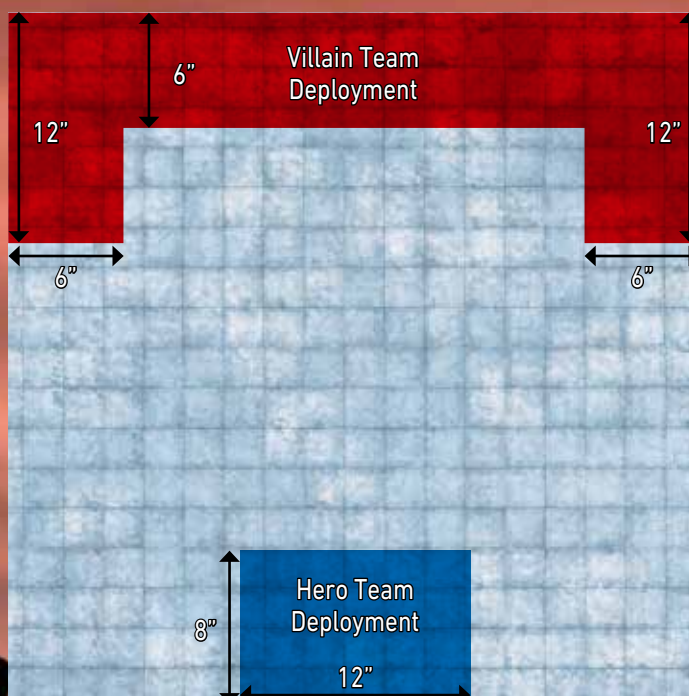
"Mazahs!": At the end of each Round, roll a dice. On a 7+ place Mazahs in the dead center of the board. He activates immediately, and in subsequent Rounds he will always activate first, before any model from either team. Mazahs will always attempt to attack the nearest character – the attack is chosen by the target model's opponent.

Mazahs may move just like a normal member of that player's crew, but only in order to use a close combat attack against the nearest model, otherwise he will stick to ranged attacks.

Nightwing Prison: The Villain player places one 30mm marker completely within his Deployment Zone. If Batman moves into base contact with the marker and passes a Willpower roll, the marker is removed from play. The marker cannot otherwise be moved, displaced, or change its original position by any means.

VICTORY CONDITIONS

- 2 VPs to the Hero player if the Nightwing Prison marker is removed from play.
- 1 VP for each enemy model incapacitated.
- 4 VPs to the team who incapacitates Mazahs.



SCENARIO 11

DARKSEID COMES

Description: Through the use of extradimensional boom-tubes, Darkseid and his Parademons have returned to Earth. Once more, the Justice League must rise to stop the master of Apokolips before he unleashes his evil plans.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

The Hero team must include at least three models with the Affiliation: Justice League. The Villain team must be comprised solely of Darkseid and his Parademons. Players must dice off to see who starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

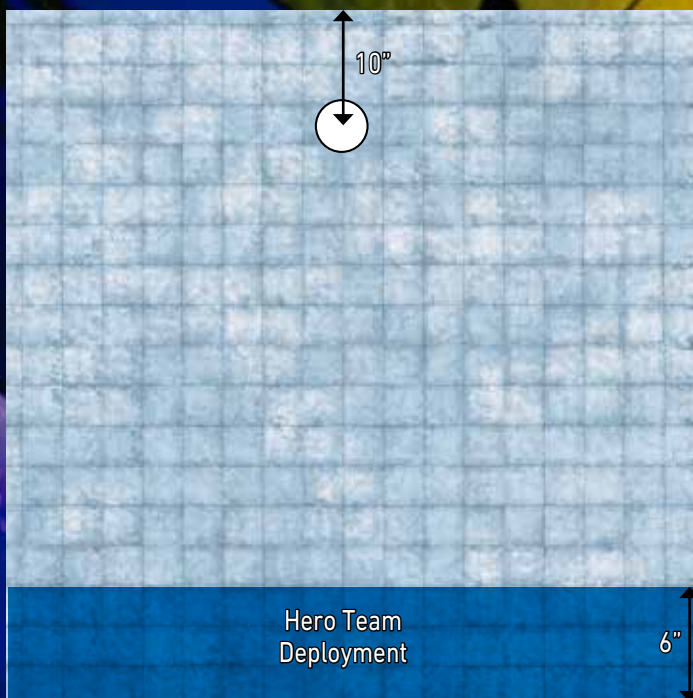
Boom Portal: The Boom Portal marker is a counter or scenic item up to 50mm diameter, placed as shown on the map. All models in the Villain team must be deployed within 3" of the Boom Portal marker.

To close the Boom Portal, a model from the Hero team must be in base contact with the marker, and make a successful Willpower roll. If Darkseid is within 5" of the Boom Portal marker, successful Willpower rolls to close the portal must be rerolled.

Until the portal is closed, each turn the Villain player can return one previously incapacitated Parademon model to play: place the chosen model within 3" of the Boom Portal marker at the start of the Round – its Endurance is restored to maximum. If Darkseid is Pushed into contact with the Boom Portal marker, the model who performed the Push may take a Stamina roll. If this roll is successful, Darkseid is incapacitated.

VICTORY CONDITIONS

- If the Boom Portal is closed and Darkseid is incapacitated, the Hero player wins.
- If more than 50% of the Hero player's models are incapacitated at the end of any Round, the Villain player wins.



SCENARIO 12

TRAINING DAY

Description: The world's heroes must ever be alert to respond to danger, and the best way to stay sharp is through training. To this end, the Justice Society and the Justice League often test their mettle against each other.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

The Justice Society team must include only characters listed on the JSA Team Card. The Justice League team must include only characters listed on the JL Team Card. Players must dice off to see who starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

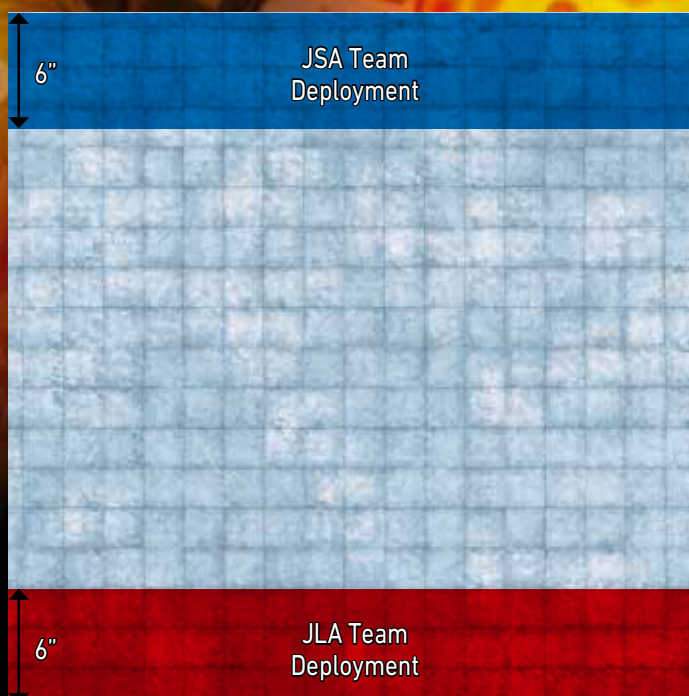
SPECIAL RULES

Capture and Hold: When a model becomes incapacitated, place a 30mm Captured marker on the spot where the model fell. That marker can only be carried by models from the enemy team. To carry a Captured marker, a model must be in base contact with it, and spend 1 Power Counter.

A model can only carry one marker at a time. While the marker is carried, a model cannot use the third speed value, use the Fly skill, or any Special Power that allows them to be moved, placed or displaced.

VICTORY CONDITIONS

- 2 VPs for each Captured marker carried to a player's deployment zone.
- 1 VP for each enemy model incapacitated.



SCENARIO 13

BIG COMBAT

Description: The Champions take an individual combat.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

The Champion: The Highest Level character (in case of a tie owner chooses) of each player will be the Champion.

Gladiator's Arena: Inside the marked centred zone cannot be deployed any character, The zone must be clear, only the Champion of each player must be deployed in the middle of the game zone in base-to-base contact (see map). The Champions characters gains +2 to all defences during the first round of the game.

VICTORY CONDITIONS

- 2 Vp to a player who incapacitates the opponent's Champion.
- 1 Vp to a player whose Champion survive at the end of the Game.
- 1 additional Vp to a player whose lowest level character incapacitate the opponent's Champion.
- 1 Vp to a player for every friendly model which survive at the end of the Game.



SCENARIO 14

POWER ZONES

Description: Two power zones appear; the Characters must go inside to control the strange power.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board. Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

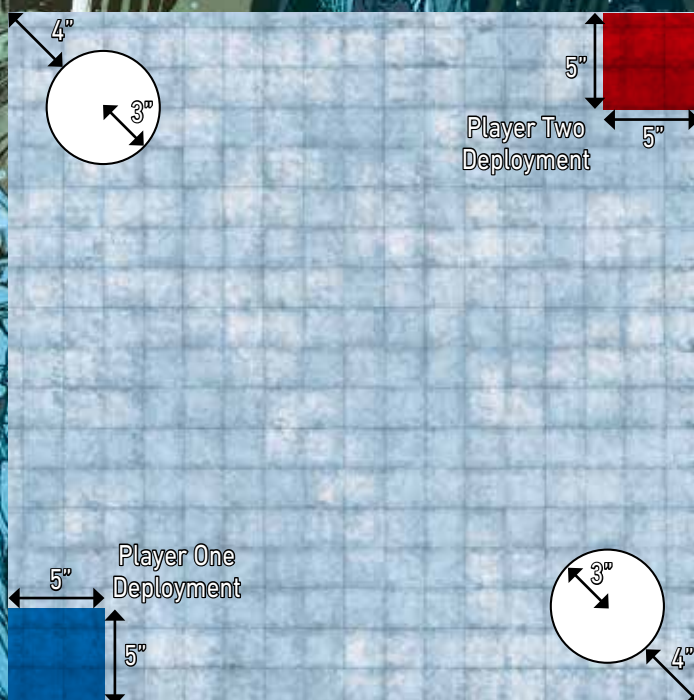
Power Zones: To move a model into a Power zone the model must roll 2D8 plus its Power stat. If the result is higher than 15 the model maybe move into or pass through the Power Zone.

A character may only attempt this roll once per round it and may not be rerolled by any means. If a Thrown or Pushed model is going to enter the Power Zone they must attempt the roll. If it is failed, they will stop at the edge of the zone.

Grab and Throw may not be used inside the Power Zone.

VICTORY CONDITIONS

- 2 Vp to the player who owns the only models inside one Power Zones at the end of each Round.
- 1 Vp to the player who owns the only models inside in both Power Zones at the end of each Round.
- 1 Vp to the player who incapacitates an enemy model with power 10 or more.
- 1 Vp to the player whose models all survive until the end of the game.



SCENARIO 15

GETAWAY

Description: The characters must try to get to the enemy deployment zone.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board. Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Disturbing Aura: a model can't be placed or deployed in the enemy deployment zone in the first Round. The players can control the deployment zones, to control you must have more models inside than opponent.

VICTORY CONDITIONS

- 2 Vp to the player who control an enemy deployment zone This Victory Condition is checked at the end of each Round.
- 1 Vp to the player who controls its own deployment zone This Victory Condition is checked at the end of each Round.
- 2 Vp to the player whose all of its models survive at the end of the Game.
- 1 Vp to the first player who places 2 models in an enemy deployment zone in the same round.



SCENARIO 16

BOOM TUBES

Description: The characters must try to activate all the Mother Boxes.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board. Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Mother Boxes: Each player takes 4 Mother Box markers and places them alternately in the four zones, outside of the deployment zones. Mother Box markers have a 30mm base. In each zone cannot be placed more than 2 Mother Boxes markers.

A model whose volume is in contact with a Mother Box marker may attempt to activate it by paying 1 Power Counter and making a successful Willpower roll. This will make it controlled by that team. To turn an activated Mother Box to your side you must be in contact with it, pay 1 POW and pass a Willpower roll.

A character may use an activated Motherbox to move to another, selected randomly, by paying 1 POW and then placing the model in base to base with the new marker. These markers cannot be moved, displaced nor change its original position by any means.

VICTORY CONDITIONS

- 1 VP to each Mother Box controlled by their side. This Victory Condition is checked at the end of each Round.
- 1 VP to the player who has the most Mother Boxes activated by their side when each Round ends.



SCENARIO 17

SIEGE

Description: The time for making damage in the earth of the enemy has come.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board. Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

SPECIAL RULES

Headquarters: For this scenario each player need two Headquarters counters. They are 40mm bases, Size 4 and are placed alternately in the objective zone. The marker has 10 to all defenses and it is immune to all Effects.

Each marker has 30 Structure points. Once per round a character in contact with the marker can spent 1 Power Counter to try to repair it. The character must make a willpower roll, if the roll is sucessfull repair 1D8 structure points from it. These markers cannot be moved, displaced nor change its original position by any means.

VICTORY CONDITIONS

- 3 Vp to the player who destroy an enemy Headquarters Marker.
- 1 Vp to the player who causes more damage to enemy Headquarter Markers during each Round.
- 1 Vp to the first player who places 2 models in an enemy deployment zone in the same round.
- 1 Vp to each incapacitate enemy Character above lvl 8.



SCENARIO 18

RIFTS

Description: Characters must try to close as many Riffs as possible.

Game length: 6 Rounds.

Deployment: The game is played on a 36" square board.

Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

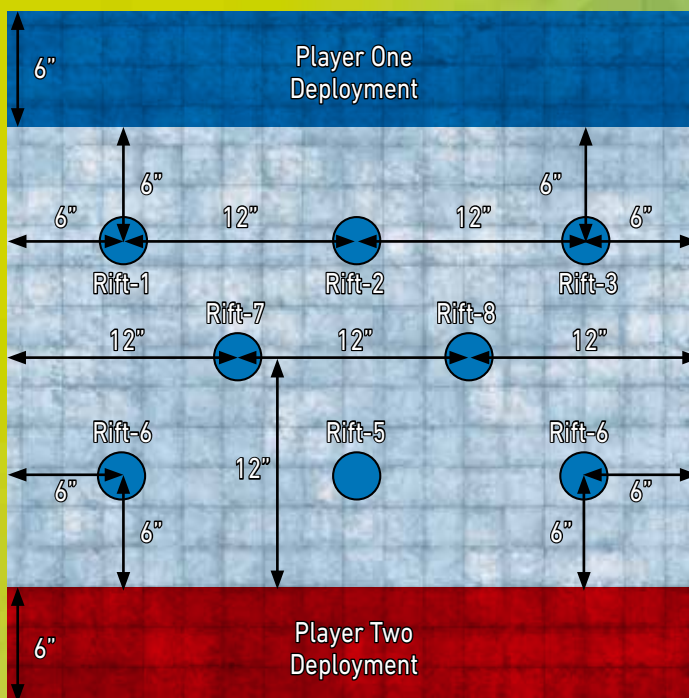
Riffs: The Riffs Markers are 30 mm base. See the map to place the Riffs Markers. These markers cannot be moved, displaced nor change its original position by any means.

SPECIAL RULES

Planar Distortion: Each player make two D8 roll (if roll the same number, reroll it) at the beginning of the Round, the Rift with that numbers become open, to close a Rift need a model to be Base-to-Base with it spend 1 Pow and make a Stamina test. If fail that roll, the character suffer a 1 Fis Damage with Irresistible.

VICTORY CONDITIONS

- 1 VP to each Rift closed by your models at the end of each Round.
- 1 VP if close more Riffs at the end of each Round.







GODS WALK AMONG US...

Mankind has long learned that they are not alone in the universe, and that human achievements are not the pinnacle of advancement, even upon Earth. Ancient civilizations from the farthest mountains to the deepest oceans are revealed. From across the galaxy, alien races that have existed for millions of years now make their presence known. From parallel universes and mind-boggling dimensions, great beings and forces unfathomable to man seep into the material world. Magic is real, and destructive. The very gods walk among mere mortals.

There are beings of great power in the world, capable of tearing down the cities of humanity, from Metropolis to Gotham. Madmen, monsters, murderers, conquerors and despots, intent on tearing down what has taken millennia to build. And yet one constant applies, from the deepest past to the distant future; from the war-torn skies of Thanagar to the ruins of Krypton: there will always be evils that must be opposed, and heroes will always rise to confront them.

Yes; mankind looks to the skies, and dares to hope...





THE JUSTICE LEAGUE OF AMERICA

Where does the world's most powerful being go when he needs help? What does the Fastest Man Alive do when he's not fast enough? Who has the Dark Knight's back when he's facing extinction-level events?

Greater than the sum of their awe-inspiring parts, the JLA handles threats too massive for any single hero. Made up of the world's greatest super heroes, their membership inflates and contracts around each new threat, but the core line-up is known as the Big Seven: Superman, the

most powerful hero in the world; Batman, the apex of physical and mental human achievement; Wonder Woman, the Amazon's princess and greatest warrior; Green Lantern, an intergalactic cop armed with his own power ring; the super-fast Flash; Aquaman, King of the Seven Seas; and Cyborg, a half-man/half-robot outfitted with the world's most advanced technology.

An A-team of crusaders with a super-powered bench deep enough to handle any cosmic foe, these heroes are all still very human at heart, plagued with the flaws that haunt any of us, yet always ready to stand up for what's right.

"Dreams save us. Dreams lift us up and transform us. And on my soul I swear... until my dream of a world where dignity, honor and justice becomes the reality we all share... I'll never stop fighting. Ever."

-Superman

SUPERMAN

Rocketed to Earth from the dying planet Krypton, baby Kal-El was found by farming couple Jonathan and Martha Kent, who named the boy Clark and raised him as their own. They instilled in him strong moral values – and inspired him to become a hero.

Under the rays of a yellow sun, Clark's Kryptonian physiology grant him extraordinary abilities. Superman has super-everything – strength, speed, flight, and invulnerability, as well as his renowned X-ray and heat vision. The most powerful being on the planet, his amazing abilities are also a melancholy reminder of how different he is from the people he's dedicated to protect.

Although his name and history were taken from his early life with his adoptive Earth parents, everything about the adult Clark Kent was staged for the benefit of his alternate identity: as a reporter for the Daily Planet, he receives late-breaking news before the general public, has a plausible reason to be present at crime scenes, and need not strictly account for his whereabouts as long as he makes his story deadlines. Clark sees his job as a journalist as an extension of his Superman responsibilities – bringing truth to the forefront and fighting for the little guy. He believes that everybody has the right to know what is going on in the world, regardless of who is involved.

Moreover, by assuming a 'mild-mannered' persona, Clark ensures that no one ever suspects that he is really the Man of Steel, although his act has many times made life difficult.

**"It's not the powers.
Not the cape. It's
about standing up for
justice. For truth. As
long as people like
you are out there, I'll
be there. Always."**

- Superman

A universal icon, Superman means different things to the many diverse people he inspires: He's an alien; an immigrant from a faraway land just looking to help; a country boy fighting the never-ending battle for truth and justice; a moral crusader against evil corporate tycoons and corrupt one-percenters that have overwhelmed the establishment. Superman is an unswervingly devoted to justice and morality – the gold standard of what all mankind must surely aspire to.

METROPOLIS

Metropolis is one of the largest cities in the United States and is the adopted hometown of Superman. Built upon the island of New Troy, which was bought from the area's natives by Swedish settlers in exchange for trinkets, the city now bustles with commerce and business. Skyscrapers rise to dizzying heights, forming vast canyons of concrete and steel, earning Metropolis the nickname 'the City of Tomorrow'.

Metropolis is at the forefront of industrial and technological progress thanks to the contributions of the Luthor family and companies such as S.T.A.R. Labs and Steelworks.

Amongst the city's many iconic buildings is the Daily Planet, topped by its famous rotating golden globe; and LexCorp Tower, headquarters of industrialist Lex Luthor, which looms over the Metropolis cityscape.



LOIS LANE

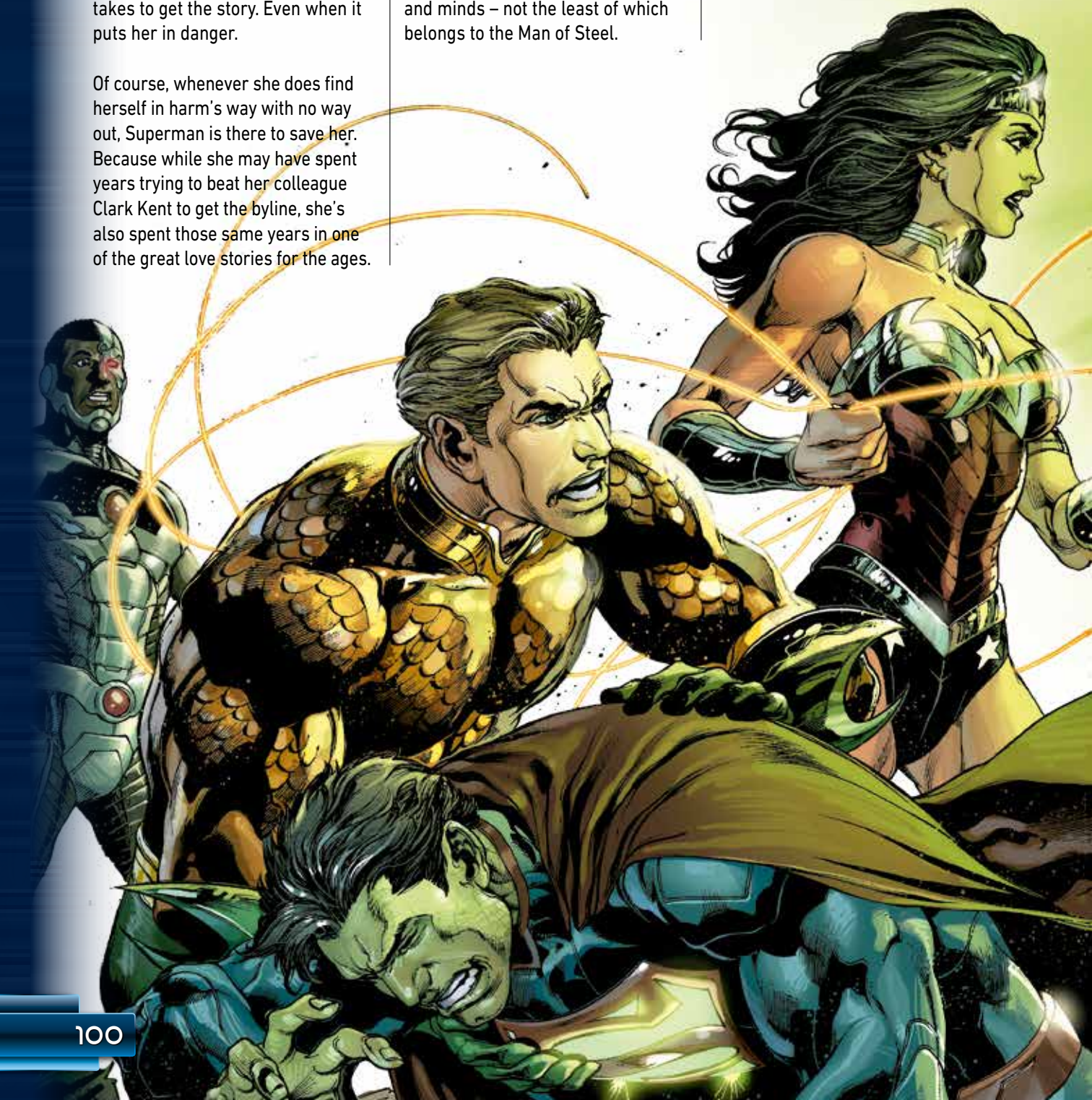
She's perhaps the greatest reporter on the planet. And not just the Daily Planet! From her early days reporting on the plights of the common man and taking on the mob to her later adventures uncovering mole-men or covering Doomsday's rampage through her beloved Metropolis, she's done whatever it takes to get the story. Even when it puts her in danger.

Of course, whenever she does find herself in harm's way with no way out, Superman is there to save her. Because while she may have spent years trying to beat her colleague Clark Kent to get the byline, she's also spent those same years in one of the great love stories for the ages.

The tale of the god who loved a mortal is as timeless as mythology itself, but Superman and Lois give it modern spin.

A role model, an icon and a hero without a cape, Lois Lane has been an eyewitness to history, and through her perseverance and reporting, has opened hearts and minds – not the least of which belongs to the Man of Steel.

Love may sometimes have blinded her to the obvious, that Clark and Superman are one and the same. But it's that same love that has continued to be one of the greatest sources of strength for Kal-El, by helping him to become the most human of aliens.



THE FORTRESS OF SOLITUDE

Located deep within the Arctic, Superman's fortress, created using Kryptonian science, is the one place on Earth where Kal-El can be himself, to touch in some small way the ancestry of his sundered home world. The fortress contains a collection of alien artefacts, some of which have been collected by Superman over the years, including Kandor, a portal to the Phantom Zone. Additionally, interactive holographic images of Jor-El and Lara – Superman's parents – are stored within the fortress's crystalline matrix, providing wisdom when Kal-El most needs it.

KRYPTONITE

This crystalline substance was created from the remnants of the planet Krypton, and trapped within meteorites flung across the galaxy when the planet exploded. Some samples of Kryptonite fell to Earth, where it was discovered to have a detrimental effect on the powers of any Kryptonian living beneath a yellow sun. Kryptonite is anathema to Superman, robbing him of his powers temporarily, and allowing him to be wounded or even killed. As a natural element, it is even possible, albeit incredibly difficult, to synthesize Kryptonite – a process successfully completed several times by Superman's nemesis, Lex Luthor.





BATMAN

Dark Knight. Caped Crusader. World's Greatest Detective. Batman is proof you don't need superpowers to be a superhero... and the poster boy for what a bad childhood can do to you.

Billionaire Bruce Wayne was just a kid when he watched his parents get gunned down during a mugging in Gotham City. The crime would define his life, as he dedicated himself to becoming the world's greatest weapon against crime: the Batman.

Despite his grim and dark demeanor, and solitary life, Batman has proved to have a great love for humanity, instilled in him by his parents. His father was a doctor, while his mother was a crusader against child abuse. Indeed, Batman's oath of vengeance is tempered with the greater ideal of justice. He sternly refrains from killing, no matter who he is facing, as he feels this would make him no better than the criminals he fights.

Forget his Batarangs, Batmobile, or Utility Belt filled with high-tech weapons. Batman is the most feared superhero of all, because he's pushed himself to the absolute pinnacle of human achievement. He's a brilliant detective who's mastered fighting techniques the world's barely heard of. An Olympic-caliber athlete with a plan for every occasion, Batman's seemingly always five steps ahead of his foes. But in his crusade against injustice, two questions always loom: How far will he go to protect the innocent, and will he sacrifice his humanity along the way?

GOTHAM CITY

Gotham City is one of the oldest-established Eastern urban centers in the United States of America, located in the state of New Jersey. It nestles at the mouth of the Gotham River upon islands once peopled by the vanished Miagani Tribe. Though it now resides in infamy for its rampant per capita crime rate, florid urban legends, and brooding Gothic spires, Gotham's 19th-century patrons once envisioned their community as a concrete and steel stronghold for pious righteousness and booming industrial growth.

**I made a promise
on the grave of my
parents that I would
rid this city of the evil
that took their lives.
By day, I am Bruce
Wayne, billionaire
philanthropist. At
night, criminals,
a cowardly and
superstitious lot, call
me... Batman.**

- Batman

Bolstered for generations by the business ventures of the wealthy Wayne Family, Gotham's economy helped the city to flourish as a technological hub, but one founded upon the swampy soils of slow and inexorable moral decay, despite the best of intentions. It is a dark city, riddled with corruption and plagued by violent crime-lords, street gangs and unscrupulous businessmen. It is a city crying out for a protector...

THE BATCAVE

Discovered long ago and used by Bruce Wayne's ancestors as a storehouse as well as a means of transporting escaped slaves during the American Civil War, Bruce rediscovered them when he fell through a dilapidated well on his estate as a child. Now, the cave is accessible via a secret door in Wayne Manor itself, located in the main study behind a grandfather clock. The panel unlocks when the hands of the clock are set to the time that Bruce Wayne's parents were murdered: 10:47. Much like Superman's Fortress of Solitude, the Batcave serves as a place of privacy and reflection, as well as a resource for solving crimes.

The cave contains state-of-the-art facilities such as an advanced supercomputer, crime lab and other specialized laboratories, mechanized workshops, personal gymnasium, a vast library, parking, docking and hangar space for Batman's various vehicles – including the Batmobile – trophies of past cases, a large bat colony, and even a Justice League teleporter. It also has medical facilities as well as training rooms for Batman and his allies to hone their skills.

WONDER WOMAN

Wonder Woman is Princess Diana of the immortal Amazons of Greek mythology. When pilot Steve Trevor crashed on the warriors' secluded island paradise during WWII, Diana won the right to escort him home, despite knowing that this task meant she could never return to her people. Entering the cynical world of humanity for the first time, Diana was forced to confront war and hate, but also learned that mortals were capable of love and compassion.

Near-immortal, and armed with superhuman strength and speed, as well as trademark bulletproof bracelets and her Golden Lasso of Truth, Diana set out to forge her own path amongst mankind. She is a powerful, strong-willed character who would never back down from a fight or a challenge. Yet, she is a diplomat who strongly 'favors the pen', and a lover of peace who would never seek to fight or escalate a conflict.

"If the prospect of living in a world where trying to respect the basic rights of those around you and valuing each other simply because we exist are such daunting, impossible tasks that only a superhero born of royalty can address them, then what sort of world are we left with? And what sort of world do you want to live in?"

- Wonder Woman

She's simultaneously both the most fierce and most nurturing member of the Justice League; and her political connections as a United Nations Honorary Ambassador and the ambassador of a warrior nation makes her an invaluable addition to the team. With her powerful abilities, centuries of training and experienced at handling threats that range from petty crime to threats of a supernatural nature, Diana is capable of competing with nearly any hero or villain.

Torn between a mission to promote peace and her own warrior upbringing, Wonder Woman fights evil while hoping to unlock the potential of a humanity she doesn't always understand.





AQUAMAN

The King of the Seven Seas, reluctant ruler of Atlantis, the half-human Arthur Curry grew up on land after being cast out from Atlantis as a baby. Thinking himself a normal human, he was more surprised than anyone when, as he came of age, the Atlanteans came for him, claiming him as their rightful king. Caught between a surface world constantly ravaging the sea and Atlanteans looking to lash out in revolt, he's committed to protecting the entire globe.

Aquaman is the king of all things marine. He can breathe underwater, swim at tremendous speeds, and telepathically communicate with sea life. Being able to withstand ocean depths, he gets bonus points on land with his superhuman strength, enhanced senses, and nearly impenetrable skin. And although his courage and decisive nature have proven him a true heir to Atlantis's throne, the continual conflict between land and sea makes him a citizen of both – and at home in neither.

“There’s an ancient wisdom I should have heeded long ago, if only I had recognized its truth applies as much to me as to all men. True happiness is found along a middle road. There lies the balance and the harmony – with reason and emotion not at war, but hand in hand.”

- Aquaman

MERA

A princess of the underwater kingdom of Xebel who possesses enhanced strength, durability and the ability to bend water to her will, Mera trained since birth for her ultimate mission: to kill the current King of Atlantis in retaliation for her people's exile. Mera knew that to do this, she'd have to gain Aquaman's trust. It was the only way she could get close enough to kill him. But as she got to know Aquaman, something unexpected occurred – she fell in love. And thus began the fiery redhead's constantly conflicted sense of being. To stand beside her husband is to betray her family and her people, but to give them what they want, to fulfill her mission, is something her heart would never allow her to do.

ATLANTIS

The Kingdom of Atlantis is a submerged kingdom located underneath the North Atlantic Ocean. Untold millennia ago, groups of pilgrims settled in the greater Atlantean region establishing twelve distinctive communities, two of which evolved into the city-states now known as Poseidonis and Tritonis. Many believe that the original twelve settlements represented the twelve signs of the Zodiac. Atlantis has become one of the most highly advanced cultural societies on Earth and also one of the most reclusive, actively avoiding and abhorring contact with the surface world.





THE FLASH

"I was never a saint. I was just a guy chasing justice."

- Barry Allen

Indy cars, bullet trains, supersonic aircraft... The Flash leaves them all in the dust.

Young Barry Allen's life stopped the minute his mother was murdered. The true killer never found, its mystery obsessed Barry, driving him to become a forensic scientist. Consumed by his work, he spent his life chained to his desk, solving every case that flew across it. But when a freak lightning bolt hit a nearby shelf in his lab, Barry received super-speed, becoming the Flash. Now, he'll race up buildings, across oceans, and around the world to get his man – while getting introduced to a world so much bigger than his old life of microscopes and cold cases.

Able to run at near light-speeds, his powers provide the ultimate caffeine kick: He can run up buildings, move so swiftly he phases through objects, create sonic booms with the snap of his fingers – and never needs to order delivery. Despite his speed, Barry can become so obsessed with crime-solving he can still lose track of everything else around him, leaving the fastest man alive constantly running a minute behind.

THE SPEED FORCE

The Speed Force is an extradimensional energy that flows through another plane of reality, and from which all true 'speedsters' draw their powers. By merging with this awe-inspiring source of energy, speedsters become capable of feats of speed that even Superman would fail to best. It is said that, when a speedster dies, they become one with the Speed Force, their energy returning to the other dimension while their spirit endures in a state akin to Valhalla or a limbo. Several speedsters have gained their prodigious powers by merging with this vast energy field, including Barry Allen, Johnny Quick, and Max Mercury, but it is Allen – the second hero to bear the guise of the Flash – who has channeled it best.

THE BLACK FLASH

When near death, all speedsters must face the entity known as the Black Flash, and unless they are able to outrun him, they die. The Black Flash is, therefore, the representation of Death for speedsters and those who are connected with the Speed Force. It is not clear whether the Black Flash exists because the speedsters are simply too fast for Death to capture, or as some sort of bizarre side-effect to their connection to the Speed Force.

CENTRAL CITY

Home to the Flash, Central City, Kansas, is one of the 'Twin Cities', located across the Missouri River from its sister city, Keystone City. The two cities have a combined population around 3.5 million people.

The city was founded in the 19th century and became an important stop for cattle drives. It began to see tremendous growth after the completion of the Transcontinental Railroad, becoming the first major hubs west of Chicago. A second period of growth occurred after World War I, and it has burgeoned to the present day, despite taking heavy losses after swathes of the city were destroyed during the Crime Syndicate's invasion.

The city is perhaps most famous for being protected by the Flash (Barry Allen), and houses the Flash Museum in honor of its favorite costumed crime fighter. The building features various exhibits on the Flash; including depictions of his most famous battles and his gallery of foes. In addition to the exhibits, the Flash Museum also houses a vast storage of various artifacts and weaponry that the Flash has encountered in his adventures.

GREEN LANTERN

**In brightest day, in
blackest night,
No evil shall escape
my sight
Let those who worship
evil's might,
Beware my power...
Green Lantern's light!**

- Hal Jordan

Imagine if the ring on your finger was more than a piece of jewelry. Instead, it's the universe's most powerful weapon. It can create whatever you wish out of pure energy, its might limited only by your imagination and will. And with it comes exclusive membership to an exclusive intergalactic police force with alien officers spanning the cosmos.

The only catch? Mastering that power and being a Green Lantern means facing your fears, and for headstrong Hal Jordan, that's something he's been avoiding his whole life. When just a boy, Hal witnessed his greatest nightmare – his pilot father dying in a tragic plane crash. Nevertheless determined to follow in his footsteps, Hal repressed his fears, becoming a reckless, defiant test pilot. But when a dying alien crashed on Earth, the irresponsible Hal was chosen to be that alien's successor in the Green Lantern Corps, a universe-wide peacekeeping force over 3,600 members strong.

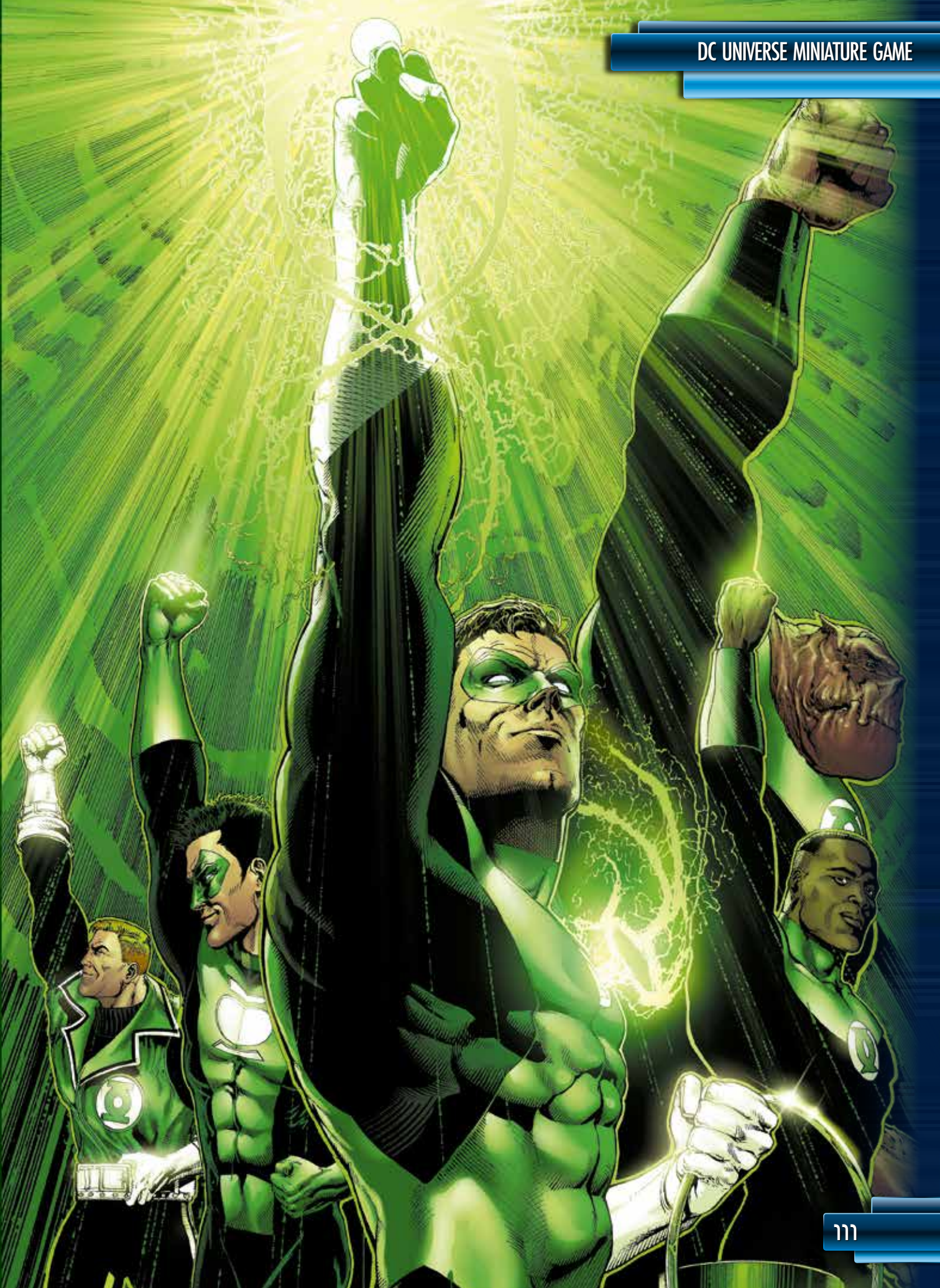
And his life only got wilder from there. Alien romances. Intergalactic wars. Power-hungry super-villains. Wielding a Green Lantern power ring – a weapon fueled by willpower – he can fly and create constructs made of pure energy, generating anything from massive green fists to emerald rifles that can snipe from a planet away. But while Hal tends to ignore his fears, he must learn that the only way to truly master his ring's power is by confronting and overcoming them.

THE GREEN LANTERN CORPS

What's most important for a hero? Incredible strength? There's always something or someone stronger. Super-speed? Hope you don't trip. Telepathy? Do you REALLY want to know what others are thinking about you? You don't need any of those abilities to be a member of the Green Lantern Corps, but a strong will backed by a wonderful imagination are essential requirements.

Patrolling the farthest reaches of the galaxy, the Green Lantern Corps operates as an intergalactic police force, helping to keep peace throughout the universe. With members made up of aliens from across the universe and a base of operations on the planet Oa, the Green Lanterns follow the command of the Guardians – a race of immortal beings who have been around since the beginning of time. Utilizing a special ring of immense power, Lanterns can create energy constructs in the shape of whatever their imagination can conjure. The power ring can also translate any language, grant its wielder flight and offer protection in almost any environment. It is, quite simply, the strongest weapon in the universe.

It should be known, however, that one does not simply enlist in the Corps. Only a chosen few get to harness the power of the ring. With the likes of Hal Jordan, John Stewart, Kyle Rayner, Guy Gardner, Simon Baz, Kilowog and Mogo among their current and past ranks, the Corps holds itself to only the highest standard of character and hero – individuals capable of overcoming great fear and possessing the will to do whatever it takes to keep those around them safe. So, when you look up at the stars, take comfort in knowing that the Green Lantern Corps is watching over you... in brightest day and blackest night.





CYBORG

Nowadays, everyone's juggling an offline and online persona. But only one hero is a literal marriage of technology and man. Half human, half machine, Victor Stone is Cyborg, a digital and physical tank – and a true superhero for the modern age.

Although a star athlete, Vic Stone only yearned for his father's approval. But Dad was too focused on his scientific career to notice... until the day Vic became his greatest experiment. After Vic suffered a grave injury, his father saved him by replacing over half his body with cybernetic parts.

"All right, I'm only going to say this once... BOO-YAH!"

- Cyborg

Now Cyborg is plugged into every computer on Earth, and no firewall – or brick wall – can keep him out. While his cybernetic enhancements provide superhuman strength, speed, and endurance, that same technology destroys his chances to live as a professional athlete. Now flourishing in the digital realm, Vic is desperately alone in the physical world – and still longs for his father's affection. Hungry to find purpose again, he fights alongside the world's greatest super heroes, the JLA.



MARTIAN MANHUNTER

What are our best traits as humans? Our empathy? Our intelligence? Our respect for life and constantly striving to do right? It's ironic, then, that so few people embody those very human traits quite as well as J'onn J'onzz, the Martian Manhunter.

A former police officer and family man on his home planet of Mars, J'onn's life was shaped by great tragedy after witnessing horrific fires that engulfed and destroyed his people and planet, leaving him the lone survivor of his race. Grieving for his family and world, J'onn made Earth his new residence, quickly becoming one of the universe's most powerful protectors and a key asset for the JLA.

"There isn't much Justice in this world. Perhaps that's why it's so satisfying to occasionally make some."

- Martian Manhunter

Possessing a unique set of powers and abilities, Martian Manhunter rivals even Superman when it comes to his capabilities. Incredible strength, flight, shape-shifting, invisibility, telepathy, telekinesis, extensive wisdom, powerful optic blasts... Martian Manhunter is a force to be reckoned with. Yet for all of his power and wisdom, this near-immortal is still troubled by that which destroyed his world – fire. Though it continues to haunt him, he has learned to channel his fear and transform it into resilience, one of mankind's greatest traits. Shaped by tragedy and driven by a desire to prevent his planet's fate from ever befalling Earth, Martian Manhunter continues to prove that there's much we can learn from this uniquely human hero.

GREEN ARROW

What was the last thing you took home from an island getaway? A tacky souvenir? A great tan? More boring slideshows than you have friends to show?

Spoiled billionaire Oliver Queen came home with an entirely different personality – and a newfound purpose in life. Completely self-absorbed and never caring about anything but himself, Queen was on a leisurely sailing trip when his assistant betrayed him, leaving him for dead on a desolate remote island. Stranded, he survived by, amongst other things, mastering a bow and arrow. When he eventually discovered the primitive locals that shared the island with him, he uncovered a large conglomerate sadistically exploiting and enslaving them. Ollie used his new skills of survival and archery to lead a rebellion – only to realize how similar his opponents were to the man he used to be.

Returning to civilization only meant

more opportunities to watch greed and corruption strangle Joe and Jane Average. Outfitting himself with arrows that shoot tear gas, smoke, nets, and more, Green Arrow has a trick shot for every obstacle. A modern-day Robin Hood, he constantly fights for the little guy as a crusading symbol for revolution. And his days on that island, filled with sweat, blood, and desperation, are a testament to what it takes for someone to answer that wake-up call, change their ways, and fly straight.

As straight as an arrow.

“At my core, I wasn’t a hero. I was a hunter.”

– Green Arrow

STAR CITY

Star City is a major metropolis on the West Coast, which grew from the territory of Fort Plymouth, founded in 1797. In the early half of the 19th century, Fort Plymouth grew into a prosperous trading community luring prospectors all the way from Canada to ply their trades. With the establishment of the continental railroad system in the 1860s, Fort Plymouth developed into a thriving cattle town with large ranches, slaughterhouses and stockyards. In 1897, however, the ‘Great Fire’ burned most of Fort Plymouth to the ground. Developers and architects rebuilt the city into a living symbol of modernism, and named it after its founding father, Colonel Jeb Star.

The city is home to several important corporations, notably Queen Consolidated and Merlyn Global Group. Despite being a thriving metropolis, Star City is rife with poverty. It is made up of a tangle of neighborhoods and districts, though the largest (and poorest) is the Glades.

Star City is plagued by crime and corruption at all levels of society, from gangs and drug dealers in the streets to corrupt corporate executives. In the modern era, the city has become the base of operations of the ‘Emerald Archer’, the Green Arrow, who strives to disable the city’s network of corrupt corporate bureaucrats, while simultaneously bringing down the Triads and Mafia gangs that prey on the innocent.





A WORLD OF HEROES

While the Justice League of America boasts some of the world's most famous heroes on its roster, it is far from the only home of metahumans, super heroes and crime-fighters in the world.

Big things come in small packages. Just an age-old cliché, right? Actually, it turns out there's quite a bit of truth to it... if you're talking about the Atom.

A gifted physicist, Dr. Ray Palmer put his genius mind to good use by laboring tirelessly to help create a better world. His hard work led to advancements in matter compression and the discovery of white-dwarf star remnants on Earth. Creating a specialized, size-changing belt that houses a lens filled with star matter, Ray has the ability to shrink his size down to subatomic levels. This unique power inspired his heroic moniker and allows the Atom to handle things most other heroes can't even see: viruses, parasites, nuclear reactions and beyond. Using phone, fiber-optic cables and even the bloodstreams of other heroes and villains, Ray can get wherever he needs to be at incredible speeds.

THE ATOM

The Atom is constantly learning and has become a leading mind in some of the most progressive areas of scientific thought and inquiry. This thirst for knowledge has made him the go-to hero when facing problems rooted in science, but it can sometimes cloud his judgment when the enemy is powered by the supernatural or motivated by something that seems irrational. Ray can tackle the world's biggest quandaries and tiniest threats, but there's one fight he always struggles with: accepting that some things in life just can't be explained.

"You want me to re-enter your skull and go another twelve rounds with your sinuses, 'cause I'm game."

- Atom

BLUE BEETLE

**"I have energy beams,
and you have no
pants. Do the math."**

- Jaime Reyes

High school, dating, parents, acne, figuring out what you're going to do with your life after graduation... Let's face it, it's stressful being a teenager. The urge to fit in and live a normal life free of embarrassment is overwhelming. So it's a fair bet that being targeted by an alien artifact that resembles a big bug to become a super hero known as Blue Beetle probably wasn't high on Jaime Reyes' playlist.

Jaime wasn't much different than other teenagers. He wanted to fit in at school and perhaps gain a bit more attention from gal pal Brenda Del Vecchio. At home, he constantly wished he could do more to help his struggling family. But he got more responsibility than he ever dreamed possible the day an alien doomsday weapon known as the Blue Beetle scarab chose Jaime as its new guardian, gifting him with dangerous weaponry, full body armor and the power of flight.

As if helming a weapon designed to force its wearer to conquer the planet wasn't bad enough, his new power has quickly drawn a small army of equally powerful enemies that present a very real threat to Jaime and those he loves. But while tangling with Blood Beetle, La Dama and The Reach may not have been part of his plan, Jaime's accepted that his powers can do a lot of good for his community, and the world... as long as he can keep his domineering new suit under control.

BOOSTER GOLD

**"Someone once told
me that the suit
doesn't make the
hero, so you fight it.
You can be a hero. You
just have to have faith
in what you are and
what you're gonna be.
It's your choice, kid.
You choose."**

- Booster Gold

If movie stars and athletes serve as the icons of our modern, sponsor-driven age, then surely super heroes would be the ultimate celebrities. Strap on a power suit, take to the sky (making sure to fly over any cities of influence) and do your part to save the world... after the cameras have arrived. It's a surefire formula for instant fame.

At least, it seemed that way to Michael Jon Carter. Born far in the future, Michael was a star quarterback before he was caught betting on his own games. His reputation ruined, he stole a power suit and journeyed to the past, where he branded himself Booster Gold and used his powers and his knowledge of our future to mold himself into a super hero. Michael sought the fame he once had as a star athlete, and his new identity brought sponsorships, endorsement deals and a verified Twitter account. But it also brought something else: responsibility.

As a time-traveler, Booster Gold understands how delicate our timeline is, and he often finds himself protecting the timestream. But in the ultimate irony for a fame-seeker, no one can ever know it's him. After all, if people find out what he's doing, it could change history and threaten the timestream. It's a responsibility that Booster Gold has come to take seriously, suggesting that there may be more driving this spotlight-loving hero than a simple quest for adoration. Even if he does spend as much time signing autographs as he does saving lives.



CONSTANTINE

When all the chips are down and everything's on the line, what would you do to ensure you come out on top? What would you be willing to sacrifice? For occult detective John Constantine, the only thing more difficult than answering that question almost every single day, is living with his decision.

From a young age, Constantine sought refuge in the occult as an escape from his hard life. It didn't take long for him to discover he had a gift for it, but he also learned the deadly price of the dark arts when his inexperience cost the life of another. Since then, Constantine has vowed mastery over the occult and the demonic creatures that seek to abuse its power. But in so doing, he's also learned the hard truth about what it takes to stand against powerful dark forces – a willingness to sacrifice anything and anyone.

While Constantine prefers to bluff his way out of trouble by relying on subterfuge and sleight of hand, he also never hesitates to lie, double-cross or hurt and betray those closest to him. But this apparent callousness masks an interesting truth about Constantine: If the fight against evil forces requires a willingness to sacrifice everything and everyone that you hold dear, then a hard attitude is likely necessary. Whether it's due to a sense of self-loathing, a resistance to any sort of authority or a deeply hidden desire to do what's right, Constantine is willing to make the hard choices... so that no one else has to.

**“John, me boy,
you’ve had some daft
schemes in your day,
but if this one goes
pear-shaped... you’re
in for a right kicking.”**

- John Constantine





FIRESTORM

All of us have a little voice in our heads that helps us make wise decisions – at least when we're willing to listen to it. But if your voice belongs to an antisocial, student bookworm complaining about getting to chemistry class on time, you're probably the combustible hero known as Firestorm.

When it comes to personalities, Ronnie Raymond and Jason Rusch are on opposite ends of the figurative periodic table. Ronnie's a good-looking athlete with a quick-to-action attitude and a healthy dose of ego, while Jason's a gifted science student who's never happier than when he's working alone in a lab. Caught in an explosion that should have killed them both, the pair were instead fused together into one nuclear-powered being. Bonded through a phenomenon known as the Firestorm Matrix, Ronnie and Jason act together as a single super hero, with Ronnie usually in control of Firestorm's body, while the more cerebral Jason lends support as a secondary consciousness within the Matrix.

Ronnie and Jason have learned to separate at will, returning to their normal forms and capabilities. But when they're bonded and utilizing the power of the Matrix, Firestorm can fly, absorb radiation, and fire highly destructive blasts of energy from his hands. He possesses immense strength and can rearrange inorganic objects into other shapes or objects – provided he knows their atomic makeup.

**"Are you kidding me?
With the power I have,
I'm going in there with
guns blazing!"**

- Ronnie Raymond

This last requirement is one of the many reasons that Jason's contributions are so important, but that doesn't mean it's always smooth sailing. In fact, with such different personalities, the two frequently clash both inside and out of the Firestorm Matrix. As a result, Firestorm remains one of the more unpredictable and volatile heroes out there, as well as one of the most dangerous, since too much internal friction could cause a nuclear explosion. But when they do work together, Jason and Ronnie can accomplish great things. Firestorm can quite literally change the world for the better, provided the two young men powering him can only agree on how.



SHAZAM

Unlike most foster children, Billy Batson couldn't care less about finding a family. He just wants to turn eighteen and finally become an adult. While the boy's compassionate and kind, he's gotten used to protecting himself by staying emotionally distant from everybody. But that changes when he meets an ancient wizard who introduces him to one very powerful word: SHAZAM! Two syllables famous for magically turning a boy into a superpowered adult.

"The wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the great courage of Achilles and the speed of Mercury. SHAZAM!"

- Shazam

Just by saying SHAZAM!, Billy is transformed into a magical flying adult superhero, one with the genius of Solomon, the strength of Hercules, the unbreakable will of Atlas, the lightning blasts of Zeus, the power of Achilles and the speed of Mercury. But gaining the power of the gods means inheriting their enemies too. With the abilities of the world's mightiest mortal, Billy will have to struggle with magical threats as well as his own youthful naïveté. To truly tap into his power, this orphan who's always kept people at arm's length will have to learn what family really is.

SUPERGIRL

Superman: The most powerful being on the planet. Able to leap tall buildings and outspeed bullets. But what would have happened if he wasn't raised by the decent, humble souls that gave him his morals? What if he arrived on Earth a teenager – with all the attitude and rebellion that comes with the territory?

Well... he'd be Supergirl.

Teenager Kara Zor-el was rocketed to Earth from the dying planet Krypton. Faced with an entire world completely unrecognizable from the one she grew up in, she's the ultimate new girl in school – with a planet-splitting right hook. A lonely girl with astounding might, she struggles to find her identity on her new reluctant home.

As the most powerful teenager on the planet, the Girl of Steel possesses all of Superman's powers – from superhuman strength, speed, and invulnerability all the way down to his flight and enhanced senses. Still learning to control her awesome powers and lacking her cousin's self-restraint, she may even be more dangerous than the Man of Steel.

"We fight to live as long as we can. That's the only way to live... and to be able to live with yourself."

- Kara Zor-el



ZATANNA

A full-page illustration of the character Zatanna. She is depicted from the waist up, wearing a white, long-sleeved, high-collared dress with a subtle floral pattern and a white bow at the neck. Her long, dark hair is styled in loose waves. She is wearing white gloves and fishnet stockings. Her hands are positioned as if she is casting a spell, with small, glowing stars floating around them. The background is black with numerous small, golden stars scattered throughout. The name "ZATANNA" is written in large, bold, white letters with a yellow outline, slanted slightly to the right, across the middle of the image.

ZATANNA

With a name like Zatanna Zatara, becoming a professional stage magician almost seems like an unquestionable career choice. Of course, it doesn't hurt that the illusions she creates and the spells she weaves to dazzle the audience just so happen to be real.

Intelligent, confident, self-assured and able to manipulate reality itself with her vast magical abilities, Zatanna balances her time as a skilled stage illusionist with battling the dark arts alongside some of the world's greatest super heroes. By reciting spells backwards, she can invoke anything her imagination wills, and her inventiveness often allows her to find creative solutions to even the trickiest of problems.

However, Zatanna is no stranger to the dangers of magic, having lost her father to the dark arts. Although this left her without a mentor and relatively inexperienced in the world of magic, it only furthered her resolve to stand against anyone seeking to use magic at the cost of others. But if Zatanna hopes to escape her father's fate, she'll have to quickly master her craft before facing down the world's most powerful mystics.

"Every time we defeat an enemy, a new one rises up! Every time we light a candle in the darkness, it sputters out! So maybe it's finally time to let the darkness in!"

- Zatanna Zatara

THE JUSTICE SOCIETY OF AMERICA

The JSA was the 'big bang' of super-teams; a breakthrough concept that changed the world in 1940. The seeds of the JSA were formed when the world's greatest heroes banded together to stop Adolf Hitler's invasion of Britain, and to protect President Roosevelt from a group of Valkyries summoned by the Führer. Recognizing that American involvement in Europe was inevitable, Roosevelt suggested that the heroes should marshal their forces into a cohesive fighting unit aimed at protecting America's home front. Thus, the JSA was officially formed.

During World War Two, the Justice Society acquired the wartime name, the Justice Battalion, as the first line of defense for the US. On the US home front, the JSA would continue to deal with crime and supervillains.

Flash and Johnny Quick were senior members of JSA. Over the years that followed, many other costumed heroes joined the Society's ranks, including the Sandman, Hawkman, Hawkgirl, Manhunter, Hourman, Doctor Mid-Nite, and Wildcat. The elder members stayed on to train the new recruits, ensuring that the legacy of the Justice Society would endure.

HAWKMAN

A man out of time. A man of out place. But not a man without a mission. That mission? Dispatching justice to the criminals of the world – especially if it involves a mace to the face.

Archaeologist Carter Hall is a reincarnation of an ancient Egyptian prince named Khufu. A warrior prince, Khufu has been reborn many times over the centuries, fated in each life to meet the reincarnation of his one true love, the princess Chay-Ara. With his winged harness and his trusty mace, both forged from the mysterious Nth metal from the planet Thanagar, Hawkman patrols the skies with a savage intensity.

"That's a funny coincidence – because crooks don't last at all against the Justice Society!"

- Carter Hall

Hotheaded, impatient, and single-minded, Hawkman ranks as one of the world's greatest heroes – but also one of its most dangerous. Many people fear Hawkman's penchant for violence, but that appears to be just the attitude he wants them to have.

His barbaric methods and disregard for rules and regulations often put him at odds with law enforcement and even his fellow JSA heroes, but through it all, Hawkman's personal code and sense of justice prevail above all else – it just so happens that personal code and sense of justice also involves smashing things!

HAWKGIRL

Shiera Hall, the wife of Carter Hall, aka Hawkman, possesses powers to rival her husband's. Centuries ago, in a former incarnation, Shiera was Chay-Ara, an Egyptian princess married to Prince Khufu. They were cursed by Hath-Set to die and then reincarnate over and over, never knowing true happiness. In the early 20th century Chay-Ara was reincarnated as Shiera Sanders while Prince Khufu was reincarnated as Carter Hall.

In order to help Carter battle a gang of criminals, Shiera donned a spare set of Hawkman's wings, and a belt made of Nth metal in order to masquerade as Hawkman. After the criminal plot was foiled, Shiera kept the wings with Hawkman's blessing, and became the 'Bird of Eternity', Hawkgirl.



HOURLMAN

Rex Tyler, one of the founder members of the JSA, started out as a biochemist. During his work in his college years at Bannermain Chemical, he accidentally discovered a miracle-drug that could grant superhuman strength, speed, and durability for exactly one hour. He called this new drug Miraclo. Keeping his discovery of Miraclo a secret, Tyler decided that human trials could be limited to the only subject he could trust: himself. The side-effects of the drug eventually led to physical and emotional stress, and a painful addiction, but Rex refused to quit as long as evil walked the streets and threatened the innocent.

Now, Rex's son, Rick, has inherited his father's legacy, becoming the new Hourman. Rick's abilities may only last for one hour, but he packs a lot of action into the time he has!

DOCTOR MID-NITE

Shortly after being injected with an experimental drug, Doctor Pieter Cross was involved in an accident. He awoke to discover that he could only see in total darkness! A brilliant physician and tactician, Pieter trained himself to hone his new senses, creating a pair of special goggles to help him see in daylight, and a set of blackout bombs to rob his foes of their natural advantage.

THE SANDMAN

Sandy Hawkins grew up fighting crime as a member of the heroic All-Star Squadron. But when an experimental gun exploded, Sandy was showered in radioactive silica particles that turned him into a raging sand monster! After his allies found a 'cure' for his condition, Sandy was left with a sand-based form that he was thankfully able to control, becoming hard as rock or dispersing into the earth at will. A bizarre side effect means that Sandy's dreams are visions of the future, and now Sandy continues his war against crime as the JSA's prophetic hero.



THE TEEN TITANS

The Teen Titans are an organization of young vigilantes who band together to fight crime. Beginning as a group of side-kicks looking to step out from the shadows of their mentors, they went on to expand into a worldwide super-team.

As they grappled with their own idealism and united to fight their enemies, their adventures spanned galaxies, dimensions, and beyond, as these heroes-in-training fought super-villains, super-calamities, and sometimes even super-hormones. The Teen Titans are, first and foremost, an extended family of friends. They help each other cope with the pressures of being the most powerful adolescents on the planet.

The Titans' original founders were Aqualad, Kid Flash, Robin, Speedy and Wonder Girl. As Robin (and Nightwing), Dick Grayson has been the most charismatic leader of the team. The Titans' roster has changed and expanded greatly over the years, including other young superheroes such as Superboy. The Titans' roster includes:

AQUALAD

The original Aqualad was Garth, son of the outcast Queen Berra of Shayeris. Superstitious Atlanteans claimed that Garth had been born genetically inferior due to his purple eyes and banished him to a barren seabed leagues away from Atlantis. He survived and later befriended Aquaman, the sometimes outcast King of Atlantis. He was a founding member of the Teen Titans, and later became known as Tempest.

Now, the mantle of Aqualad has been taken up by Jackson Hyde, the lost son of the villain Black Manta. Although Black Manta has tried to reclaim his son, and turn him from the path of righteousness, he has so far failed due to the young hero's friendship with Aquaman.

BUNKER

An amateur hero from a small town in Mexico, Bunker set off to the USA to find others like him, eventually joining the Teen Titans in their battles against N.O.W.H.E.R.E.

Bunker is a hardy individual, able to project strange psionic bricks that he can fully control, creating armor, weapons and levitating platforms. According to Roy Harper, Bunker is just holding back – he's more powerful than anyone realizes, and may one day become a member of the Justice League.

NIGHTWING

Dick Grayson eventually gave up his identity as Robin because he saw the persona as childish. Inspired by a story about a Kryptonian vigilante named Nightwing, he reinvented himself using this new name and designed a Nightwing costume, intending to continue the fight against crime on his own.

RAVEN

The daughter of the cruel demon, Trigon, Raven (aka Rachel Roth) struggles to keep the dark half of her personality in check, choosing to fight against evil. She has mastered a number of mystical arts and is familiar with many otherworldly realms. She is capable of unleashing a powerful force known as the Soul-self, which takes the form of a giant raven and teleports Raven to any location.

RED ROBIN

Tim Drake was always a skilled detective, so much so that he worked out Batman's secret identity, and adopted the role of Robin. Now a hero in his own right, Red Robin uses his mastery of martial arts, detective work and computer skills to fight crime alongside the Teen Titans.



STARFIRE

Hailing from the destroyed world of Tamaran, Koriand'r was sought out by Jason Todd, and eventually became Starfire. A powerful superhuman, Starfire has incredible durability, strength and speed, and possesses the ability to manipulate and absorb energy, transforming it into super-heated offensive blasts capable of melting metal.

SPEEDY

Roy Harper is a crime fighter who has gone by the names Speedy, Arsenal and Red Arrow. He was the sidekick of Green Arrow and is a highly trained weapons expert and martial artist, specializing in archery. When Roy graduated from his role as Green Arrow's sidekick, he took on the new identity of Arsenal, later dropping it to become Red Arrow. After several traumatic episodes, including losing his arm and the discovering that his daughter, Lian, had been killed, Roy suffered a breakdown. However, recently he has overcome his difficulties, and has teamed up with Red Hood and Starfire as part of Red Hood's Outlaws

"That's what we are – not just a team, but a family. One day we might be the Justice League, but for today, we're the Teen Titans."

- Red Robin

SUPERBOY

One is one of the greatest super heroes in the world – a legend whose symbol inspires hope and that stands as the embodiment of truth and justice. The other is one of the world's greatest villains – an egomaniacal genius whose every action only serves to further his own goals, even at the expense of others. What side of the coin do you fall? Good or evil? Alien or human? Superman or Lex Luthor? Maybe it's a little bit of both?

Cloned from Kryptonian and human DNA, and gifted with powerful tactile telekinesis, Superboy possesses abilities similar to that of the Man of Steel. Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound, Kon-El always strives to live up to the Superman name but constantly questions his ability to do so. Of course, having the shared DNA of Lex Luthor doesn't make it any easier on the young hero, who lives in constant fear of what sort of influence his human side might hide.

Part alien, part human, he exists as a boy of both worlds – embracing aspects of both Kryptonian heritage and humanity in a way that Superman never can.

WONDER GIRL

Daughter of Dr. Helena Sandsmark and the Greek god, Zeus, Cassie Sandsmark is the former sidekick of Wonder Woman, and is the Teen Titans' current leader. Possessed of the powers of a demi-god, including superhuman strength, speed and durability, Cassie is also an expert swordswoman, and wielder of a lasso of lightning that channels the awesome power of zeus!





ROGUE'S GALLERY

What does it mean to be a villain? Is it about intent? Is it about actions? What if those actions are terrible but driven by a righteous belief?

The DC Universe has no shortage of villains. Some seek to make the world a 'better' place, regardless of who gets hurt in the process. Some seek wealth, or power, or fame. Some are mindless monsters, or homicidal maniacs. Others still have travelled across the galaxy to conquer worlds, or pursue an enemy, or seek out new challenges in the theatre of war, against those god-like champions of Earth.

Whatever their reasons, villains inevitably do more harm than good, inevitably setting themselves in opposition to one or more superheroes. These battles between criminal geniuses and heroic paragons, and between monstrous killers and chivalrous guardians, form a new mythology that defines life in this age of metahumans.

LEX LUTHOR

Other people may see Superman as the greatest hero the world has ever known – a benevolent being with tremendous power, a strange visitor here to help. But one man sees him as something else entirely: a threat – a creature whose very existence hinders humanity, preventing it from ever reaching its true potential.

A self-made man whose immeasurable intellect is always in conflict with his equally immeasurable ego, Lex Luthor is one of the world's most brilliant minds and most famous villains. From a young age, Lex utilized his almost unparalleled acumen to build himself a financial empire through hard work and dedication – but mainly through the strategic use of intimidation, bribery and murder. Sacrificing other people became simply a means to an end on the path to success, but Luthor always made sure none of his deplorable acts could be traced back to him. Instead, his climb to power and rise in status made him someone to look up to, someone people wanted to emulate – and he relished in the adoration.

Until it all changed the day Superman appeared and gave the world something else to aspire to.

Driven by jealousy masked with hate over what he perceives to be his stolen place as humanity's true savior, Luthor constantly attempts to destroy and humiliate Superman at every possible opportunity. He's willing to lie, cheat, steal, manipulate and go to any extreme necessary to accomplish his goals, not caring one bit about who he hurts. He is a man who not only wants to be seen as a god, but who has convinced himself he's the only one this world needs.

"All the good you have done, we will undo. All the lives you have saved, we will destroy. All that you stand for, we will mock and trample in the dirt. That's unless you want to try to stop us."

- Alexander 'Lex' Luthor

THE INJUSTICE LEAGUE

The criminal antithesis of the Justice League of America, the Injustice League was originally the brainchild of the interplanetary conqueror Agamemno. Bored of his dominion, he set out to conquer Earth and their champions, the Justice League. Aided by the alien former dictator Kanjar Ro, Agamemno contacted Lex Luthor and they recruited other villains to their cause. After their ultimate defeat, the Injustice League was thought no more. However, more recently the moniker has been adopted by Lex Luthor, who has gathered a loose confederation of villains due to the JLA's failures in stopping the invasions of the Crime Syndicate once and for all. With a powerful roster including Bizarro, Black Manta, Catwoman, Deathstroke, Sinestro, and Captain Cold, Luthor deems his team more capable of stopping threats to Earth than their heroic counterparts due to their ruthlessness, and aims to put down the Crime Syndicate – and perhaps the do-gooders of the Justice League – out of his misery permanently!





BIZARRO

An imperfect clone of Superman, Bizarro possesses all of the hero's amazing abilities and none of his moral restraints. He stands for the exact opposite of everything Superman represents, a warped reflection of the Man of Steel's inherent heroism.

The uncontrollable villain rampages through the world, causing mass devastation and destruction, his twisted perspective making him as committed to causing violence as Superman is to stopping it. His faulty logic, broken speech and backwards morality make him unable to see his actions as wrong. Instead, he wholeheartedly believes he is acting in the correct manner, and that it is the Man of Steel who is committing the acts of villainy.

Broken, but brutally violent and incredibly unpredictable, Bizarro is one of the world's most dangerous threats – and a terrifying example of the destructive potential Superman holds.

BLACK MANTA

A ruthless treasure hunter and mercenary, the man known as Black Manta spent his days scavenging the unexplored depths of the ocean, discovering long lost relics and powerful mythical items, all while taking on various jobs to fund his passion. Until one particular job changed his life. Hired to bring back a sample of Arthur Curry's blood, Black Manta encountered the young Aquaman and his father while the two were out at sea. In the ensuing struggle, Aquaman's father suffered a heart attack that

ultimately led to his death. Seeking revenge, Aquaman hunted down Black Manta – and accidentally killed his father in retaliation. Thus began a circle of vengeance that forever bonded hero and villain.

Fueled by hate and utilizing a powerful suit of armor that allows him to breathe underwater, survive the incredible pressures of the ocean depths and fire deadly energy blasts through his mask, Black Manta seeks to destroy Aquaman and everything he holds dear.

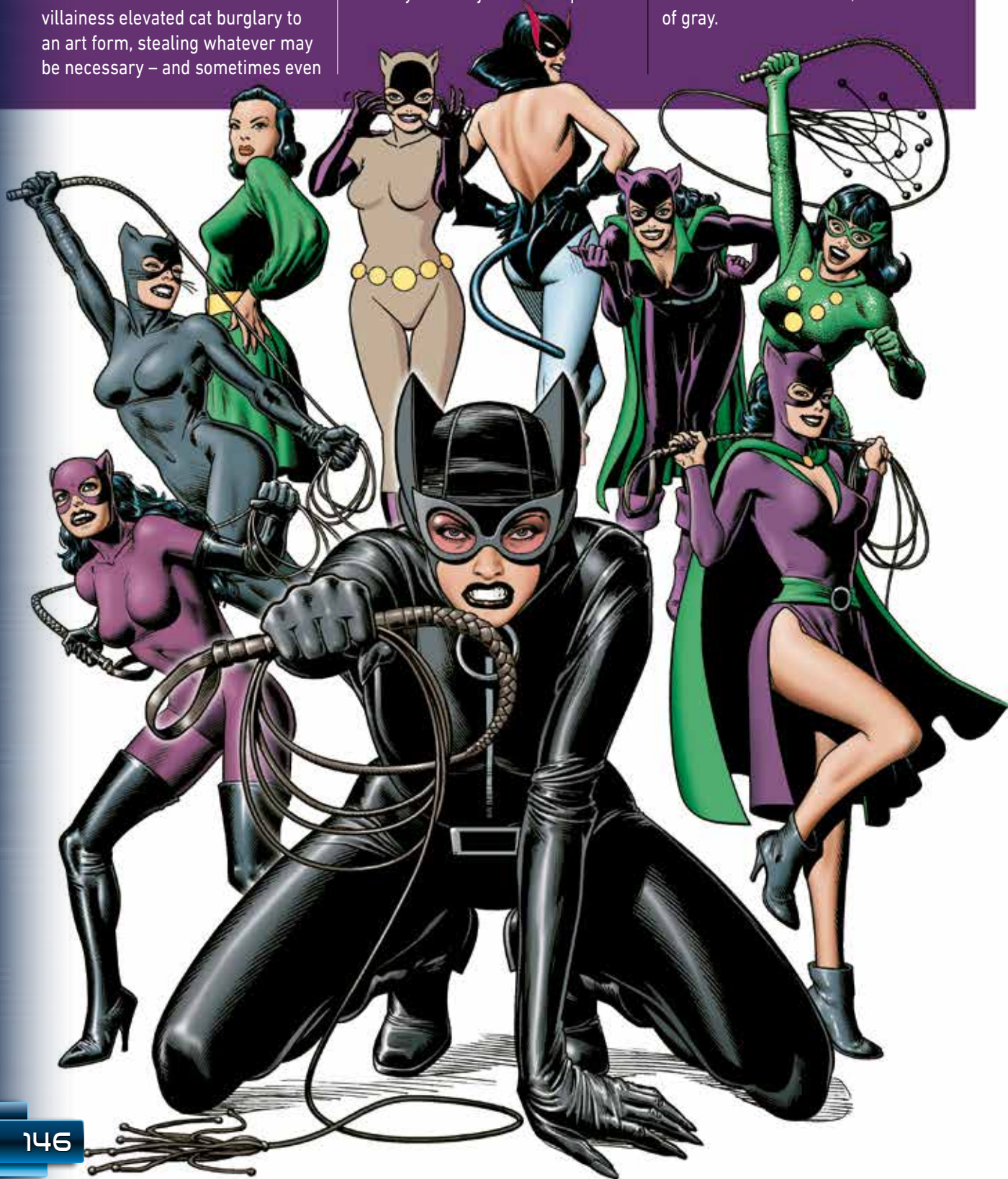


CATWOMAN

Growing up an orphan in one of Gotham's worst neighborhoods, Selina Kyle turned to a life of crime to not only keep herself alive but her friends as well. The vivacious villainess elevated cat burglary to an art form, stealing whatever may be necessary – and sometimes even

more – to survive and protect those closest to her. Utilizing a cat mask and suit to steal from the city's rich and corrupt, she's a master at hand-to-hand combat and acrobatics, stealthy as a ninja and an expert at

breaking and entering. However, despite her burglarious nature and antagonistic origins, Catwoman walks a fine line between hero and villain. Selina doesn't look at the world in black and white, but shades of gray.



CAPTAIN COLD

Stealing a technologically advanced freeze gun and donning a signature blue and white parka, Leonard Snart became Captain Cold, one of the Flash's most chillingly dangerous foes. Whether on his own or leading the gang of Central City villains known as the Rogues, Cold approaches the job at hand with an utter lack of emotion. His only care is getting it done as efficiently as possible. And yet, for a

criminal, Cold is surprisingly ethical. He follows a strict Code of Honor: no drugs, no senseless violence, and above all, no killing women or children. He's brought that code to the Rogues, convincing them that if anyone breaks it, they risk bringing the hammer down on themselves all that much harder, and with members in jail, the gang is less effective.



CRIME SYNDICATE

The Crime Syndicate of America is a twisted version of the Justice League from the parallel universe of Earth-3. On its anti-matter world, evil has won and good is a distant memory. The Crime Syndicate has been known to travel to our universe for sport, though its members' greed and innate mistrust of one another usually leads to their undoing. Their original membership included Atomica, Deathstorm, Grid, Johnny Quick, the Martian Manhunter of Earth-3, The Outsider, Owlman, Power Ring, Sea King, Superwoman, and Ultraman.





ARES

For as long as man has walked the Earth, he has warred with his fellow man. And as long as there is war, there will be Ares.

One of the immortal Olympian gods of Greek mythology, Ares, the God of War, is the son of Zeus and Hera and a long-time adversary of the Amazonian warrior Wonder Woman. Along with the immense strength, endurance and invulnerability that come with godhood, Ares is a master of conflict and strategy and is able to expertly wield any known weapon. However, his real power lays in his ability to create conflict and destruction wherever he goes. His mere presence alone is enough to cause riots and acts of violence – which is exactly what he wants.

A villain by his very nature, Ares is a perpetual war machine – a constant, unswayable force that will always seek to incite discord and devastation. For as much as the world evolves and technology advances, war is constant.

BLACK ADAM

Power corrupts. It's a trial many heroes have had to face. But no one exemplifies this more than Black Adam – a champion turned villain whose quest for dominance over all magic drives him to destroy anything that stands in his path.

Long ago, the council of wizards – powerful beings that held dominion over all magic in the world – chose the warrior Black Adam as their champion, granting him vast magical powers and abilities. However, that power only further skewed Adam's already maligned moral compass, and rather than use his newfound gifts to help others, he used it to dominate them.

Adam turned against the wizards and after a brutal battle was imprisoned for thousands of years. But now he is free once more, and his insatiable quest to conquer the world, to control all magic, continues. The only thing that stands in his way is Shazam!, the new champion of magic – and Black Adam will do anything in his power to destroy him and assert his position as the true ruler of the world.

Driven by a need to rule, incredibly arrogant and one of the most powerful beings on the planet, Black Adam lives by a simple creed: kneel at his feet or be crushed by his boot.

“When you crush an ant beneath your foot, do feel remorse? No. Is this because you are evil or because you recognize yourself as a higher form of life? If I have the powers of the gods, then I am not a god myself? Should I not be treated as such?”

- Teth-Adam



BRAINIAC

The old adage tells us that knowledge is power. If that truly is the case, then the entity known as Brainiac is on his way to becoming the most powerful being in the universe.

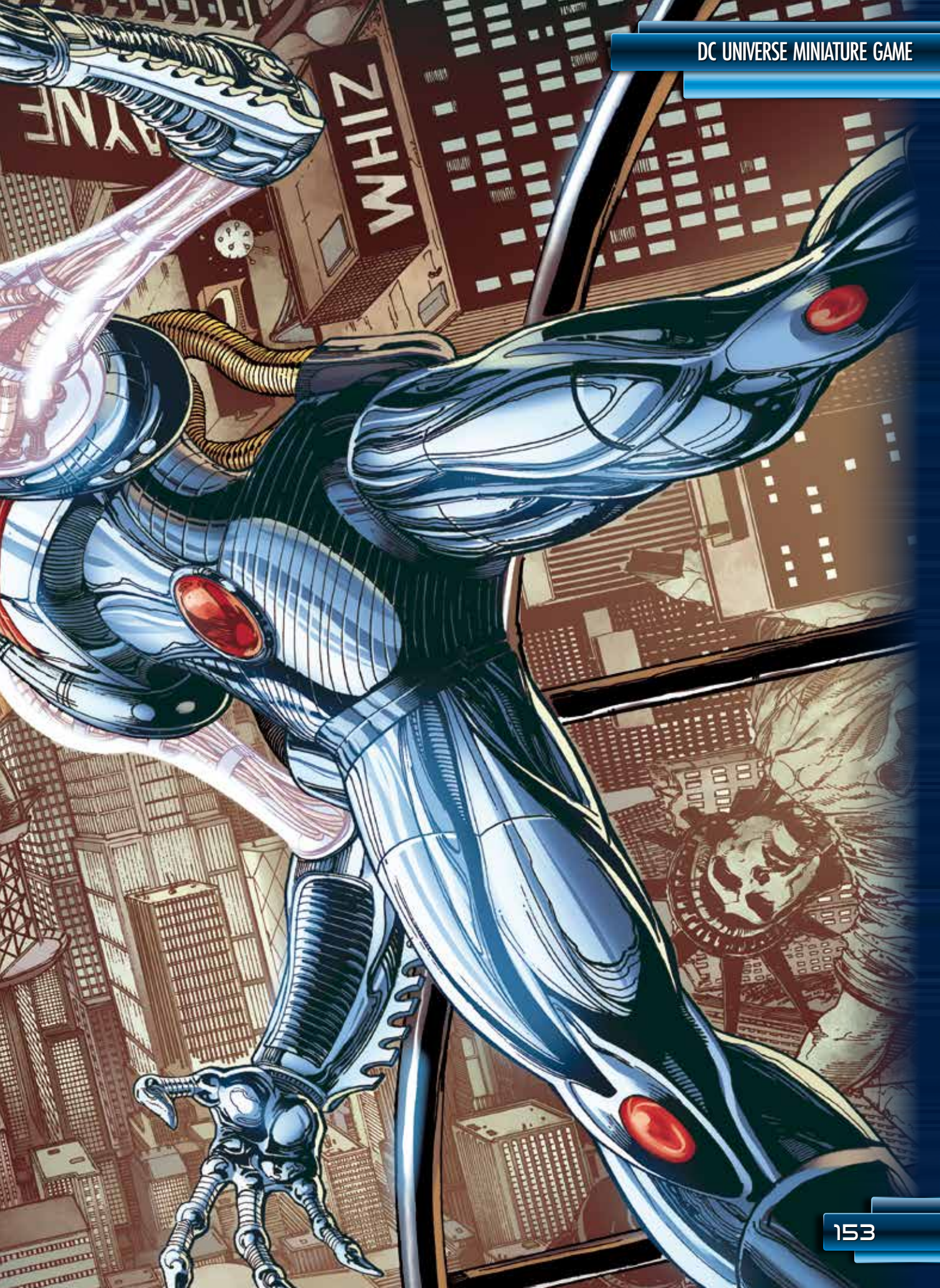
Cold, calculating, unfeeling and absolutely single-minded in his goals, the aptly nicknamed Collector of Worlds journeys across the universe gathering information and knowledge from every civilization he encounters. But enlightenment isn't Brainiac's goal. Instead, he seeks the superiority that comes with knowledge. But what power does knowledge truly hold if everyone can obtain it? While more benevolent minds might be content to learn and share new knowledge, when Brainiac encounters a new civilization, he captures and bottles entire cities full of people and technology as samples – before destroying the planet and moving on, leaving little more than rubble in his wake.

“You are defeated. Any unique information that dwells within you will be digitized. Your physical forms will be deleted.”

- Brainiac

Brainiac is vastly intelligent and driven by pure, unwavering logic. Superman must utilize all of his powers when battling against the villain and his army of robot drones, but any chance at defeating Brainiac requires brains as well as brawn... and outthinking, out-planning and outwitting one of the smartest beings in the universe is a task few heroes are up to.

Brainiac's power and intelligence make him one of Superman's most dangerous foes – both as a direct threat and as a constant reminder to the entire world of just how big a danger an alien presence can truly be.



DARKSEID

Some villains want to increase their financial standings. Some want to best their enemy in battle. Others want to take over a country and a few even desire to rule the planet. One stands above them all. One whose ambition extends beyond simply conquering the world. One that doesn't want to rule humanity – but all of existence. He is Darkseid.

The ruling dictator of the world of Apokolips, Darkseid is known for his strength, intellect, leadership, and his crusade for the Anti-Life Equation. Darkseid is obsessed with not just ruling the universe but recreating it in his likeness. Darkseid operates on a scale that terrifyingly dwarfs those of the world's greatest heroes. He commands a legion of powerful creatures known as Parademons and his court consists of some of the most depraved, sadistic and frighteningly powerful beings in the universe. Darkseid's near limitless might is matched by his immeasurable intelligence, and while he generally prefers to manipulate and control others to reach his goals, he is able to single-handedly stand toe-to-toe against the entirety of the Justice League.

Darkseid seeks to enslave all life in the universe, reshape existence in his image and exert ultimate control. His desire is to eliminate free will and control everyone so that they bow beneath his feet and do whatever he says, and he certainly has the means to do it. His extraordinary physical strength, intelligence, godlike powers and army of Parademons make him not only a threat to our world and its heroes, but to every world within reach. He's no less than the single most dangerous villain in the universe.

APOKOLIPS

Apokolips is a distant planet ruled by the tyrant Darkseid – an ecumenopolis with burning firepits, extant in between dimensions, occupying a 'frequency' somewhere between the physical universe and Hell. The population is a downtrodden lot, including many kidnapped from other worlds before being broken. The majority of the population are called 'Lowlies', a fearful race with no sense of self-worth. The Lowlies are subject to constant abuse that ends only with death. Slightly above them are the Parademons, who serve as the keepers of order on the planet. Higher above the Parademons are the Furies, who are Darkseid's personal guard. These are blessed with unnatural strength and longevity, and unlike the lower orders are permitted to develop individuality. This limited freedom often results in them developing comical or garish personalities that contrast strongly with the immense sadism that is required to reach their position.

Apokoliptian technology is the source of unparalleled misery in the universe, as Darkseid routinely arms evil groups with advanced technology in order to further his influence across the universe.

THE FEMALE FURIES

The Furies are Darkseid's elite fighting force, trained in battle by their commander, Granny Goodness, in the hellish pits of Apokolips. Granny's teaching methods are based on discipline and dominance – woe betide any who questions her, or disobeys her orders! The Furies' ranks include the vampire Bloody Mary, the blade-mistress Gilotina, and the powerful Stompa.





DOOMSDAY

On one dark day, the planet wept as the World's Greatest Super Hero fell. No one will ever forget the day that Superman died. Nor will they forget the name of the monster responsible: Doomsday, a creature whose rampage of destruction and violence could only be stopped when the Man of Steel made the ultimate sacrifice.

Doomsday was originally created on Krypton as part of a deranged scientist's quest to create the perfect hunter. The creature was subjected to cruel and terrible experiments – killed and cloned thousands upon thousands of times – a process that allowed his body to adapt natural defenses against whatever previously had bested him. Through this sort of rapid evolution, Doomsday became an unstoppable, nearly indestructible creature of violence and death that knew only hate and sought to kill everything in its path.

Doomsday possesses an immeasurable level of strength and invulnerability beyond those of even Superman. His disregard for life and endless rage make him an unpredictable and dangerous force, destruction itself let upon the world.

ENCHANTRESS

How would your life change if the utterance of a magic word could transform you into someone with amazing powers? Would you become a hero, a villain, or maybe something in between? June Moone faced these questions when she learned that speaking the word 'Enchantress' gave her the ability to wield magic.

"When I can't be the toughest witch in town, I settle for being the sneakiest."

- June Moone

Initially, June used her newfound skills as Enchantress to defeat evil creatures. She walked a heroic path, but sadly, her good intentions didn't last. As June's Enchantress persona became more nefarious, she enlisted in the Suicide Squad, the incentive for which was Amanda Waller's help in learning how to control the Enchantress.

Enchantress is incredibly powerful. She can manipulate magical energy for activities such as teleportation and illusion casting, and she can sense when magic or other magic users are present. Her knowledge is an asset to any team. However, being Enchantress puts June at risk. The sorceress is a separate entity from June, with her own evil agenda, and she constantly tries to usurp control of their shared body. The strength Enchantress brings to the table is valuable, but her presence makes June her own worst enemy.

GORILLA GRODD

Through millions of years of adaptation and change, human beings evolved to become the dominant species on the planet Earth. But for the super-villain known as Grodd, the world shouldn't belong to the humans. It belongs to the apes.

Hailing from the technologically advanced Gorilla City, home to hyper-intelligent primates living in their own secret, secluded society, Grodd stood apart from his fellow simians through his telepathic and telekinetic powers. Believing that his city's benevolence was keeping the gorillas from achieving what was rightly theirs, Grodd overthrew the leader of Gorilla City and took his place – a first step in his ultimate goal of taking over the rest of the world and establishing apes as the ruling species on the planet. It was the intervention of the Flash that ultimately stopped the villain's scheme, and forever placed the two as bitter rivals.

Grodd has a brutal nature and a level of enhanced strength that make him incredibly dangerous in a physical fight. This is presuming you're even able to get close enough to him to throw a punch as his powerful telepathic abilities give him a distinct advantage over most of his enemies. Along with his strength and aggression, Grodd is also highly intelligent and a master statistician. It is this perfect combination of brain, brawn and savagery that cements Grodd's conviction of his place at the top of the evolutionary scale. And anyone who challenges his claim, will find themselves learning the true meaning of survival of the fittest.

GORILLA CITY

Hidden city deep in the Virunga Mountains of Africa, Gorilla City is home to an enhanced tribe of sentient gorillas, among them, Grodd, Solovar, Boka, Nnamdi, and Montague. Little is known about the origin of this city and although there are many theories, none has been confirmed. It is suspected that the inhabitants were once ordinary gorillas, and transformed by the radiation from a crashed alien spacecraft. Whatever their origin, the gorillas are highly advanced, developing technology capable of cloaking their city, hiding it from the rest of the world.

For many years, Gorilla City was run by a benevolent king, Solovar, who possessed psychic powers of telepathy and movement of the mind. The city was isolationist in nature, hiding from the world outside and forbidding contact with humans. In this self-sufficient state, Solovar created a technological utopia.

The city was uncovered by Barry Allen in his guise of the Flash. Since then, Gorilla Grodd has tried several times to overthrow Solovar and take over the city, so that his own warlike agenda could be served. Grodd's reigns have always been short lived, thanks largely to intervention by the Flash or the Justice League. Gorilla City eventually came out of isolation and joined the United Nations when Solovar decided that man's political and ecological problems were not going to be solved by ignoring them, and that their consequences would eventually affect Gorilla City too. On a tour of the US, Solovar was assassinated in a false flag operation orchestrated by a faction from within Gorilla City, the Simian Scarlet, who were themselves being manipulated by Grodd. Gorilla City, however, endured, with Solovar's son Nnamdi assuming rulership, adopting his father's old policies of isolationism and secrecy.





GOTHAM CITY VILLAINS

They say a hero is defined by the variety and quality of the villains he fights; in which case Batman is a mighty hero indeed. His nemeses and opponents are legion, and include some of the most dangerous individuals in the world. It is Batman's greatest burden of guilt that his very existence has inspired many of his deadliest adversaries to take up masks of their own, and escalate their reign of terror over Gotham City. It is his greatest motivation, however, that he should always be there to stop them.

Some of Batman's arch-foes, such as Bane, Clayface, Killer Croc and Solomon Grundy, are true meta-humans, by virtue of genetics, freak accidents, or strength-enhancing toxins. Others, such as Joker, Harley Quinn, Penguin, the Riddler, and Scarecrow, are merely psychotic humans, whose insane genius and network of criminal connections makes them as deadly as any supervillain.

LOBO

For the men and women who earn their keep capturing intergalactic criminals and wrongdoers, life throughout the universe is cheap. But that doesn't mean there's not good money to be made in the taking of it, and when it comes to killing, there are few better than Lobo – the most brutally effective bounty hunter in the galaxy.

“Mess with the Main Man and you buy yourself oceans of trouble.”

- Lobo

Lobo was born on the utopian planet of Czarnia. Unfortunately for them, the foul-mouthed brawler's idea of a perfect world is one covered in bruises and blood. He wiped out his entire civilization and made himself the last of his people. Considering his name means 'he who devours your entrails and thoroughly enjoys it' in his native tongue, perhaps they shouldn't have been too surprised. Lobo took his predilection for murder and mayhem along with his rocket-fueled motorcycle and went on to become the best bounty hunter in the galaxy.

Lobo looks out for himself first and foremost, and is never without a plan to cash in at other people's expense. Though he's glad to use weapons, Lobo doesn't really need them. His super-strength means his fists are made for bashing. Couple that with his advanced healing powers and unquenchable thirst for blood, and he's proven to be an incredibly difficult foe to stop – unless you can trick him into entering into a deal. Mercenary or not, Lobo always keeps his word... though he's not above getting creative in his interpretation of 'true to his promise.' As an intergalactic bounty hunter, Lobo's gigs take him all over the universe, but he never lingers for long because there's always someone or something else to apprehend, preferably as painfully as possible.

REVERSE-FLASH

For every action, there's an equal and opposite reaction. And with every step the Flash takes toward the future, someone from the future is racing backward through time to stop him – the villainous speedster known as the Reverse-Flash.

Born in the 25th Century, Eobard Thawne grew up idolizing the Flash and studying the legacy of the Scarlet Speedster. However, as he learned more about the Flash, Eobard discovered how his own life was linked to his hero's: He was destined to become one of Barry Allen's greatest villains, a revelation that led Eobard to grow unhinged. When he eventually replicated the chemical accident that granted the Flash super speed, Eobard took on a new identity – that of the Reverse-Flash, a wicked subversion of everything the Flash stands for.

Granted with powers and abilities similar to that of the Flash, the Reverse-Flash is unwavering in his determination to oppose and destroy all that's important to the Flash. His ability to travel through time allows him to attack the Flash at almost any point throughout history. However, he is unable to ever kill the Flash – for the Reverse-Flash would not exist if he killed his own inspiration. Instead, he does everything in his power to torment and torture the hero, an ominous visitor from a future the Flash never could've envisioned.



SINESTRO

From the greatest Green Lantern to the Corps' greatest enemy, Thaal Sinestro's fall from grace can easily be attributed to his own hubris – but if you ask him, the real problem lies in the Green Lantern Corps itself and its creators, the Guardians of the Universe. After all, as far as Sinestro is concerned, everything he does is for the good of the universe.

Originally hailing from the planet Korugar, Sinestro once served as the Green Lantern of Sector 1417 and quickly gained recognition among the Corps for his ability to police his sector. However, peace came at a price. Sinestro's determination to preserve order caused him to act more as a dictator than a protector, conquering his own home planet in the process. Control became his means to an end, the true path to order in both his sector and the universe as a whole, and Sinestro did anything necessary to achieve it. It wasn't until then new recruit Hal Jordan learned of Sinestro's methods that the Guardians were informed and Sinestro was ejected from the Corps.

Steadfast in his belief of moral superiority and methods of maintaining order, Sinestro formed the Sinestro Corps, harnessing the yellow energy of fear, to not only combat the Guardians, whom he sees as the main obstacle on the path to intergalactic peace, but to also strengthen the Green Lantern Corps. For it is Sinestro's opinion that the Green Lanterns have long since been held back by their creators.

**"In blackest day,
in brightest night,
beware your fears
made into light. Let
those who try to stop
what's right, burn like
my power, Sinestro's
might!"**

- Sinestro

Highly intelligent with an almost unbreakable will, Thaal Sinestro will do anything to achieve control and thereby order – control over his emotions, control over others, and even control over the entire universe.

THE SINESTRO CORPS

The Sinestro Corps is one of the nine Lantern Corps that draws power from the Emotional Electromagnetic Spectrum. They were created by the villain Sinestro to oppose the Green Lantern Corps, and they have been enemies of the super-hero Green Lantern. Their color is yellow, and their power rings are fueled by fear, thus their members are selected for their ability to inspire great fear in others. Their home planet is Qward, and their representative entity is Parallax. The Sinestro Corps works in sectors, much like the Green Lantern Corps. Qward is now home to a huge Yellow Lantern Central Power Battery, similar to the one used on Oa.



SUICIDE SQUAD





VANDAL SAVAGE

50,000 years ago, a caveman, whose name is now recorded as Vandal Adg, led the Cro-Magnon Blood Tribe. Vandal encountered a mysterious meteorite, and was bathed in its radiation. This radiation wrought a change in him, both physical and mental, affording him amazing intellect and immortality. Taking the name Vandal Savage, he has walked the Earth in many guises throughout history – he claims to have ruled hundreds of civilizations under hundreds of names: Khafre, Cheops (builder of the pyramids), Alexander the Great, Genghis Khan, Blackbeard, and Vlad the Impaler, to name a few. He allegedly terrorized Victorian London as Jack the Ripper, but realized that his prominence could cause him to be discovered and perhaps even killed, and so decided to work more discreetly. He has also worked as close friend and adviser to the likes of Erik the Red, William the Conqueror, Napoleon Bonaparte, Otto von Bismarck, and Adolf Hitler. Savage has been in conflict with possibly every one of Earth's heroes over the years, usually as a result of his plans to control the world.

ZOD

Once Krypton's greatest military leader, General Dru-Zod was banished to the Phantom Zone for crimes he committed against the people of Krypton. Trapped for years – long past the destruction of his home planet – Zod emerged from his interdimensional prison seeking revenge against the man he blamed for his captivity by going after his jailer's surviving son: Kal-El of Krypton, the hero known as Superman.

**"One day we will
return, and when we
do... You will kneel
before me."**

- Dru-Zod

Like all Kryptonians, Zod gains an array of powers after exposure to Earth's yellow sun – including, but not limited to, super-strength, flight, super-speed, invulnerability, heat vision and x-ray vision. Beyond his physical abilities, Zod also possess a dangerously intelligent mind with a gift for strategy.

A leader by nature, Zod tends give orders on the battlefield rather than jumping directly into the midst of it, using his subordinates to take down his enemies. However, he is not above joining the battle himself, using his own highly efficient combat skills to force his enemies to kneel before him.



ZOOM

Sometimes it takes a great tragedy to truly push a hero beyond their limits – to break them down and make them an even greater super hero. Those that haven't experienced this sort of loss will never become greater than they are. Many heroes had these tragedies happen at a young age or in the early days of their careers. But for those who haven't, one man makes it his duty to break them down in order to make them better, even if he has to force their tragedy himself: Zoom.

Hunter Zolomon's life was riddled by brutal tragedies. As a child, he discovered his father was a serial killer who also murdered Hunter's mother after she tried to stop him. This tragedy inspired Hunter to study psychology and criminology, and to join the FBI; but a miscalculation during a case led to the death of his father-in-law. Then, things took a turn for the truly dark after an attack by Gorilla Grodd left Hunter paralyzed. He begged his friend the Flash to go back in time and prevent the attack from happening – and the Flash refused.

"My name is Hunter Zolomon. Despite what the public believes, I am the fastest man alive."

- Professor Zoom

Taking matters into his own hands, Hunter attempted to go back in time himself, leading to an accidental explosion, another tragedy – but one that made him more than what he was. Gaining the ability of perceived super-speed and adopting the name Zoom, Hunter dedicated his life to making sure people experienced their own personal tragedy in order to make them better heroes – starting with the Flash.

Zoom is utterly unlike the Flash and other speedsters, both setting him apart and making him one of the most dangerous and challenging of Flash's foes. His speed doesn't come from the Speed Force, but from altering his own relative time, slowing or speeding up the world around him, allowing him to run even faster than the Flash. His warped sense of heroism and villainy has led Zoom to continuously threaten not only those closest to the Flash but also countless heroes throughout the DC Universe. But really, he's just trying to make them better... by any means necessary.

H.I.V.E.

The Hierarchy of International Vengeance and Extermination, or H.I.V.E., as it's more commonly known, has one simple goal: to bring together scientists and trained forces for the sole purpose of eliminating every super hero from the face of the planet.

Although there have been several incarnations of H.I.V.E. throughout the years, each founded by various members of the super-villain community – including Damien Darhk, Queen Bee and Adeline Kane – its main mission statement has remained the same. Sometimes the organization pushes its own agenda; other times, it offers its services to anyone willing to pay the right price.

H.I.V.E. consists of many skilled members, from scientists to trained assassins. Although willing to go after any super heroes, H.I.V.E. often finds itself at odds with the Teen Titans, and as such, has regularly worked alongside the team's greatest adversary, Slade Wilson, aka Deathstroke.

DAMIEN DARHK

Primarily an enemy of the Teen Titans, the criminal mastermind Darhk served as a founding member of H.I.V.E., a massive evil scientific and mercenary organization seeking to eliminate from the world all super heroes. With a genius-level intellect, Darhk instinctively and intuitively knows and understands the latest forms of mass communication and has access to unique high-tech equipment and weaponry unknown to any other organization.

Regardless of his activities, Darhk has remained untouchable by the CIA, FBI and NSA. Even more baffling, despite his vast network and apparent decades of connections, Darhk physically looks much younger than someone of his power should appear. But don't let his youthfully innocent face fool you – Darhk's as dark as they come.

DEATHSTROKE

Slade Wilson was recruited into the special ops unit Team 7, where he participated in highly dangerous classified missions. Willing to do whatever he could to better himself, Slade underwent an experimental procedure that granted him enhanced speed, strength and intelligence, effectively making him the world's greatest soldier. Following the disbandment of Team 7, an embittered and jaded Slade began to use his powers as a mercenary-for-hire and quickly gained a name for himself in the criminal world as the man to call when you want to make sure the job will get done. Never content with an easy assignment, Deathstroke continuously takes on tougher and more difficult tasks, constantly pushing himself further and further with an unwavering focus on getting the job done no matter what it takes, no matter how ruthless, deadly or manipulative he must be.

He is, without question, the world's greatest assassin and one of the most feared people on the planet.

N.O.W.H.E.R.E.

The man known as Harvest founded N.O.W.H.E.R.E. as part of a bizarre scheme to save humanity. He originally hailed from the 30th century, where a war between humans and meta-humans claimed the life of his son. Harvest decided to prevent the war from ever happening by traveling back in time to kill the first generation of metahumans.

N.O.W.H.E.R.E. began kidnapping and corrupting meta-human teenagers to amass an army. Harvest's goal was humanitarian, at least in his own mind – to reshape the future and prevent the impending war as witnessed in his own time. N.O.W.H.E.R.E. established a secret headquarters where super-powered teenagers would battle for their lives in a controlled, hostile environment. Periodically there would be a 'culling' – a ritualistic process in which captives would fight for survival in a deadly high-tech arena. Those who emerged victorious joined the Ravagers, Harvest's elite army.

THE COLONY

The Colony (Harvest's underground empire) is based on terraforming technology and stretches many miles underground. There are platforms built high up into the walls and tendrils, used as ladders, which reach to the ground. The trick is to avoid the towers of volcanic glass, walls of rock, the mysterious vents, and the deadly lava flows. The Colony is like a ghetto of horror and despair, as dozens of teenagers go about their daily business here in 'hell'.







SHOWCASE

In this section, we take a closer look at the beautifully sculpted and painted miniatures representing characters from the DC Universe, which we used throughout this book.

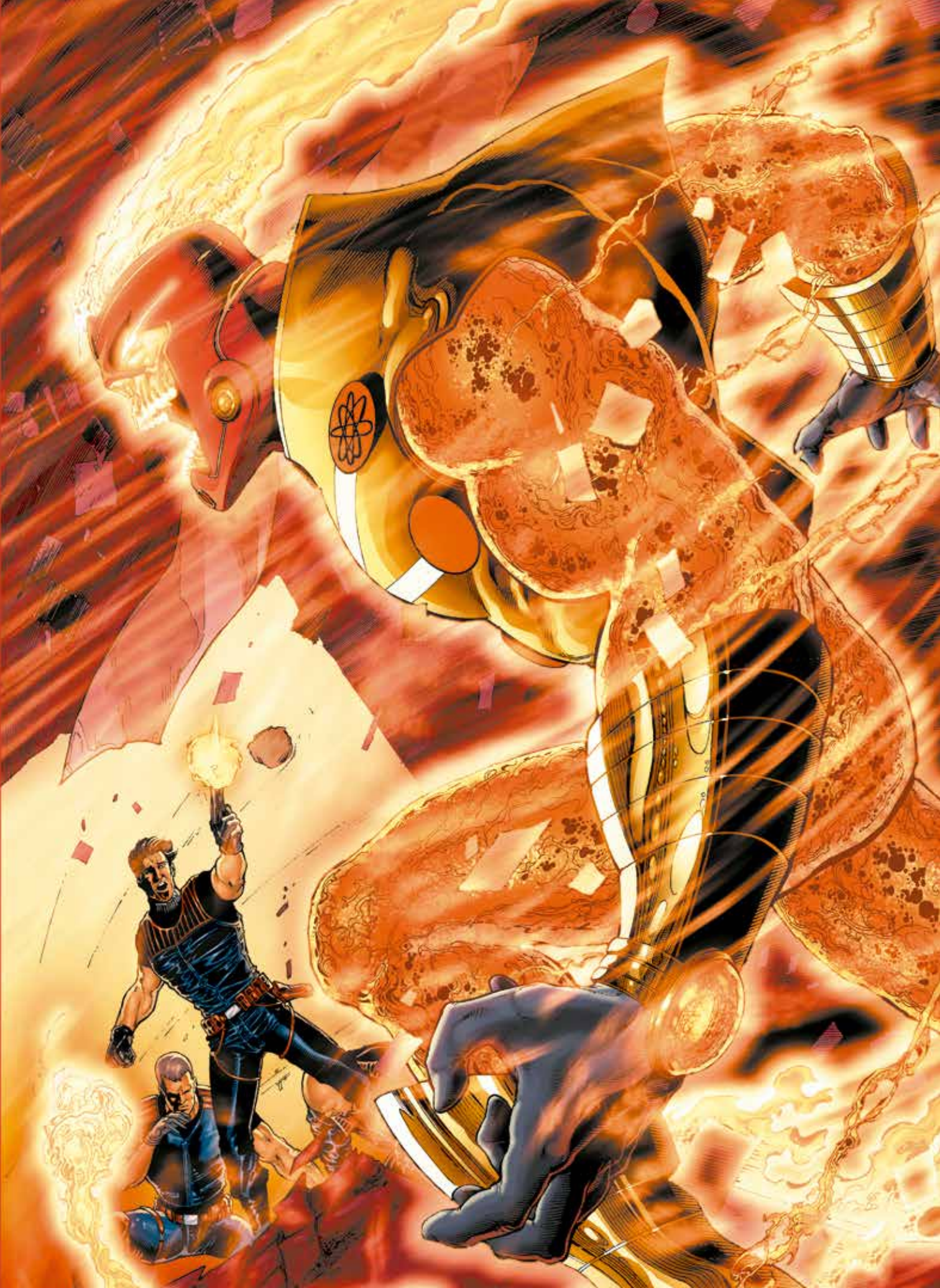
























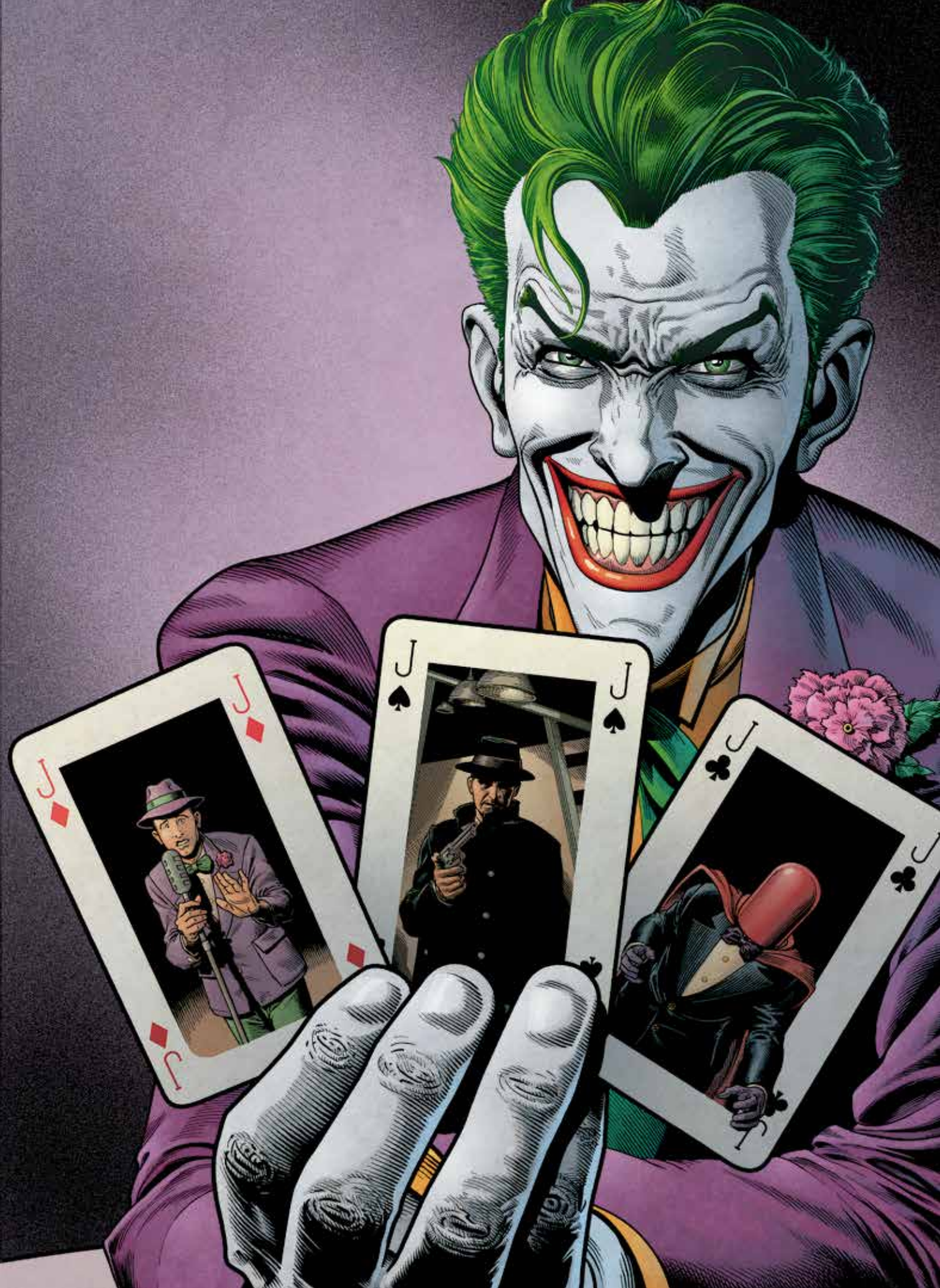








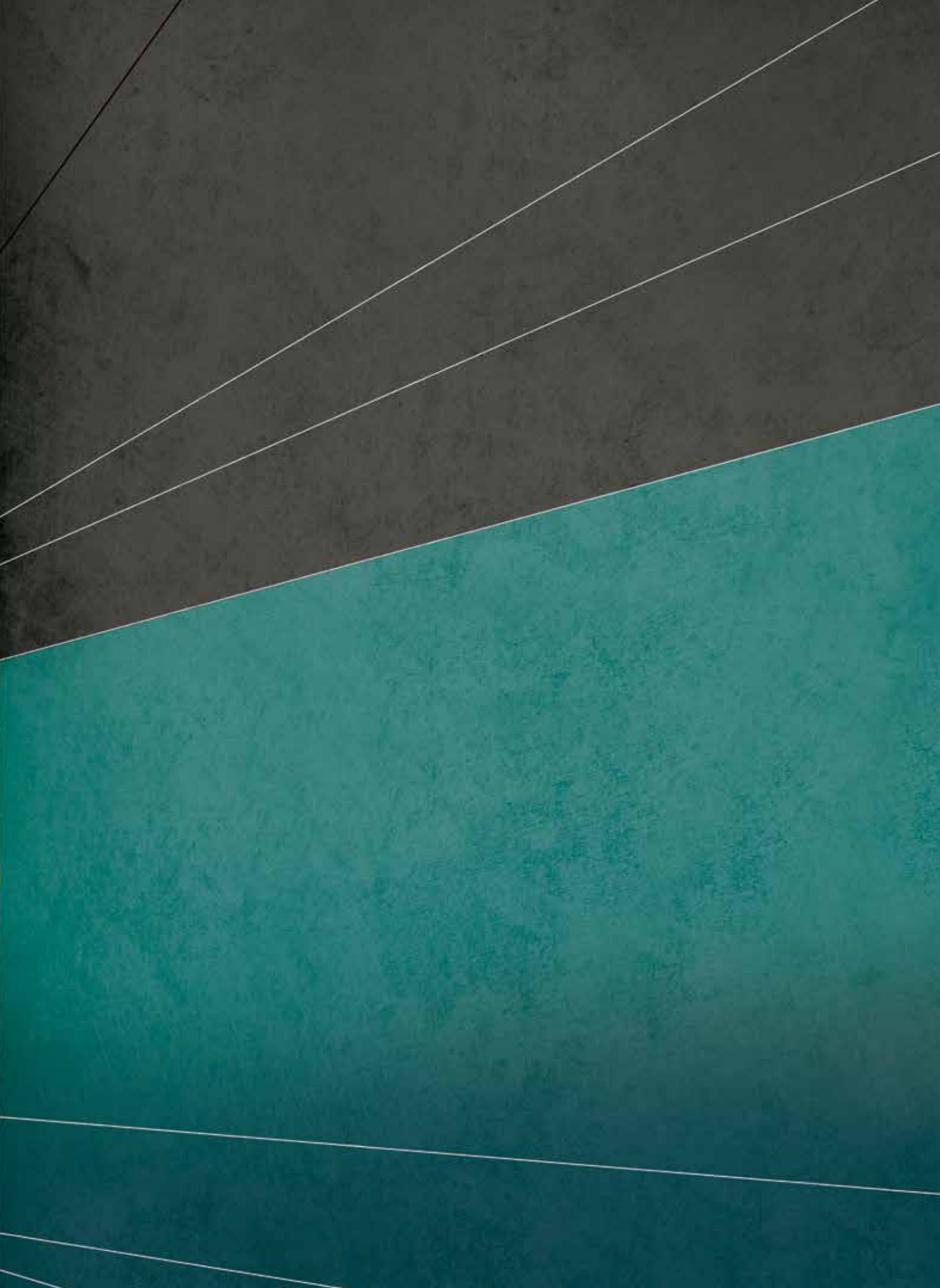


















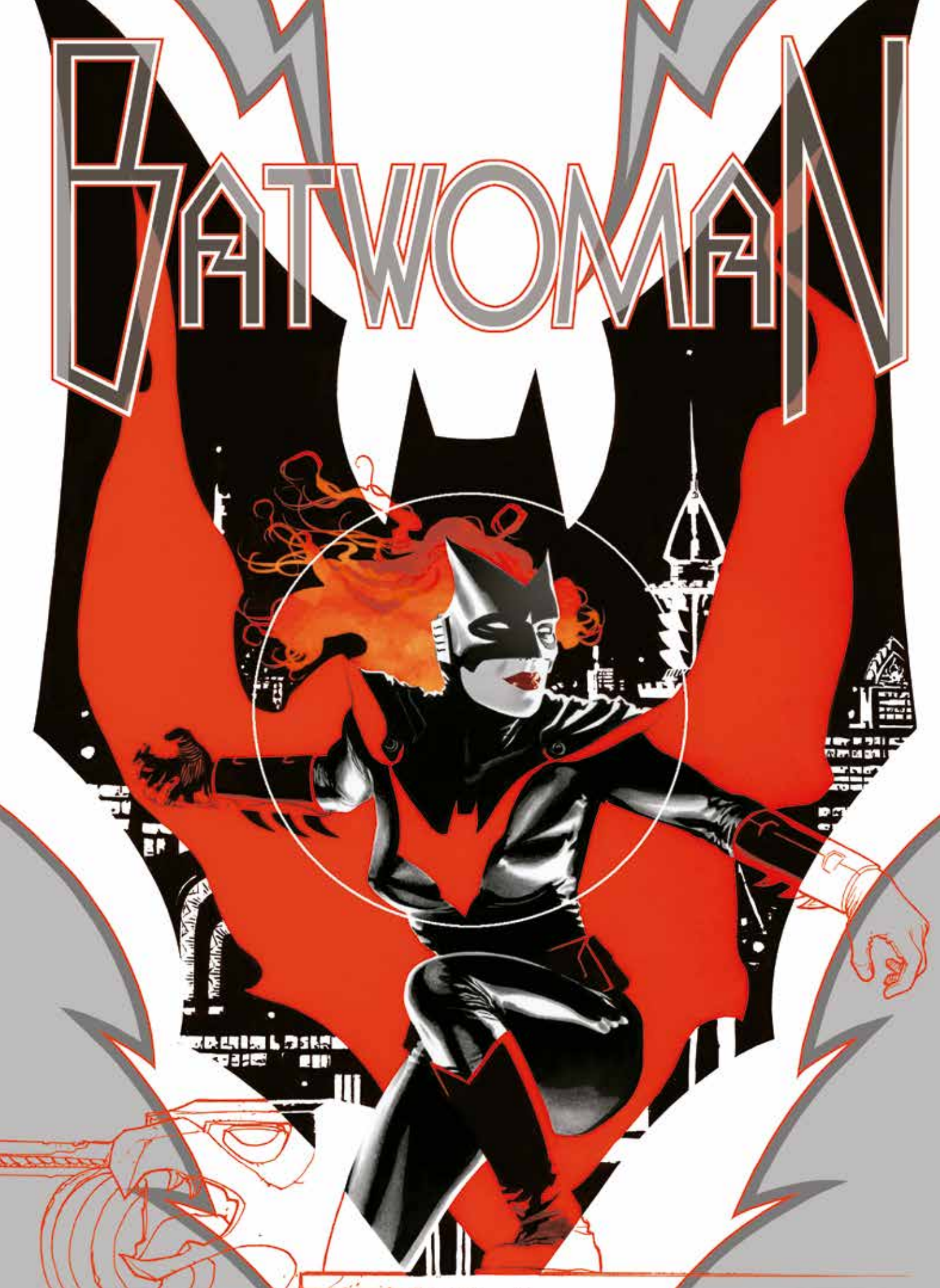








BATWOMAN





Two
Power
Books



Miniature games come in all ranges and scales. The number of miniatures required for a game may vary enormously. Some games are historically accurate, while others are set on fantasy worlds or in the distant future. Also, some may focus on small-scale skirmishes, needing only a small number of miniatures to play, while others represent full-scale battles and require massive amounts (sometimes numbering in the hundreds) of miniatures to play. As mentioned earlier, the **Batman Miniature Game** is a skirmish game – this means that, at least to begin with, you will only need a handful of models to start playing.

Miniature games form part of a wider hobby, which attracts a strong community all across the world. This hobby consists of collecting, assembling (and sometimes 'converting'), painting and playing with miniatures. It also provides the opportunity for model-making – the construction of tabletop scenery such as city buildings, debris, wharfs and dockyards, and more besides. Most hobbyists practice all of these aspects to some extent, although many prefer just to focus on the painting side of the hobby, while others still enjoy the games so much that they have very little time left to paint. At Knight Models, we are enthusiasts of all aspects of the hobby: we all enjoy playing games in which all the character models are superbly painted, but we would also like to see them actually win games! We know it takes time and effort to master every facet of the hobby, but in the end we think the reward is completely worth it. We just hope that you enjoy the hobby as much as we do! Miniature games come in all ranges and scales. The number of miniatures required for a game may vary enormously. Some games are historically accurate, while others are set on fantasy worlds or in the distant future. Also, some may focus on small-scale skirmishes, needing only a small number of miniatures to play, while others represent full-scale battles and require massive amounts (sometimes numbering in the hundreds) of miniatures to play. As mentioned earlier, the **Batman Miniature Game** is a skirmish game – this means that, at least to begin with, you will only need a handful of models to start playing.

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*Ashes
on
Sunday*

THE
DRACULORDS

ARE YOU IN
THE BLACK
BOOK?





Suicide Squad

Killer Frost

"Hello, boys. Cold front came in pretty quick."

- Killer Frost

Nashton to electrically short circuit the bombs in their necks, while Batman (disguised as Black Spider) stood guard. When Waller tried to activate the bombs, Batman's identity was revealed, leading to a brutal confrontation.

Killer Frost, partook in the raid upon Arkham City, forced to obey Waller's commands, lest she would be killed by the remote detonation of a cranial bomb implanted in her neck.

Killer Frost is a metahuman whose ability to freeze her body and surroundings allowed her to enter the asylum by pretending to be a corpse, then freezing a morgue attendant's face with a kiss before shattering his frozen form.

Waller entrusted Frost with the secret mission of assassinating The Riddler, but Killer Frost switched her allegiance when Nigma told her that he could diffuse the Suicide Squad's cranial bombs.

Killer Frost and the rest of the squad allowed







Suicide Squad

"I'm not proud of what
I had to do - but I would do it again. You
all quit, you all die,
I can still guarantee you one thing - the
Squad will go on."
- Amanda Waller























LADILLO 1

LADILLO 2

LADILLO 3

LADILLO 4

The Marvel Universe Miniature Game is a tabletop skirmish game,

pitting teams of exquisitely detailed miniature superheroes and villains against each other in exciting contests of strategy and Ecríta vero enatio, tam et, consultum inatrum omnihilius, siciam. Ignonsul tasdam acte cons bon diten ta cae consus convere nintem adessim oractum mortiam tero essi in se vid inam occideo verusque consum tam

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