

1	Neptune's Trident	Aquaman gets a range of 6 and Mystic Ability; he may not used ranged attack against another Mystic, nor may they attack him.
2	Two-Faced	As a power action, Two-Face may exchange sides and locations with any opposing piece whose value is within 10 points of his. After two turns of yours, they switch places and sides again.
3	Utility Belt	Batman's attack value is plus 2; Robin's is plus 1.
4	Woozy Winks	Plastic Man gets Perplex (an additional one if he already has it!).
5	Force Shield Belt	Booster Gold gains Barrier, and Brainiac 5 gains Energy Shield/Deflection, which he shares with all adjacent friendly figures.
6	Magic Spell	One of either Circe, Mordru, or Zatanna may grant Mystic Ability to one teammate of lesser value that is within their view and withing 10 spaces. It must be the same person throughout the game. This spell may NOT be used on Black Adam, Dr. Fate, or the Shade. The spell ends when the magician is kayoed.
7	Shazam!	Captain Marvel can attempt a Regeneration by taking a power action to turn into Billy Batson (represented by the Paper Boy), who must rest for one turn, then attempt to Regenerate Captain Marvel through his magic word. Any figure adjacent to either Captain Marvel or Billy Batson when they change takes a click of damage (including damage reducing powers).
8	Batsignal	For every Batman Ally on your team other than Batman you get 10 extra build points.
9	Biogenetic Ring	The first time a Legion figure on your team is hit, the Lana Lang token becomes a Rookie Queen Bee. No Legion figure on another team may attack her, or she them.
10	Absorbascon	Hawkman and Hawkgirl both get "limited Outwit" (ends at the end of their turn, range of 5) as long as they are adjacent
11	Black Diamond	Eclipso's Mind Control remains in effect until a controlled figure takes a click of damage or is successfully mind controlled by someone else.
12	Jimmy Olsen	Inspired by his pal, Superman's base damage is plus 1.
13	Alley Cat	Catwoman gains range of 4 and Stealth.
14	Magic Lasso	Wonder Woman gains a range of 4 for Mind Control and Incapacitate, but not for anything else.
15	Urzkartaga the Plant God	Cheetah can attempt one Regeneration
16	Gingold	Any character with Plasticity rolls one die each turn to determine his additional range (except Amazo).
17	Field Medic	Alfred can automatically heal any Batman Ally
18	Star Labs	The Scientist can automatically heal Rocket Red, Cyborg, Steel, Booster Gold, and Starman (but each one only once).
19	Mad Scientist	T.O. Morrow can automatically heal Metallo, Amazo, Silver Swan, the Lexcorp Battlesuits, and the Manhunters (but each one only once).
20	Dial H	You may turn any one generic figure on your team into a non-generic of equal or lesser value.
21	Slaughter Swamp	Solomon Grundy can attempt one Regeneration
22	The Coin	Two-Face may use a power action to attempt to seduce any adjacent opposing figure (except Batman Allies) to his team permanently by rolling a 4/5/6 on one die.
23	Power Battery	One Green Lantern can attempt one Regeneration

24	Sakutia	Beast Boy gets Blades/Claws/Fangs in addition to any Attack power he already has.
25	The Green	Swamp Thing can attempt one Regeneration.
26	Joker Venom	The Joker poisons anyone...including his teammates...within range, ignoring all defensive powers.
27	"My babies!"	Harley Quin gains Blades/Claws/Fang in addition to any Attack power she already has.
28	Cosmic Treadmill	The Flash may reroll any single roll within any Hypersonic multi-attack.
29	The Speed Force	The Flash or Jesse Quick can attempt one Regeneration.
30	Gotham Central	All Police figures have Incapacitate (limit of 3 PD figures on your team, other than Commissioner Gordon, whom you may add to your team for free); Experienced Nightwing gets the Police Ability.
31	Pheromones	Poison Ivy's Attack Value is plus 1, her range is 7, and her Mind Control remains in effect until the controlled figure takes a click of damage (but only works on male figures)
32	In this Style	Mad Hatter's Attack Value is plus 2, his Mind Control remains in effect until the controlled figure takes a click of damage, and the controlled figure has Superstrength
33	Boom Tube	All Parademons have Phasing (limit of 3 Parademons on your team).
34	3X2(9YZ)4A!	Jesse Quick gains 4 on her Speed Value.
35	Snapper Carr	Designate one Lackey as Snapper Carr, who when beside a JLAer gains Perplex himself and makes the JLAer and himself immune to Mind Control. You may NOT have the Joker (who is immune to Snapper's perplex) on your team. If the Joker becomes adjacent to Snapper, then Snapper goes to the Joker's team and can use Perplex against JLAers or those attacking them.
36	Kryptonite Ring	All of Lex Luthor stats, including range, are now plus 2 and he poisons Superman whenever Superman is within his range. Superman, Supergirl and Krypto may not attack him.
37	Trick Umbrella	The Penguin gains Ranged Combat Expert, Deflection, and Poison.
38	Urban Tibetan Monastery	Plastic Man can attempt one Regeneration.
39	Gamma Gong	Any Injustice League member gains Incapacitate.
40	Super Thoughtcasting	Saturn Girl has Supersenses and shares them with any Legionnaire within half her range.
41	Darkest Night	If he is on your team, the Shade cannot be range attacked.
42	Fear gas	Using a power action, the Scarecrow can automatically Incapacitate all opposing figures within his range.
43	Aquapowers	Aquaman gets Supersenses and a range of 4.
44	Sheer Genius	As long as the Riddler is on your team, all Batman Enemies have the Superman Ally ability.
45	Nosy Reporters!	As long as Lois Lane is on your team, Superman has Willpower.
46	Professor Stein	Firestorm gains Outwit.
47	Body Armor	You may give up to three Criminals Toughness
48	Judo	Cheshire, Shiva, Batgirl, and Black Canary may throw anyone they have successfully attacked up to three squares (even if the attack itself did no damage).
49	Boy Wonder	Robin may perplex Batman's values on those of anyone Batman is attacking.
50	Kali Yuga	As long as you have no heroes on your team, Kobra joins for free.
51	Connection to Oracle	Once the original Batgirl is kyoed, all Batman Allies get plus 1 on the Attack.

52	Man-Bat Serum	Man-Bat can attempt one Regeneration.
53	Ideological Conflict	If you have both the Rookie Hawkman and the Experienced Green Arrow on your team, they both have Willpower.
54	Master of Disguise	Once a figure has picked up an object, you may choose to reveal that the object is actually...rookie Plastic Man!
55	Grit	The members of Easy Company get Willpower
56	Home Cooking	If both Kents are adjacent to Superman he can attempt a Regeneration.
57	A Fanatical Devotion to the Pope	Huntress gets Willpower.
58	Mayor Cobblepot	The Penguin has ES/D, as do all friendly figures adjacent.
59	Chess Pawns	As long as the Mad Hatter is on your team, criminals and lackeys have Superstrength and Willpower.
60	Political Influence	All Lexcorp Security Officers now have the Police power and Willpower
61	Cold Snap	Any click on which Killer Frost has both Incapacitate and Barrier, she may do both for only one action token.
62	Southpaw, my left hand man	The Joker gets plus2 on his Attack value.
63	Aquatherapy	Aquaman has Support and Regeneration.
64	Reincarnation	Among Hawkgirl, Hawkman, Dr. Fate, Black Adam, if any two are adjacent, the lower point figure may make one attempt at Regeneration.
65	Legion of Doom	As long any three of Cheetah, Scarecrow, Grundy, Bizarro, Grodd, Black Manta, Brainiac 13, Riddler, Luthor are on your team Luthor gets Outwit and they all get Phasing.
66	Bwa-ha-ha-ha!	As long as you have Blue Beetle and Booster Gold adjacent, either Beetle can use Outwit or Booster can use Perplex.
67	Deadman	Once per game, you can Mind Control any opposing figure (that does not have Willpower or Battle Fury) to which one of your figures is adjacent.
68	Spirit King	Once per game, you can Mind Control any opposing figure (that does not have Willpower or Battle Fury and is not on its first click). If the opposing figure is a JLA or JSA figure you may ignore the conditions.
69	Johnny Sorrow	For each IL member you have on your team, you get ten extra build points.
70	Momentum	Hypersonic characters on your team can attack more than one person during a hit-and-run HSS attack, as many as their speed value lets them reach.
71	Rare Plant	Once per game, Poison Ivy can automatically heal a teammate.
72	Kinetic Loan	Any friendly figure starting next to the Flash gains plus 3 Speed Value.
73	Role Model	Any friendly female figure who can see Wonder Woman gains plus 1 on her Attack value.
74	Joker's Daughter	You may add the rookie Harley Quin to your team for free provided you have either Robin or Nightwing but NOT Two-Face
75	Flight Rings	The Science Police can fly.
76	R.J. Brande	For each Legionnaire on your team you get ten extra build points.
77	Sleepless in Seattle	As long as Black Canary and Green Arrow are adjacent they share their highest Attack and Defense Values.
78	The Manta Men	With Black Manta, you get some free lackeys and criminals; 40 points worth for the Rookie, 35 for the Experienced, or 30 for the Veteran.
79	The Brownstone	For every JSAer on your team (Unique Flash, Hawkman, Hawkgirl, Starman, Captain Marvel, Black Adam, Dr. Fate) you get 10 extra points.
80	Strange	You get a Rookie Batman for half-price. (but he cannot attack the Joker, the Penguin, or Two-Face) and you may not use other Batman Allies.

81	Mantaship	Black Manta has Deflection and Ranged Combat Expert
82	Maxwell Lord	For every JLI member on your team you get 10 extra build points (Blue Beetle, Booster Gold, Rocket Red, Black Canary, Batman, Captain Marvel, Martian Manhunter)
83	The Invisible Plane	Wonder Woman's Speed Value is plus 4
84	Mxyzptlk	For one complete round of turns, you may eliminate one character's powers and team abilities (flight included).
85	Bat-Mite	Using a move action, you may automatically move any Batman Ally next to an opposing figure of higher value.
86	Qwsp	Without using a move action, you may move Aquaman adjacent to any opposing figure of equal or higher value.
87	Green Kid	Your first Rookie who takes or gives damage is immediately replaced by the Experienced (clicked appropriately), provided neither version is over 100 points.
88	Hard Knocks	Your first Experienced who takes or gives damage is immediately replaced by the Veteran (clicked appropriately), provided neither version is over 100 points.
89	R.I.P.	If you have Troia on the board, any of your opponent's figures must attack her rather than your other pieces if they can (i.e., they can see her and she is in range, they could possibly damage her without needing a critical hit, and they are not in close combat with another figure).
90	Dabney Donovan	The Scientist bystander represents Dabney Donovan, who can begin with two identical nongeneric figures adjacent to him, one of which is free. One of them is a clone, with the same stats as the original but no powers. Which is the clone is not known until either: you have one of them use its powers or one of them is the target of a credible attack (one that could do damage without a critical hit). Once there is an attack, you roll a die for the figure; 1/2/3 it's the clone, 4/5/6 it's the original. The figure must be less than 100 points and not be "unclonable" (e.g., Solomon Grundy, Swamp Thing, Chameleon, et al.).
91	Ares	All opposing figures have Battle Fury until they give or receive damage.
92	Artemis	Add one to the range of all your female figures that have range
93	Apollo	Add one to the range of all your male figures who have range.
94	Hermes	Add two the speed value of all your figures.
95	Hestia	You may instantly transport any one figure back to your starting area.
96	Athena	Your highest remaining female figure has Outwit.
97	Zeus	Each turn, you may add one to the damage value of any one figure.
98	Poseidon	All aquatic figures gain plus 2 on Defense.
99	Hades	You may sacrifice any one of your figures to remove an opposing figure of equal or lesser value.
100	Camouflage	Your Shape Change figures avoid hits on a roll of 4/5/6.
101	Espionage Squad	You may reveal that your Gotham Undercover Cop is, in fact, Chameleon Boy in disguise.
102	Blowhards	All your figures with Force Blast may use that power on any opposing figure within three squares.
103	Perception	All your figures with Supersenses can ignore Stealth and Shape Change on opposing figures.
104	Tear Gas	Any opposing figure that moves through your Smoke Clouds becomes Incapacitated.

105	BDUs	The members of Easy Company get Stealth.
106	Kevlar	All police figures get Toughness.
107	Toastmasters	All Criminals and Lackeys get plus two range and plus one damage (this does not work against Steel).
108	Knockout Gas	Any opposing figure that moves through your Smoke Clouds receives clicks of damage determined by the roll of one die minus 2.
109	Blackout Bomb	Your Smoke Clouds are completely opaque and cannot be fired through.
110	Thunderbolt	You may use Probability Control, but only for a JSA figure that is attacking or being attacked.
111	Death	You may use an action to publically mark an opposing character for death; roll one die at the end of your every turn. Upon a roll of 1, the figure is removed from the board.
112	Destiny	You may cause a re-roll once during the game of any kind of roll or you may prevent someone from using Probability control once.
113	Dream	You may use an action to Mind Control one opposing figure once.
114	Desire	You may make any one figure of yours impossible to break away from.
115	Destruction	You may use an action to remove any one object from the board or to destroy a wall.
116	Delirium	You may perplex any one opposing character once.
117	Despair	You may Incapacitate any one opposing character once, but without any pushing damage.
118	Killer Moth	Thanks to Killer Moth's protection, all your Batman Enmies have Deflection (except against Batgirl).
119	???	The Riddler can perplex all opposing figures he can see (except Batman Allies).
120	Expectation	All your Mastermind figures may try to avoid a hit by "outrolling" the attack
121	"Silence!"	All your Mastermind figures may pass on damage to higher point figures and passed damage is ignored if the attack would have failed against the receiving figure.
122	Bogeyman	Scarcecrow gets stealth and no opposing figures may voluntarily move adjacent to him (except Batman Allies and figures with Willpower).
123	Dynamic Duo	When adjacent your Batman and Robin share Attack and Defense values.
124	Inspiration	Any Leadership figure on your team may inspire all friendly figures within line of sight and ten spaces with Willpower
125	Command	Any Leadership figure on your team may inspire all friendly figures within line of sight and ten spaces with a plus 1 Attack Value.
126	Teamwork	Any friendly figures next to your Leadership figures get a plus 1 Defense Value.
127	Hurl and Heave	Each turn, Hawkman and Hawkgirl each get to roll a die to determine their range for that turn.
128	Brainy's Lab	Brainiac 5 has Energy Explosion and Barrier at a range determined by the role of a die.
129	More Powerful	When an attack by one of your figures with superstrength succeeds, if the roll exceeds what was required to succeed by 2, add 1 to the damage; by 4 add 2 clicks to the damage; by 6 add 3 clicks to the damage; by 8 add 4 clicks to the damage.
130	The Calculator	Thanks to the Calculator, the first villain on your team who is successfully damaged by an opposing hero is immune to attack from that hero thereafter.

131	The Nuclear Man	If you have the Rookie versions of two male generic figures adjacent when one gets hit by a ranged attack, you may replace the two of them with a fresh Rookie Firestorm
132	Etta Candy	Any female generic beside Wonder Woman gets Toughness.
133	Pieface	If you start him off beside a Lackey, the Hal Jordan Green Lantern is 25 points off, but if the Lackey is kayoed, the GL is incapacitated.
134	Starcrossed	When JLA Hawkgirl is within sight and range of JLA Green Lantern John Stewart, she shares his Energy Shield/Deflection.
135	Odd Couple	The Rookie Flash has Perplex toward John Stewart or any figure John is attacking.
136	Storm	Aquaman gets Charge and plus 3 Speed Value.
137	Tornado	The Weather Wizard has Deflection and can use Quake against all figures within half his range.
138	Dr. Quinzel	Harley Quin has Support, and when using it on the Joker she also has Willpower.
139	Strong-Arm	Your Superstrong figures may carry other carryable figures (flying Superstrong figures may carry two); also, using a move action they may safely throw them 34squares.
140	Flying Tackle	Any of your figures with Leap/Climb may "Charge" an opposing figure; a successful attack incapacitates the figure.
141	Shield	Any of your figures with Plasticity may 'stretch' to protect any figure within half their range, becoming the object of any attack.
142	Shove	Any of your figures with Force Blast may use a move action to 'shove' a friendly adjacent figure up to half their own speed value.
143	Evil Genius	Any of your figures with Mastermind may roll a die to get Outwit on a roll of 5/6.
144	The Turtle	You may cut the speed value of one of the opposing pieces in half for the remainder of the game.
145	Ma Hunkel	You may heal one JSAer once during the game (including Veteran Starman and Unique Flash).
146	Molecular Control	The Flash has "phasing" (but if he goes through a wall it is destroyed) and Firestorm may use a power action to create objects anywhere within his range.
147	No escape	No opposing male figure may breakaway from your Manhunter figures.
148	Mad Love	As long as they are both on your team, the Joker and Harley Quin have perplex by 2 instead of 1.
149	Electromagnetic Force	As long as he has RCE, Live Wire has Pulsewave; as long as he has TK, Cosmic Boy has Quake.
150	House of El	Supergirl, as long as Superman is not on your team, is more careful, adding plus 1 to her Defense Value (except against Bizarro).