

151 Metropolis	SCU get plus 2 defense, OR, Lexcorp Battle suits get Toughness and Security gets plus 1 Attack.
152 Keystone	Without using an action, the Flash can immediately relocate himself beside any GCPD ("Keystone Cops") Officer at the beginning of your turn.
153 St. Roch	Police team ability works on Hawkman and Hawkgirl even for Close Combat attacks and both of them gain the Police team ability (not including Easy Co.).
154 Opal City	For each police figure on your team, Starman gets plus 1 to his base defense (limit 3).
155 Coast City	"Unleashed" Green Lantern (Hal Jordan) lends his Defense Value to any police figures in his range and view (not including Easy Co.).
156 Gotham City	As long as Commissioner Gordon is on the board, Gotham City Police Officers get plus 1 attack and defense; Undercover cops get Willpower
157 Fawcett	HDC Troopers get plus 1 defense as long as either the Paper Boy or Captain Marvel are on the board.
158 Bludhaven	Undercover cops share Nightwing's Defense values and Nightwing has Police Ability.
159 Prof. Milo	Man-Bat gets B/C/F and Supersenses.
160 Femme Fatale	Whenever she doesn't have Outwit, Catwoman has Perplex.
161 Hiss!	Catwoman gains Blades/Claws/Fangs.
162 I shouldn't wish to attract attention.	The Veteran Batman has the Batman Ally Ability instead of the JLA ability (but still counts as a JLA figure for opponents' battlecards.
163 Fish Bowl	Thanks to warnings by his vigilant marine friends, Aquaman has Supersenses.
164 The Wave	Aquaman has Charge.
165 Batmobile	Plus four speed value for Batman and Robin
166 The Bug	Blue Beetle gets Leap/Climb and plus 2 speed.
167 Reep Daggel	You may reveal that one of your figures is in fact the Chameleon Boy of the same rank (but the 'disguised' figure cannot have used any of its powers, unless they can be simulated by Cham's own flight ring, Legion Team Ability, or his powers on that click).
168 Arrowcar	Green Arrow gets Running Shot.
169 Purple Ray	Wonder Woman, Troia, or Nubia may heal one another.
170 Gotham Girls	Harley Quin and Poison Ivy share each others highest combat values even when they are not adjacent, and may heal each other.
171 Joker Luthor	If you have both the Joker and Luthor on your team, they each have the Batman Enemy Ability AND the Superman Enemy Ability.
172 Brainiac/Luthor Team	As long as both Rookie Brainiac 13 and Luthor are on your team, Brainiac's stats are increased by one and Luthor's by two; this includes range.
173 Birds of Prey	As long as Black Canary, Huntress, and Batgirl are on your team, they share their highest attack value.
174 Phantom Stranger	The Phantom Stranger may warn an opposing figure away from attacking one of yours once during the game.
175 The District Attorney	As long as Two-Face is on your team, all Police figures get to perplex one of their own combat values up.
176 Billy Batson	You may sacrifice the Paper Boy token to do two clicks of damage to all surrounding figures ignoring damage reducing powers (one click, if the figure has Mystic Ability).
177 Dr. Destiny	Put one of the opposing figures into a dream-state of incapacitation which is lifted only when one of its teammates damages it with a close combat attack. Must be used on a JLA figure, if there are any opposing JLA figures.
178 Intimidation	Any opposing figure gets minus 1 to its attack value if it's ranged-attacking your Wonder Woman, Aquaman, Hawkman, or Solomon Grundy.
179 Superstitious	Any opposing figure gets minus 2 to its defense value if it is adjacent to Batman or the Scarecrow (except for Arcane and Swamp Thing) and may not break away. Batman and Scarecrow may not both be on your team.
180 Cowardly	Any opposing figure gets minus 2 to its attack value if it is adjacent to Batman or the Scarecrow (except for Arcane and Swamp Thing) and may not break away. Batman and Scarecrow may not both be on your team.
181 Ted Knight	Plus two attack and plus one defense for Starman.

182 Insanity	Roll a die at the beginning of each turn; whatever your roll is the number of points you may add to the combat values of the Joker, Two-Face, the Riddler, Mad Hatter, Clayface III, Scarecrow, or Harley Quin. You may not give all the points to any one figure; any multiple points given to one figure must be split over at least two combat values.
183 Threat to Society	Any figure with Mastermind can attack all figures in view and in range simultaneously.
184 Fire	Anyone with RCE or EE (except Huntress, Killer Frost, & Black Canary), may use that power to start a fire (following the Smoke Cloud rules). Fire does two clicks of damage if you traverse it. It remains for one round; then each player rolls one die at the beginning of his turn until it is extinguished by a roll of 1 or 2. <i>Huntress, Killer Frost &amp; Black Canary may not use their powers to start fires.</i> <i>The Martian Manhunter may not traverse the fire or fly above it; if he is within 3 squares he loses all powers and is earthbound, within 2 squares he cannot move, adjacent he is poisoned for each round the fire remains. Certain figures can extinguish the fire with an "attack" where they roll 7 or more.</i> <i>Fire may be extinguished by: Batman, Brainiac 5, Dr. Fate, Green Arrow, Green Lantern, Killer Frost, Superman, the Weather Wizard, or Zatanna.</i>
185 Zeta Beam	Use the Zeta Beam to "pluck" a figure from any team from the board at the end of your turn. After up tale your next two turns, the figure returns to that same spot. If there is another figure on that spot when the Zeta Beam comes back, it is destroyed.
186 Two of a Kind	Robin and Nightwing share AV and DV when adjacent.
187 Comet	Supergirl gets plus 4 speed.
188 Daily Planet	If you have Perry White on your team, you may force an opponent to reveal his battlecard to you, and, you may once during a game "free" move one of your figures out of the way of an announced attack (thanks to an anymous tip).
189 Dr. Gym'll	Any Legionnaire may attempt one regeneration.
190 Armed Guard	Any figure can "carry" an Easy Co soldier with it and vice versa.
191 The Jeep	Easy Co Soldiers (but not medics or Sgt Rock) get Running Shot.
192 Those Super-Peepers	The Veteran Superman has Superman Ability.
193 Grand Order of Occidental Nighthawks	Lackeys and Criminals have the Batman Enemy Ability
194 True Injustice	Injustice League figures get to pass off damage to one another when adjacent.
195 True Justice	Justice League figures get to pass off damage to one another when adjacent.
196 Invisibility Spell	Zatanna may use a power action to cast a spell of invisibility on one figure within her range and view. A friendly figure becomes immune to ranged attacks; an opposing figure becomes incapable of ranged attacks. The spell ends if Zatanna is kayoed. Zatanna may cast the spell more than once during a game, but only on one figure at a time.
197 The Scream	Black Canary has Pulse Wave.
198 Aeaea	Circe may use a power action to turn any one male figure into a Beast Boy of the same rank. The spell wears off if she is kayoed and the original figure returns to the board.
199 The Mace	Hawkgirl has Quake.
200 Peace Power	Dove may use a power action to pacify any one opposing figure withing 5 squares; that figure may still move but may not attack until it has been attacked. The figure remains pacified even if it move out of Dove's range, but the effect wears off if Dove is kayoed. Figures with Battle Fury are immune.
201 Translocation Spell	Zatanna may use a power action on any figure within range and view to move them anywhere else in her range and view (this does not count as a move for the translocated figure).
202 Gale Force	Once a game, the Weather Wizard can use a power action to blow all opposing figures back two squares at once, provide he and those figures are outdoors. Indoors, he may use this power on all opposing figures he can see, blowing them two squares in any directions he chooses. Knockback damage occurs as usual.
203 Nth Metal	Hawkman and Hawkgirl may each attempt one regeneration.
204 Pit Stop	Steel may attempt one regeneration.

205	Protection Spell	Dr. Fate may cast a spell of protection over all friendly figures within his range, preventing them from being attacked until after the end of your next turn. If they attack or move outside of Dr. Fate's range, the spell of protection over them is broken.
206	"Rest in pieces!"	Once a game, the Joker on your team may announce, using a power action, that he's detonating a bomb he planted on one of his teammates. That figure must be in his range and view. As it explodes it does two clicks with knockback to adjacent figures and one click with knockback to figures two spaces away (this damage respects powers that reduce damage or knockback).
207	Phantom Zone Projector	Once a game, a Superman Ally can turn the Phantom Zone Projector on another figure with view and range. Now the "phantomed" figure does not block line of sight or movement and may not attack or be attacked, however, it may move and perplex. The fight re-enters our world after the figure that phantomed it is kayoed.
208	Mechanical Mastermind	Steel can perplex his own values and can outwit mechanical figures within 5 spaces (Brainiac 13, Manhunters, Amazo, Bizarro, Bat Sentry, Clayface III, LexCorp Battlesuit, Silver Swan).
209	The Time Trapper	As long as there are at least two Legionnaires on your team, you may use Probability Control on any one attack against them once per round.
210	United Underworld	For your team, the Batman Enemy Ability means "when two Batman Enemies are adjacent, one of them may perplex his own attack value up or the defense of any figure he is attacking down."
211	Bald Smart Guys	You may reveal at your leisure that the Lex Luthor on your team is, in fact...the Ultrahumanite!
212	Tempest	On each turn, you may fill any four spaces with water. The water "evaporates" as the start of your next turn.
213	The Shrink Ray	Each round, Rookie Brainiac 13 can reduce the attack value of any one foe within range by the roll of one die
214	Force of Mind	Grodd's force of mind makes it hard to get a bead on him; ranged attacks against Grodd get a minus 2.
215	Mimicry	The Parasite may copy the powers of anyone he is adjacent to, include opponents (but none of his stats change and he may not copy team abilities).
216	Battle Hardened	Hawkman gains +2 AV and Toughness.
217	The Spectre	Once a game, you may use an action to bring back from the dead any kayoed veteran under 50 points (the cost of a Green Arrow). The character comes back as a Rookie version and is place in his starting area. You may NOT have Hal Jordan/Green Lantern on your team if you use this card.
218	Radiation Sickness	Metallo has Poison that works on anyone within two spaces. This poison ignores damage reducing powers and does two clicks of damage. It affects Superman and Supergirl from four spaces away, doing one click at four spaces, two at three, three at two, and four when adjacent.
219	Brave & Bold Issue 51	As long as Hawkman and Aquaman are both on your team, they each have Willpower.
220	Brave & Bold Issue 78	As long as Rookie Batgirl remains on your team, Wonder Woman has the Batman Ally ability.
221	Brave & Bold Issue 84	As long as any Sgt. Rock and Veteran Batman are both on your team, their Leadership is replaced by Outwit.
222	Brave & Bold Issue 106	As long as Rookie Green Arrow and any Two-Face are both on your team, they each have Willpower.
223	Blue Devil	Pick one Lackey to stand for Blue Devil. Within ten spaces of him, Perplex and Outwit will not work for your opponents. Blue Devil has the Mystic ability.
224	The Rainbow Raider	Pick one Lackey to be the Rainbow Raider. Each round, he may alter any one combat power of any figure (within 10 spaces and in view) by "replacing" it with the grey or black power for that slot.
225	Hostess Fruit Pies	One of your figures may toss Hostess Fruit Pies to any three figures within range (4 spaces, if the figure's range is 0). The figures cannot move or act the next turn and any "passive powers" they have (Mastermind, Perplex, Outwit, Probability Control, Leadership) won't work either. Any of your figures may breakaway from them at will while they are occupied with the pies (which have tender crusts and real fruit filling). The Joker is immune to the effect of Hostess Fruit Pies.