



DEATHSTROKE

SLADE WILSON

TITAN MANIPULATION

All figures you control that have the class of Titan or Sidekick listed on their Army Cards have the class of Mercenary instead, and when they attack normally, you may count one blank rolled as an additional hit. Once per game after rolling for initiative, you may choose one enemy figure within 6 clear sight spaces of Deathstroke. If the chosen figure has an "X" Order Marker on its card, the player controlling the chosen figure must remove it.

MACHIAVELLIAN MENTOR

After revealing an Order Marker on this card, before taking a turn with Deathstroke, you may reveal an "X" Order Marker on this card to choose a Mercenary Hero you control, or 2 Mercenary Heroes you control if at least one has the Manipulated, Naive, or Unstable personality. Take a turn with each chosen figure. You may not take any additional turns with figures other than Deathstroke.

HEAD GAMES

Once per game, at the start of your player turn, you may choose a figure within 6 spaces of Deathstroke and take temporary control of that figure until the end of your player turn.



- METAHUMAN
- UNIQUE HERO
- MERCENARY
- MANIPULATIVE
- MEDIUM 5

6 LIFE

MOVE	6
RANGE	5
ATTACK	5
DEFENSE	6

275 POINTS