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COMICS™

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**WIZKIDS™**

**HEROCLIX**

**PRINT & PLAY**

**BATMAN: NO MAN'S LAND  
CHARACTER CARDS**

Original Text

# PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File>Print or Ctrl/Cmd+P*).
2. Under *Pages to Print>Pages* input the pages you would like to print. (See *Table of Contents*)
3. Under *Page Sizing & Handling>Size* select *Actual size*.
4. Under *Page Sizing & Handling>Multiple>Pages per sheet* select *Custom* and enter *1 by 2*.
5. Under *Page Sizing & Handling>Multiple>Orientation* select *Landscape*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling>Multiple*).
7. Click *OK*.

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YEAH, I'M THE BOSS (Leadership)



NOW YOU'VE MADE ME MAD (Close Combat Expert)

REAL NAME: Lyle Bolton  
SIGNIFICANT APPEARANCE: *Batman* #565 (1999)



DC COMICS  
**LOCK-UP**  
Brute, Gotham City, Police



**Enjoys Others Pain** When a character takes damage from Lock-Up's attack, place a Riot token on its character card. When Lock-Up attacks a character that has one or more Riot tokens on its card, modify his attack value by +1 for each Riot token.



**WHERE DO YOU THINK YOU'RE GOING?** (Charge)



**Warden of Blackgate Prison** Lock-Up can use Plasticity. If a character fails a breakaway roll when adjacent to Lock-Up, after actions resolve, deal that character 1 damage.



**Excessive Restraint** Lock-up can use Incapacitate. When he does and hits, after actions resolve, deal the hit character 1 damage.



**BODY ARMOR** (Toughness)



**THIS AIN'T MY FIRST RODEO** (Combat Reflexes)



POINT VALUE: 69





I CAN'T FALL... GOTHAM CITY NEEDS ME  
(Toughness)



TELL THEM A GIRL BEAT YOU UP  
(Close Combat Expert)



BRUCE WOULDN'T APPROVE..BUT HE'S NOT  
HERE NOW (Exploit Weakness)



NIMBLE



**Gotham City's Protector** Batgirl can use Charge, Flurry, and Plasticity.



TOOLS OF THE TRADE (Leap/Climb)



**The Bat is a Symbol** Once per turn, Batgirl may use Force Blast or Incapacitate as a free action. When she does, target opposing characters do not take knock back damage or pushing damage from this use.



GRACEFUL UNDER FIRE (Combat Reflexes)



TIRELESS (Willpower)



POINT VALUE: 67

REAL NAME: Helena Bertinelli  
SIGNIFICANT APPEARANCE: *Batman: Shadow of the Bat* #83  
(1999)





COMPACTED (Toughness)



MALLEABLE (Shape Change)

REAL NAME: Basil Karlo  
 SIGNIFICANT APPEARANCE: *Batman: Shadow of the Bat #75*

DC COMICS  
ULTIMATE CLAYFACEArkham Asylum, Brute, Monster, Mud Pack,  
Secret Society of Super-Villains

**Suction** When an opposing character hits Ultimate Clayface with a close combat attack, after the attack resolves, the opposing character rolls a d6. On a result of a 1 – 2, that character immediately ends its action.



**Suffocate** Ultimate Clayface can use Plasticity. Opposing characters adjacent to Ultimate Clayface can't automatically break away and can't ignore Ultimate Clayface for movement purposes. When an adjacent character fails to break away from Clayface, it is given an additional action token.



**Burning Touch** Ultimate Clayface can use Poison. When he does, roll a d6 and compare:

- 1 – 2 no damage is dealt.
- 3 – 4 damage is dealt normally.
- 5 – 6 the damage dealt is penetrating.



I CAN RE-FORM FASTER THAN YOU CAN HIT ME (Impervious)



EARTHEN FORM (Invulnerability)



POINT VALUE: 136





OVERGROWTH (Stealth)



PHEROMONES (Mind Control)



TOXICITY (Poison)



THORNS (Blades/Claws/Fangs)



PROTECT THE ORPHANS (Defend)



TOTI POTENCY (Regeneration)



FEED THE HUNGRY (Support)

REAL NAME: Pamela Isley

SIGNIFICANT APPEARANCE: *Batman: Shadow of the Bat* #88

ONE WITH THE TREES



**Plants Grow Wherever She Walks** After the resolution of a move action by Poison Ivy, place a Plant object in a square that she occupied or moved through that action. A Plant object is an immobile object that can be destroyed if it is dealt 1 damage. Poison Ivy considers squares adjacent to or occupied by Plant objects as adjacent to her. Poison Ivy can draw lines of fire and count range and squares from the square of any single Plant object.



**Control Over All Vegetation** Give Poison Ivy a power action and choose one of the following:

**Accelerate Growth:** Place a Plant object in a square of printed hindering terrain within 5 squares.

**Sprout a Mighty Oak:** Replace a Plant object with a blocking terrain marker.

**Reclaim the Land:** Destroy a Plant object and a wall or square of blocking terrain adjacent to the Plant object.

**Entanglements:** Poison Ivy can use Incapacitate as a free action, targeting all opposing characters that are adjacent to a Plant object.



POINT VALUE: 98





NECK BITE (Exploit Weakness)



THIS SITUATION PRESENTS UNIQUE OPPORTUNITIES (Close Combat Expert)

REAL NAME: Waylon Jones  
SIGNIFICANT APPEARANCE: *Robin #71*



DC COMICS  
**KILLER CROC**

Animal, Arkham Asylum, Brute



**Death Roll** Killer Croc can use Blades/Claws/Fangs. When he does, he may roll 2d6 instead of a d6 and choose one die to be the damage dealt for the attack.



**Predator of the Sewers** Killer Croc can use Charge and Plasticity. When Killer Croc occupies water terrain, lines of fire drawn to him are blocked.



DO YOU KNOW HOW HARD IT IS TO KEEP A SUIT WHITE IN HERE? (Charge)



IN HERE, THE STRONG THRIVE (Super Strength)



SCALED SKIN (Toughness)



**Reptilian Regeneration** Killer Croc can use Toughness and Regeneration.



POINT VALUE: 173








UGH...I'M GETTING TOO OLD FOR THIS, HARLEY  
(Regeneration)



**Unpredictable and Unstable** The Joker and Harley Quinn can use Perplex, but can only modify their own combat values. If The Joker and Harley Quinn possess , they can use Perplex in this way twice per turn.



I'VE GOT A SPECIAL PLACE IN MY HEART FOR KNIVES... OH, DID I SAY MY HEART? I MEANT YOUR HEART... (Exploit Weakness)

REAL NAME: Unknown and Harleen Quinzel  
SIGNIFICANT APPEARANCE: *Batman: Harley Quinn*



DC COMICS  
THE JOKER AND HARLEY QUINN  
Arkham Asylum



**I'll Protect you Mistah J** Once per game, when The Joker and Harley Quinn would be KO'd, instead heal them to click 1. When you do, The Joker and Harley Quinn possess Earthbound for the rest of the game.



**Why Even Bother Chasing Me? I'm Just Going To Escape Again.** The Joker and Harley Quinn can use Stealth and Plasticity.



**Diabolical Death Trap** Give The Joker and Harley Quinn a power action. Place a Deathtrap marker in a square occupied by an adjacent opposing character. When an opposing character occupies a square with a Deathtrap marker attempts to move, it must roll to break away even if it normally breaks away automatically. At the beginning of your turn, The Joker and Harley Quinn may be given a free action to deal 1 penetrating damage to an opposing character occupying a square with a Deathtrap marker.



**FORK IT OVER? WHY CERTAINLY...**  
(Blades/Claws/Fangs)



**REALLY? YOU FELL FOR THE OLD HAND BUZZER GAG... I MUST SAY I AM QUITE DISAPPOINTED.**  
(Poison)



POINT VALUE: 178





**The Penguin Always Takes His Cut** The Penguin is a resource assigned to your force and is not placed on the map. Once, at the beginning of your turn, you may choose a friendly character. That character can use the power indicated on the dial's current click and modifies its combat values as per the current click. At the end of your turn, if the chosen character was given a non-free action this turn, roll a d6 and compare:

Remove The Penguin from the game and heal the chosen character 1 click.

–  Turn The Penguin's dial to the right once. If The Penguin is KO'd it is removed from the game.

Turn The Penguin to any click on the resource dial.



**EXPLOSIVE UMBRELLA** (Force Blast)



**HIDE IN THE ICEBERG LOUNGE**  
(Energy Shield/Deflection)



**HIRED GOONS** (Toughness)



**LET PENGUIN HANDLE IT** (Outwit)

REAL NAME: Oswald Cobblepot

POINT VALUE: 10

SIGNIFICANT APPEARANCE: *Batman: Legends of the Dark Knight*

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**EVERYONE HAS THEIR PRICE** (Mind Control)



**UMBRELLA BLADE** (Blades/Claws/Fangs)



**UMBRELLA FOR PROTECTION**  
(Energy Shield/Deflection)



**I'VE TAKEN A FEW LUMPS** (Toughness)



**I'M YOUR MEAL TICKET IN THIS PLACE** (Mastermind)



**TIME TO FIGHT DIRTY** (Exploit Weakness)



**HOLD HIM DOWN WHILE I HIT HIM, BOYS**  
(Close Combat Expert)



POINT VALUE: 51

