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Globals:

Dove C, UC - Pay SHIELD. Target attacking character die gets -1A

Hawk C, UC - Pay FIST. Target attacking character die gains +1A (until end of turn). Character dice may only be targeted by this Global Ability once per turn

Ra's al Ghul C, UC - Pay MASK. Target character card loses VILLAIN (until end of turn)

Darkseid UC - Pay 1. Move a die from your Prep Area to your Used Pile. Then, draw a die from your bag and add it to your Prep Area

Firefly R - Pay BOLT. Once per turn, choose target VILLAIN character die. When that die attacks, deal 1 damage to your opponent

Commons:

Ace the Bat Hound - Cheap Batfamily ally

Batarang - Villain removal w/ boomerang

Batgirl - +1A & +1D with other active batfamily die

Batman - Prevents single die attacks from Villains (Flip A) or Non-Villains (Flip B) (Flip card)

Batwoman - Extra dice (Flip A) or direct damage (Flip B) based on bag draws (Flip Card)

Commissioner Gordon - Non-Villains are 2 less to field

Conner Kent - Blank w/ good stats

Firefly - Direct damage when fielded (for each bolt character). Must for a bolt team.

Harley Quinn - Draw a die when Villain is fielded. Good ramp for Villain teams

Hawkgirl - Aggro character that spins up when attacks. Good stats

Huntress - Direct damage (attack value) to character when fielded

Hush - KO Batfamily character when fielded (use with Trusted Friend BAC)

Jervis Tetch - Take control of SK. Good for Aggro team

Mister Miracle - Can't be targeted by opposing actions or abilities (use with your actions or abilities)

Mr. Freeze - Stun dice to prevent attacking. Good control against aggro or attacking abilities

Nightwing - Cheaper actions for you (Flip A), or more expensive for opponent (Flip B) (Flip Card)

Owlman - Big buffs to Villains, but high cost and is not a Villain himself. Good for all Villain team

Red Hood - When attacks, he gains +1A for each other attacking character die.

Rip Hunter - Allows you to redraw dice you didn't want to try to get the ones you want (Good churn)

The Joker - Buffs Batfamily (Flip A) or controls attackers unless energy fee is paid (Flip B) (Flip card)

The Riddler - Good blocker or attacker (when attacks can swap it's A & D)

Utility Belt - Continuous Action: +3A (Flip A) or +3A & +3D (Flip B). Use with Gadgeteer. (Flip card)

Uncommons:

Ace the Bat Hound - +2A w/ opposing active Villain. Good Aggro
Batarang - Continuous Action. Direct character damage. Good w/ Batfamily & Gadgeteer
Catwoman - Deal damage (Flip A) or get a buff (Flip B) each time you flip a character card (Flip card)
Commissioner Gordon - Ramp with Batfamily team
Conner Kent - Can't be blocked by Villains
Dove - Good blocker stats, move to prep after taking damage
Ra's al Ghul - Non-Villains can't attack unless energy is paid. Good control card (use with Global)
Firefly - When KO'd, deal 2 damage to your opponent if you have any BOLT energy
Hawk - Amazing w/ Dove & way to KO her. Direct damage when she is KO'd.
Hawkgirl - Spin up when a sidekick attacks (either players)
Jervis Tetch - Control an opponent's die to help you block
Killer Croc - KO Weenies when fielded
Mister Miracle - When KO'd bring him back and send another die to prep
Mr. Freeze - Stuns who he blocks or is blocked by. Good aggro control
Nightwing - Can ping small dice to get rid of blockers for aggro
Orion - Good w/ Unblockable added to him (pay 1 to move him to prep instead of used -repeat)
Red Hood - Direct damage when attacking to remove a blocker or control die
Rip Hunter - Name a character, then when it is drawn you can spin it to any side
The Question - Gets buff using actions. Has Gadgeteer. Good with Ramp & Unblockable actions

Rares:

Bat Signal - Continuous Action: One cost to buff and spin up a Non-Villain die (can also flip a card)
Batarang - Spin up your Batfamily character dice. Has Boomerang
Batgirl - Buff other Batfamily dice
Batman - Rerolls opponents Villains (Flip A) or Non-Villains (Flip B) (Flip card)
Batwoman - Deals 4 to Villain (Flip A) or Non-Villain (Flip B) blockers. Good w/ overcrush. (Flip card)
Conner Kent - Gets +1A for each of your opponent's active Villain character Dice
Dove - Great blocks that spins up
Firefly - Bolts = Direct damage when fielded
Harley Quinn - 2 active Villain characters = 1 damage to opponent and 1 health for you
Hawkgirl - You can spin up attacking Non-Villains
Hush - +2A w/ any active Batfamily
Mr. Freeze - Stun any die when he takes combat damage
Orion - When fielded, deal 2 to your opponent. When attacks, deal 2 to your opponent
Parademon - When a player draws one or more dice, deal 1 damage to that player
Red Hood - 1 damage to blockers when he attacks
Rip Hunter - Prevent first damage. Great control against aggro, overcrush, or ping damage
The Penguin - Opponent must pay life to flip Batfamily cards
The Question - Good blocker on Non-Villain teams (gains regenerate)
Two-Face's Coin - KO die you control & an opponent's (Flip A) or gain 1 life (Flip B) (Flip card)
Two-Face - Ping damage each time you (Flip A) or an opponent (Flip B) flips a card (Flip card)

Super Rares:

Darkseid - Sidekicks have Swarm
Mister Miracle - Your action dice gain Boomerang
Owlman - Your Villain's get buffed
The Joker - Can't be blocked by Villains (Flip A) or Non-Villains (Flip B) (Flip card)
White Lantern Aquaman - Deal 1 to opponent when they field a sidekick
White Lantern Dove - When opponent's character deals damage to you, deal 1 to opponent
White Lantern Hal Jordan - When you Flip a card, deal 1 to opponent
White Lantern Superman - When opposing Villain die is KO'd deal 1 to opponent