



POWERS AND ABILITIES

SPEED

- FLURRY** CLOSE: Make up to two close attacks.
- LEAP/CLIMB** Elevation does not affect adjacency when choosing targets for a close attack. MOVE: BREAKAWAY +2. Move (up to your speed value).
- PHASING/TELEPORT** MOVE: Move (up to your speed value).
- EARTHBOUND/NEUTRALIZED** This character can't use or abilities or Willpower.
- CHARGE** Can't be knocked back. POWER: Halve speed. Move, then CLOSE: at no cost.
- MIND CONTROL** CLOSE/RANGE: Minimum range value 4. Make a close/range attack. Instead of normal damage, a hit character halves speed and becomes friendly to your force and may in either order: Move and/or make an attack. Then it reverts forces.
- PLASTICITY** BREAKAWAY +2. Adjacent opposing characters get BREAKAWAY -2. Adjacent opposing characters of the same size or smaller can't use or automatically break away.
- FORCE BLAST** KNOCKBACK. POWER: Roll a d6. A target adjacent opposing character is knocked back equal to the result.
- SIDESTEP** FREE: Move up to 2 squares.
- HYPERSONIC SPEED** BREAKAWAY +2. POWER: Halve range, :0. Move, then make an attack, then move up to 'your speed value minus the number of squares just moved'.
- STEALTH** When it's not your turn, hindered lines of fire drawn to this character are blocked.
- RUNNING SHOT** POWER: Halve speed. Move, then RANGE: at no cost.

ATTACK

- BLADES/CLAWS/FANGS** When this character hits and would deal normal damage during a CLOSE action, you may roll a d6. If you do, deal damage equal to the result instead of normal damage. Minimum result is this character's printed damage value -1.
- ENERGY EXPLOSION** RANGE: Make a range attack, and all other characters adjacent to an original target also become targets. Hit characters are dealt 2 damage instead of normal damage.
- PULSE WAVE** RANGE: Halve range, . Other characters within range can't use powers or abilities (for this action). Make a range attack targeting all characters, at least one of which must be opposing, within range and line of fire using their printed defense values. If more than one character is targeted, each hit character is dealt 1 damage instead of normal damage.
- QUAKE** CLOSE: KNOCKBACK. Make a close attack targeting all adjacent opposing characters. If more than one character is targeted, each hit character is dealt 2 damage instead of normal damage.
- SUPER STRENGTH** KNOCKBACK during close attacks. This character can pick up (and hold) heavy objects.
- INCAPACITATE** CLOSE/RANGE: Make a close/range attack. Hit targets are given an action token instead of normal damage. After resolutions if a hit target already had 2 action tokens, deal them 1 penetrating damage.
- PENETRATING/PSYCHIC BLAST** RANGE: Make a range attack. Damage dealt by this attack is penetrating.
- SMOKE CLOUD** POWER: Minimum range value 4. Place up to 6 hindering markers within range, each adjacent to at least one other, and at least one marker must be within line of fire. Opposing characters occupying a marker modify attack -1. At the beginning of your next turn, (even if this is lost) remove them.
- PRECISION STRIKE** When this character attacks a single character, damage taken from the attack can't be reduced below 1 and the target decreases its d6 roll for Super Senses by -1.
- POISON** FREE: If this character hasn't moved or been placed this turn, deal 1 damage to all adjacent opposing characters.
- STEAL ENERGY** When this character hits with a close attack, after resolutions heal 1 click if one or more opposing characters were damaged by that attack.
- TELEKINESIS** POWER: Minimum range value 6, . Pick up an object (light or heavy) within range and line of fire, then give a RANGE Object Action at no cost or place it in a square within range and line of fire. // POWER: Minimum range value 6. Place one target single-base character within range and line of fire from the target's current square. If the target is an opposing character, first make a range attack and the hit character is then placed instead of normal damage. Characters placed by this power can't use Telekinesis this turn.

DEFENSE

- SUPER SENSES** When this character would be hit, you may roll a d6. - : Evade.
- TOUGHNESS** Reduce damage taken by 1.
- DEFEND** Adjacent friendly characters may replace their defense value with this character's printed defense value.
- COMBAT REFLEXES** Can't be knocked back. Modify defense +2 against close attacks.
- ENERGY SHIELD/DEFLECTION** Modify defense +2 against range attacks.
- BARRIER POWER**: Minimum range value 4. Place up to 4 blocking markers in clear squares within range, each adjacent to at least one other, and at least one marker must be within line of fire. At the beginning of your next turn, (even if this is lost) remove them.
- MASTERMIND** When this character would be hit by an opponent's attack that deals damage, you may choose an adjacent friendly character that wouldn't be hit by this attack and that is less points or shares a keyword. That friendly character instead becomes a hit target of the attack, even if it's already a target (or would be an illegal target).
- WILLPOWER** When this character is dealt pushing damage, you may choose to reduce that damage taken to 0.
- INVINCIBLE** Reduce damage taken by 2. Can reduce penetrating damage. Takes a maximum of 3 damage (at once).
- IMPERVIOUS** Reduce damage taken by 2. When this character would take damage from an attack, you may roll a d6. - : Damage taken is reduced to 0.
- REGENERATION** POWER: Roll a d6. Heal a number of clicks equal to half the result (rounded up).
- INVULNERABILITY** Reduce damage taken by 2.

BASIC RULES

- When you're given a second action token, you become pushed and immediately after resolutions are dealt 1 pushing damage.
- A finalized attack roll of is a critical hit. All targets become hit and you increase the damage dealt by 1 to each hit target.
- A finalized attack roll of is a critical miss. All targets become missed and immediately after resolutions, you are dealt 1 unavoidable damage.
- To calculate a value, first use any numbers that replace it, then halve it (if applicable), then apply any increases or decreases (usually modifiers). Then apply minimums or maximums before finalizing it.

MOVING

- You may move through friendly characters, but can't draw lines of fire through them.
- Before moving, you must break away if you are adjacent to an opposing character by rolling - . While moving, you must stop if you move adjacent to an opposing character you didn't break away from.

DAMAGE

- RANGED COMBAT EXPERT POWER**: Choose one: Modify attack +2, damage +2, or both +1. Make a range attack targeting a single character.
- BATTLE FURY** This character can't make range attacks, can't be carried, and has PROTECTED: Incapacitate, Mind Control. When this character attacks, opposing characters can't use Shape Change.
- SUPPORT** POWER: Choose a target adjacent friendly character. If this character and the target aren't adjacent to any opposing characters, roll 2d6. Add the result to this character's attack value, and if that is equal to or higher than the target's defense value, roll a d6. The target is healed of that result - 2, minimum 2. (This is not an attack.)
- EXPLOIT WEAKNESS** CLOSE: Make a close attack. Damage dealt by this attack is penetrating.
- ENHANCEMENT** Adjacent friendly characters modify damage +1 while making a range attack.
- PROBABILITY CONTROL** Once per turn, you may reroll a target character's attack roll or break away roll. A targeted character must be within range and line of fire, minimum range value 6.
- SHAPE CHANGE** When this character would be targeted by an attack, you may roll a d6. - : This character can't be targeted by the attacker this turn and the attacker may choose a different target instead.
- CLOSE COMBAT EXPERT POWER**: Choose one: Modify attack +2, damage +2, or both +1. Make a close attack.
- EMPOWER** Adjacent friendly characters modify damage +1 while making a close attack.
- PERPLEX** FREE: Minimum range value 6. Choose a target character within range and line of fire. Modify one of that character's combat values +1 or -1 until your next turn.
- OUTWIT** FREE: Minimum range value 6. Choose a power (standard or special) and a target opposing character within range and line of fire. The target can't use the chosen power until your next turn.
- LEADERSHIP** At the beginning of your turn, for all characters that can use this power, Action Total +1. // At the beginning of your turn, you may roll a d6. - : Remove an action token from an adjacent friendly character that's less points or shares a keyword.

- If you move next to an opposing character you didn't break away from or into hindering terrain, you have to stop moving.
- If you begin a move in hindering terrain, you halve your speed value before moving.

RANGE ATTACKS

- You can't make a range attack while adjacent to an opposing character.
- If a line of fire crosses hindering terrain, it becomes hindered and the target of a range attack modifies defense +1.
- An otherwise clear line of fire crossing a square containing a heavy object becomes hindered.

INHERENT ABILITIES	
Basic MOVE action	MOVE: Move (up to your speed value).
Basic CLOSE action	CLOSE: Make a close attack.
Basic RANGE action	RANGE: Make a range attack.
Carry	Before beginning movement, you may choose one adjacent friendly character of smaller size that isn't a Vehicle. If you do, (for this move) modify speed -1 for each character chosen. When movement ends, place the chosen character adjacent if possible. If you do, the chosen character can't be given a costed action this turn. To carry, neither character can be holding an object or pick one up.
CLOSE Destroy Action	CLOSE: If this character's damage value is 3 or more, destroy an adjacent piece of blocking terrain or KO an object in this square or an adjacent square. (This isn't an attack.)
RANGE Destroy Action	RANGE: If this character's damage value is 3 or more, destroy a piece of blocking terrain or KO an object, within range and line of fire. (This isn't an attack.)
Object Pick Up	Once per move, this character may either pick up one light object or put down one held object in a square it moves through or adjacent to.
CLOSE Object Action	CLOSE: If this character is holding an object, make a close attack and modify damage +1 if the object is light or +2 if the object is heavy. Immediately after the attack resolves, KO the object.
RANGE Object Action	RANGE: Minimum range value 6. If this character is holding an object, make a range attack targeting a single character that, instead of normal damage, deals 2 damage if the object is light or 3 damage if the object is heavy. Immediately after the attack resolves, KO the object.

RARITY		
	Card (Behind Figure)	Figure Base (Behind Set Icon)
Common		
Uncommon		
Rare		
Super Rare		
Chase/Limited Edition		
Ultra Chase		

IMPROVED ABILITIES		
SYMBOL	(MOVEMENT)	(TARGETING)
	This character can move up or down across Elevated terrain (without using elevation change squares).	Lines of fire drawn by this character are not blocked by Elevated terrain.
	This character does not stop moving when moving into terrain that is hindering for movement purposes and does not halve its speed value when beginning movement from terrain that is hindering for movement purposes.	Lines of fire drawn by this character can't be hindered.
	This character does not stop moving when moving into Water terrain and does not halve its speed value when beginning movement from Water terrain.	—
	This character can move through Blocking terrain.	Lines of fire drawn by this character are not blocked by Blocking terrain.
	This character can move through Outdoor Blocking terrain.	—
	This character can move through Blocking terrain. Immediately after movement resolves, destroy all Blocking terrain moved through.	Once per range attack, this character can draw a line of fire through one piece of Blocking terrain. Immediately after the attack resolves, destroy that piece of Blocking terrain.
	This character can move through squares adjacent to or occupied by opposing characters without stopping, and automatically breaks away, even if adjacent to a character that can use Plasticity.	Lines of fire drawn by this character are not blocked by characters.
	This character can move through squares adjacent to or occupied by opposing characters without stopping. (Still needs to break away.)	This character can make range attacks while adjacent to opposing characters. (May target adjacent or non-adjacent opposing characters.)

MAP TERRAIN			
Hindering Terrain		Starting Area	
Blocking Terrain		Wall	
Elevated Terrain		Indoor Area	
Water Terrain		Obscuring	
Window		Door	
Special Rules (see map)			

KEYPHRASE ABILITIES		
KEYPHRASE	SYMBOL	DESCRIPTION
Action Total +X or -X	x	Increase (“+”) or decrease (“-”) the action total of the specified character's player by X.
BREAKAWAY +X or -X	x	Increase (“+”) or decrease (“-”) the result of the specified character's rolls to break away by X.
Evade	x	The attack misses this character instead of hitting it.
Flight		:1.
Indomitable		This character can use Willpower.
Colossal Stamina		This character can be given a costed action even if it has two action tokens, and does not receive an action token for that action. After resolutions, deal it 1 unavoidable damage and don't clear its action tokens this turn.
Giant Reach: X	X=2 X=3	When this character makes a close attack, instead of choosing an adjacent character (or characters, if able) for target(s), you may use and target character(s) within X squares and line of fire.
Great Size		. Lines of fire drawn to or from this character are not blocked by elevated terrain or outdoor blocking terrain, and are hindered only if the line of fire is drawn to a square of hindering terrain that includes the target.
Immobile	(Blue Ring on Objects)	This character or object can't be moved or placed. If this is an object, it can't be picked up (or held).
KNOCKBACK	x	When one or more opposing characters takes damage from this character's attack, you may choose to knock back all hit characters an amount equal to their damage clicked.
Passenger: X	:X	This character can use the Carry ability to carry up to X characters, including characters that are the same size that don't have .
PROTECTED: (Effect)	x	This character can't be targeted or damaged by the specified effect(s). If this character was targeted by the effect, the effect's duration (if any) immediately expires. If the specified effect is Outwit or Pulse Wave, their “can't be used” doesn't apply to this keyphrase.
Protected: Outwit	x	This power or ability and any standard powers granted by it can't be chosen by Outwit. If any were, Outwit's duration immediately expires. Outwit's “can't be used” doesn't apply to this keyphrase.

Protected: Probability Control	x	While using this power or ability, any break away or attack rolls made by this character can't be rerolled by Probability Control.
Protected: Pulse Wave	x	This power or ability can be used during the resolution of Pulse Wave. Pulse Wave's “can't be used” doesn't apply to this keyphrase.
Ram	x	MOVE: . Move in a direct path. After resolutions, make a close attack targeting all opposing characters moved through, regardless of adjacency. Hit characters are dealt this character's printed damage value instead of normal damage. Deal this character 1 unavoidable damage for each hit character.
SIDELINE ACTIVE- (Effect)	x	This effect can be used while this character is on the Sideline.
STOP	x	When this click is revealed due to damage taken from an opponent's attack, stop turning the dial. When this character would be healed by Regeneration or Support, it's healed 1 less click. Protected: Outwit, Pulse Wave.
Swim		. Modify defense +1 against range attacks if this character occupies water terrain.
Tiny Size		Modify defense +1 against range attacks.
UNIQUE MODIFIER- (Effect)	x	This effect can't modify the specified combat value(s) if they are already modified by this same effect.
Wild Card	(Some team symbols)	FREE: Choose a team ability that a friendly character can use (that isn't Uncopyable). This character can use the chosen team ability until you choose again.

SIZE

Characters can be one of 4 different sizes (in order from smallest to largest size):

- (Tiny) - grants the Tiny Size keyphrase
- (Standard) - grants no keyphrases
- (Giant) - grants the Great Size and Giant Reach:2 keyphrases
- (Colossal) - grants the Colossal Stamina, Great Size, and Giant Reach:3 keyphrases

General Effects of Size:

Line of Fire: Smaller characters do not block line of fire.

Break away: BREAKAWAY +1 when breaking away from only smaller characters. Automatically break away from characters that are two sizes smaller.

Knock back: Can't be knocked back by smaller characters.