POWERS AND ABILITIES

SPEED

FLURRY CLOSE: Make up to two close attacks.

LEAP/CLIMB

PHASING/TELEPORT MOVE: Move.

EARTHBOUND/NEUTRALIZED This character can't use or (Improved Abilities).

CHARGE POWER: Halve speed. Move then CLOSE as FREE -or- make a close attack.

**MIND CONTROL** CLOSE/RANGE: Minimum range 4. Make a close/range attack. Instead of normal damage, each hit character halves speed and becomes friendly to your force and, one at a time, may in either order: Move and/or make an attack, then it reverts forces.

PLASTICITY This character breaks away on any result except a ☐. Adjacent opposing characters that can't use Phasing/Teleport, Plasticity, Leap/Climb, or Hypersonic Speed only break away on a ☐.

FORCE BLAST KNOCKBACK. // POWER: Minimum range 4. Knock back an opposing character within range and line of fire 3 squares away from this character.

SIDESTEP FREE: Move up to 2 squares.

HYPERSONIC SPEED POWER: Halve range, :0. (For this action, this character halves range, can't carry, and can move through squares occupied by or adjacent to opposing character without stopping. They still must break away). 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 by non-adjacent characters are blocked.

RUNNING SHOT POWER: Halve speed. Move, then RANGE as FREE -or- make a range attack.

ATTACK

BLADES/CLAWS/FANGS When this character makes a close attack against a single target and hits, 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: Range 4, [IT][CHARACTERS][ADJACENT]. Other characters within range can't use powers or abilities (for this action). Make a range attack targeting all other characters within range and line of fire, including at least one opposing character, using printed defense values for each targeted character. Each hit character is dealt 1 damage instead of normal damage.

QUAKE CLOSE: KNOCKBACK. Destroy all terrain markers and printed pieces of blocking terrain within 1 square, then make a close attack targeting all adjacent opposing characters. Each hit character is dealt 2 damage instead of normal damage.

SUPER STRENGTH KNOCKBACK during close attacks. This character can pick up, hold and put down non-object terrain markers (excluding Smoke, Debris or Water markers.).

INCAPACITATE When this character makes an attack, instead of normal damage, you may give each hit character an action token.

PENETRATING/PSYCHIC BLAST Damage dealt by this character's range attacks is penetrating damage.

SMOKE CLOUD POWER: Minimum range 4. Generate up to 6 Smoke terrain markers, one at a time, in distinct squares within range. Other than the first, each marker must be adjacent to at least one other, and at least one must be within line of fire. Opposing characters occupying one or more of these markers modify attack -1. At the beginning of your next turn, (even if this is lost) remove them.

PRECISION STRIKE Damage from this character's attacks can't be reduced below 1. // When this character attacks, opposing characters decrease their Super Senses result 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 and damages one or more characters with a close attack, after resolutions heal this character 1 click.

TELEKINESIS POWER: Minimum range 4. Choose a terrain marker or single-base friendly character within range and line of fire. Place it into a square within range and line of fire that is also within 4 squares and line of fire from that terrain marker/character. // This character can make RANGE Terrain Actions as if it was holding terrain markers within range and line of fire.

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
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 Modify defense +2 against close attacks.

ENERGY SHIELD/DEFLECTION Modify defense +2 against range attacks.

BARRIER POWER: Minimum range 4. Generate up to 4 blocking terrain markers, one at a time, in distinct squares within range. Other than the first, each marker must be adjacent to at least one other, and at least one 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 At the beginning of your turn, you may roll a d6. ☒−☐: Remove an action token from this character.

INVINCIBLE Reduce damage taken by 2. // Can reduce penetrating damage.

IMPERVIOUS Reduce damage taken by 2. // When this character is dealt 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.

DAMAGE

RANGED COMBAT EXPERT This character modifies attack and damage +1 while making a range attack or when given a RANGE Destroy action.

BATTLE FURY This character can't make range attacks or be given RANGE actions except for RANGE Terrain Actions (and its granted range attack), can't be carried, can't be given action tokens by opposing effects, and has SAFEGUARD: Mind Control. When this character attacks, opposing characters can't use Shape Change.

SUPPORT POWER: Choose an adjacent friendly character and roll a d6. Heal that character a number of clicks equal to half the result (rounded up).

EXPLOIT WEAKNESS Damage dealt by this character's close attacks is penetrating damage.

ENHANCEMENT Adjacent friendly characters modify damage +1 while making a range attack or when given a RANGE Destroy action.

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 4.

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 This character modifies attack and damage +1 while making a close attack or when given a CLOSE Destroy action.

EMPOWER Adjacent friendly characters modify damage +1 while making close attacks or when given a CLOSE Destroy action.

PERPLEX FREE: Minimum range 4. Choose a target character within range and line of fire. Modify one of that character's combat values other than damage +1 or -1 until your next turn.

OUTWIT FREE: Minimum range 4. Choose a target opposing character within range and line of fire and then choose one: any standard power -or- a special power printed on the target's card. The target can't use the chosen power until your next turn.

LEADERSHIP For all friendly characters that can use Leadership, 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.

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. Immediately after moving, place the chosen character adjacent if possible and it can't be given a non-FREE 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 equal or greater than the terrain's Destroy value, destroy an adjacent terrain marker or piece of printed blocking terrain. (This isn't an attack.) If a terrain does not have a printed Destroy value, the default value is 3.
RANGE Destroy Action	RANGE: If this character's damage value is equal or greater than the terrain's Destroy value, destroy a terrain marker that has at least one square within range fire. (This isn't an attack.) If a terrain does not have a printed Destroy value, the default value is 3.
Object Pick Up	Once per move, this character may either pick up one object or put down one held object in a square it moves through or adjacent to.
CLOSE Terrain Action	CLOSE: If this character is holding a terrain marker, make a close attack modifying damage by the terrain marker's Damage ✶ modifier (indicated by the +X). If a terrain does not have a printed Damage modifier, the default modifier is +1. After resolutions destroy that terrain marker without generating debris.
RANGE Terrain Action	RANGE: If this character is holding a terrain marker, make a range attack targeting a single character within line of fire and the terrain marker's Range ⚡ value. Instead of normal damage, deal damage equal to the terrain marker's Damage ✶ value (Indicated by the first listed number.) If a terrain does not have a printed Range value, the default is 4. If a terrain marker does not have a printed Damage value, the default value is 2. After resolutions destroy that terrain marker without generating debris.

IMPROVED ABILITIES

SYMBOL	🌀 (MOVEMENT)	◎ (TARGETING)
🔴	Improved Movement Elevated: This character does not have to end its movement when crossing a boundary of Elevated terrain.	Improved Targeting Elevated: Lines of fire drawn by this character are not blocked by Elevated terrain.
🟢	–	Improved Targeting Hindering: Lines of fire drawn by this character can't be hindered.
⚫	Improved Movement Blocking: This character can move through Blocking terrain.	Improved Targeting Blocking: Lines of fire drawn by this character are not blocked by Blocking terrain.
🟤	Improved Movement Outdoor Blocking: This character can move through Outdoor Blocking terrain.	–
✳	Improved Movement Destroy Blocking: This character can move through Blocking terrain. When they do, immediately destroy any Blocking terrain moved through.	Improved Targeting Destroy Blocking: 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.
⦿	Improved Movement Characters: This character automatically breaks away and can move through squares adjacent to or occupied by opposing characters without stopping.	Improved Targeting Characters: Lines of fire drawn by this character are not blocked by characters.
⊙⊙	Improved Movement Move Through: This character can move through squares occupied by or adjacent to opposing characters without stopping (they still must break away).	Improved Targeting Adjacent: This character can make range attacks while adjacent to opposing characters.

KEYPHRASE ABILITIES

KEYPHRASE	SYMBOL	DESCRIPTION
Autonomous	✊	This character's non-FREE actions don't count for your action total.
Evade		The attack misses this character instead of hitting it.
Flight	🦅	🌀🔴⦿⊙⊙, 👤:1.
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. This character can use Willpower, but succeeds on a roll of ▣ - ▥. Protected: Pulse Wave.
Immobile		This character or terrain can't be moved or placed. If it is terrain, it can't be picked up (or held).
Immune		This character can't be moved, placed, damaged, or targeted by the effects of opposing game elements. Protected: Pulse Wave
Indestructible		This terrain marker can only be destroyed by using it in an attack or by its own effect.
KNOCKBACK		When this character hits, you may choose to knock back all hit characters that took damage from the attack. (A character that is knocked back onto a lower elevation or into terrain suffers 1 damage.)
[MAX X]		There can't be more than X of this generated game element on the map at one time (counting only those elements generated by the same character).
Passenger: X	👤:X	This character can use the Carry ability to carry up to X characters, including characters that are the same size. A character with 👤: 0 can't use the Carry ability.
Protected: Outwit		This power or ability and any standard powers granted by it can't be chosen by Outwit. If a power or ability was previously chosen by Outwit, the duration of that Outwit immediately expires. Outwit's "can't use" doesn't apply to this keyphrase.
Protected: Pulse Wave		This power or ability can be used during the resolution of Pulse Wave.
SAFEGUARD: (Effect)		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.
SIDELINE ACTIVE-(Effect)		This effect can be used while this character is on the Sideline.
STOP		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	🐟	If this character occupies water terrain, it can't be targeted by opposing characters unless they are within 4 squares.
Tiny Size	⚛	Modify defense +1 against range attacks.
UNIQUE MODIFIER- (Effect)		This effect can't modify the specified combat value(s) if they are already modified by this same effect.

TERRAIN MARKER VALUES

SYMBOL	DESCRIPTION
⚡/🧍	Range value when using the marker in a RANGE Terrain Action / Giant Reach granted to the character holding this marker.
✶	Damage value when using the marker in a RANGE Terrain Action / Damage value modifier when using this marker in a CLOSE Terrain Action.
💥	Damage value needed to destroy the marker with a CLOSE/RANGE Destroy Action.

MAP TERRAIN

Hindering Terrain	(green/white dashed)
Blocking Terrain	(brown)
Elevated Terrain	(red)
Water Terrain	(blue)
Wall	(white)
Indoor Area	(yellow)
Special Rules (see map)	(orange)