



POWERS AND ABILITIES

SPEED



- FLURRY** Give this character a close combat action. After the close combat attack resolves, it may make a second close combat attack as a free action.
- LEAP/CLIMB** Give this character a move action and move it up to its speed value; during this movement this character adds 2 to its d6 roll when breaking away and can use . When you give this character a close combat action, it may target a character regardless of the target's elevation.
- PHASING/TELEPORT** Give this character a move action and move it up to its speed value; this character can use during this movement.
- EARTHBOUND/NEUTRALIZED** This character possesses instead of its combat symbols. This power can't be countered or ignored.
- CHARGE** Give this character a power action; halve its speed value for the action. Move this character up to its speed value and then it may be given a close combat action as a free action. This character ignores knock back.
- MIND CONTROL** Give this character a close or ranged combat action (minimum range value 4) that deals no damage. A successfully hit target becomes friendly to your force. Each target hit may be assigned one action as a free action, immediately after which the target becomes an opposing character again. Deal this character 1 unavoidable damage if the successfully hit targets' combined point value is 150 points or more.
- PLASTICITY** This character adds 2 to its d6 roll when breaking away. Opposing characters can't automatically break away from this character and subtract 2 from their d6 roll when breaking away from this character. Opposing characters entering a square adjacent to this character must end their movement, even if they would not have to do so normally.
- FORCE BLAST** Give this character a power action and roll a d6; a single adjacent opposing character is knocked back from this character a number of squares equal to the result. When this character hits with an attack, you may choose that it generates knock back if it doesn't already.
- SIDESTEP** Give this character a free action; it can move with a locked speed value of 2.
- HYPERSONIC SPEED** Give this character a power action and move it up to its speed value. It adds 2 to its d6 roll when breaking away and can use . During its move, this character may, as a free action, make one close combat or ranged combat attack with its range value halved for the attack. This character must be in a square where it could legally end its move in order to make the attack.

- STEALTH** When it is not your turn, hindered lines of fire drawn to this character are blocked.
- RUNNING SHOT** Give this character a power action; halve its speed value for the action. Move this character up to its speed value and it may be given a ranged combat action as a free action.
- SPECIAL POWER** This character has a special speed power. See this character's character card for more information.

ATTACK



- BLADES/CLAWS/FANGS** When this character is given a close combat action, you may roll a d6 after making a successful attack. The result replaces this character's damage value, then that damage value is locked.
- ENERGY EXPLOSION** When this character is given a ranged combat action and deals damage, an area of effect may include all untargeted characters that are adjacent to one or more hit targets. Hit targets are dealt damage normally, other hit characters are dealt 1 damage for each printed on this character's base.
- PULSE WAVE** Give this character a ranged combat action even if it is adjacent to an opposing character; the area of effect for this attack is half the character's range. Draw lines of fire to all other characters within the area of effect, including at least one opposing character; these lines of fire ignore all game effects except for walls, blocking and elevated terrain. Game effects possessed or used by characters with a line of fire drawn to them are ignored until the action has been resolved. If a line of fire is drawn to more than 1 character, this character's damage value becomes 1 and is locked. Each character hit is dealt damage.
- QUAKE** Give this character a close combat action; this character's damage value becomes 2 and is locked. Make a close combat attack that targets all opposing characters this character can attack with a close combat attack. Each hit character is knocked back 2 squares.
- SUPER STRENGTH** When this character moves due to its own action, it may either pick up an object or place an object it is holding. The object must be picked up from or placed in either a square the character occupies or an adjacent square. If this power is lost or countered while this character is holding an object, immediately place the object in the square this character occupies.
- INCAPACITATE** Give this character a close combat or ranged combat action to make an attack that deals no damage. If the attack hits, give the target an action token; if the target already has 2 action tokens, deal the target 1 penetrating damage.
- PENETRATING/PSYCHIC BLAST** Give this character a ranged combat action. Damage from the attack is penetrating damage.
- SMOKE CLOUD** Give this character a power action; place up to 6 hindering terrain markers in distinct, adjacent squares that are all within this character's range (minimum range value 4). At least one of the terrain markers must be within line of fire when it is placed. The terrain markers remain until the beginning of your next turn. Characters that occupy these terrain markers modify their attack value by -1, unless they can use Smoke Cloud or ignore hindering terrain for line of fire purposes.
- PRECISION STRIKE** When this character makes an attack, it can't be evaded, and the damage dealt can't be reduced below 1 or transferred.
- POISON** At the beginning of your turn, give this character a free action and deal 1 damage to each adjacent opposing character.
- STEAL ENERGY** Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.

- TELEKINESIS** Give this character a power action and designate a target character or object (A) and a destination square (B). This character, A, and B must all be within 8 squares and line of fire of each other. Place A in B. If A is a character, it must be a single base character and possess the or symbol. If A is an opposing character, make a close or ranged combat attack that deals no damage against A, and only place the character in B if the target is hit. If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack targeting the character occupying B, dealing object damage and destroying the object. A character that has been placed by Telekinesis this turn can't use Telekinesis this turn.

- SPECIAL POWER** This character has a special attack power. See this character's character card for more information.

DEFENSE



- SUPER SENSES** When this character is hit by an attack, you may roll a d6 before damage is dealt. On a result of or , this character evades the attack.
- TOUGHNESS** Damage dealt to this character is reduced by 1.
- DEFEND** Any adjacent friendly character may replace its defense value with this character's unmodified defense value.
- COMBAT REFLEXES** Modify this character's defense value by +2 against close combat attacks. This character ignores knock back.
- ENERGY SHIELD/DEFLECTION** Modify this character's defense value by +2 against ranged combat attacks.
- BARRIER** Give this character a power action; place up to 4 blocking terrain markers in distinct, adjacent squares of clear terrain that are all within this character's range (minimum range value 4). At least one of the terrain markers must be within line of fire when it is placed. The terrain markers remain until the beginning of your next turn.
- MASTERMIND** When this character would be dealt damage, you may instead choose to have all the damage be dealt to a single adjacent friendly character with a point value less than this character's. Any additional effects of the damage dealt (knock back, penetrating damage, etc.) are applied to the character taking the damage. Damage dealt by this power is not an attack.
- WILLPOWER** This character may ignore pushing damage.
- INVINCIBLE** Half of damage dealt to this character is ignored.
- IMPERVIOUS** When this character is dealt damage, roll a d6. On a result of or , the damage dealt is reduced by 2.
- REGENERATION** Give this character a power action; roll a d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.
- INVULNERABILITY** Damage dealt to this character is reduced by 2.
- SPECIAL POWER** This character has a special defense power. See this character's character card for more information.

DAMAGE






The damage symbol represents the character's size. characters are smaller than characters, who are smaller than characters, who are smaller than characters. Smaller characters do not block the line of fire drawn to or from larger characters.





- RANGED COMBAT EXPERT** Give this character a power action. It makes a ranged combat attack against a single target character; before making the attack, you may modify its attack value by +2, its damage value by +2, or both combat values by +1.
- BATTLE FURY** This character ignores Shape Change, can't make ranged combat attacks, can't be carried, and can't be targeted by Incapacitate or Mind Control.
- SUPPORT** Give this character a power action and target an adjacent friendly character; neither this character nor the target can be adjacent to an opposing character. Roll 2d6 and add the result to this character's unmodified attack value. If the result is equal to or higher than the target character's unmodified defense value, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.
- EXPLOIT WEAKNESS** Give this character a close combat action. Damage from the attack is penetrating damage.
- ENHANCEMENT** When an adjacent friendly character makes a ranged combat attack, this character modifies that adjacent friendly character's damage value by +1.
- PROBABILITY CONTROL** Once during your turn, this character allows you to reroll one of your rolls, ignoring the original roll. A character using this power must be within range (minimum range 6) and line of fire to the character for which the original roll was made. Using the same rules, once per round during an opponent's turn, this character allows you to force that opponent to reroll one of their rolls, ignoring the original roll.
- SHAPE CHANGE** When this character is chosen as the target of an attack, you may roll a d6. On a result of or , the attacker can't target this character with an attack this turn and the attacker may choose another target character instead. The attacker then makes the attack unless there are no targets, in which case the action resolves without an attack.
- CLOSE COMBAT EXPERT** Give this character a power action. It makes a close combat attack against a single opposing target character; before making the attack you may modify its attack value by +2, its damage value by +2, or both combat values by +1.
- EMPOWER** When an adjacent friendly character makes a close combat attack, this character modifies that adjacent friendly character's damage value by +1.
- PERPLEX** Give this character a free action to modify by +1 or -1 any combat value of a target character until the beginning of your next turn. A character using this power must be within range (minimum range 6) and line of fire to the target. If a target character is damaged or healed, the effect of Perplex on that character ends immediately.
- OUTWIT** Give this character a free action to counter a power or a combat ability possessed by a single target opposing character until the beginning of your next turn. Any game effects with a duration specified by the countered power or combat ability are removed. A character using this power must be within range (minimum range 6) and line of fire to the target.
- LEADERSHIP** At the beginning of your turn, give this character a free action and roll a d6. On a result of or , add one action to your action total for that turn and this character may remove an action token from an adjacent friendly character with a lower point value.
- SPECIAL POWER** This character has a special damage power. See this character's character card for more information.

COMBAT ABILITIES


Different combat symbols indicate the type of character and the combat abilities it possesses.

Symbol	Type	Combat Abilities
	Standard	
	Transporter	Carry, Move and Attack
	Flier	Carry, Flight
	Flier, Transporter	Carry, Flight, Move and Attack
	Swimmer	Swim
	Swimmer, Transporter	Carry, Move and Attack, Swim
	Standard	Merge
	Duo	Duo Attack, Split
	Team	See this character's character card for more information
	Sharpshooter	Sharpshooter, Merge
	Standard	
	Indomitable	Indomitable
	Vehicle	See this character's character card for more information
	Tiny	Tiny Size
	Standard	
	Giant	Giant Reach, Great Size
	Colossal	Colossal Stamina, Great Size (Many  characters also come with special rules)
	Improved	Improved Movement, Improved Targeting (see the character's character card for how it can use these)


CARRY

When moving as a result of being given an action, this character may carry one friendly character. When this ability is used, modify this character's speed value by -2 until the end of the action. The following characters can't be carried: larger characters, multi-based characters, characters holding an object, and characters with any of the following combat symbols: , , , . To be carried, the friendly character must be adjacent to this character at the beginning of this character's action. When this character ends its movement for the action, the carried character must be placed in a square adjacent to this character. While being carried, a carried character is not adjacent to any other character, nor can it draw a line of fire until placed at the end of this character's movement for the action. A character which has been carried this turn can't be given an action (other than a free action) until the beginning of the next turn.





COLOSSAL STAMINA

This character automatically breaks away and can use . When this character has two action tokens, it can be given a non-free action. If you do, after actions resolve deal it 1 unavoidable damage and do not clear action tokens from it at the end of the turn. This ability can't be countered.

DUO ATTACK

Give this character a power action to make a duo attack. This character possesses  for this action. It makes a close or ranged combat attack as a free action. After the attack resolves, it may make an additional close or ranged combat attack as a free action with its damage value modified by -1 to a minimum of 1.






FLIGHT

This character can use , , , , . An elevated character using this ability ignores knock back damage if its knock back path crosses the boundary to a lower level.


GIANT REACH

This character ignores opposing characters' Plasticity and adds 1 to its d6 roll when breaking away. This character can use the Carry ability. When this character is given an action that includes a close combat attack, all squares within a range of 2 and line of fire are considered adjacent. This ability can't be countered.


GREAT SIZE















This character can use , , , ,  and can't be knocked back. When this character makes a close combat attack, it may target characters on higher elevations. This character may draw lines of fire (and have lines of fire drawn to it) as if the character occupied the elevation equal to or greater than the elevation it occupies, using the elevation level with the least restrictive line of fire. This ability can't be countered.

IMPROVED MOVEMENT

A character with the  symbol uses the effects indicated by its character card. Improved Movement activates whenever the character moves.

IMPROVED TARGETING

A character with the  symbol uses the effects indicated by its character card. Improved Targeting activates whenever the character draws a line of fire.

SYMBOL		
	Ignores elevated terrain.	Ignores elevated terrain.
	Ignores hindering terrain.	Ignores hindering terrain.
	Ignores water terrain.	Ignores water terrain.
	Ignores blocking terrain.	Ignores blocking terrain.
	Ignores indoor blocking terrain.	Ignores indoor blocking terrain.
	Ignores outdoor blocking terrain.	Ignores outdoor blocking terrain.
	Ignores blocking terrain and destroys blocking terrain as the character moves through it.	Ignores blocking terrain. When a ranged combat attack resolves, any blocking terrain along its line of fire to the target is destroyed.
	Ignores characters.	Ignores characters.
	--	Ignores friendly characters.
	Ignores opposing characters.	Ignores opposing characters.
	May move through squares adjacent to opposing characters, but still needs to break away normally.	May make a ranged combat attack targeting adjacent opposing characters.
	May move through squares adjacent to or occupied by opposing characters, but still needs to break away normally.	May make a ranged combat attack while adjacent to an opposing character.

INDOMITABLE

This character can use Willpower.

MERGE

When this character is adjacent to other friendly characters that each represent one distinct qualifying character listed on a Duo character's character card and all of them have no action tokens, give this character a free action to replace all of them with that Duo character; the same number of clicks from its starting line as this character. The combined point value of the qualifying characters must be equal to or greater than the point value of the Duo character (unless that Duo character previously used the Split ability to be replaced by these same characters). The Duo character can't use the Split ability this turn. This ability can't be countered.



MOVE AND ATTACK

This character can use Hypersonic Speed if it is not adjacent to an opposing character when given the power action, but its attack value is modified by -2.

MULTIATTACK

Once per turn, give this character a power action. It can be given any two actions as free action. Resolve the first free action before giving it the second. Modify this character's damage value by -1 to a minimum of 1. This ability can't be countered.


SHARPSHOOTER

This character can use , .



SPLIT

Give this character a power action if it has no action tokens. Replace this character with one or more qualifying characters each from a different entry listed on this character's character card. The qualifying replacement character(s) must have either qualifying name and total no more than this character's point value (unless those characters previously used the Merge ability to be replaced by this character). Replacement character(s) are assigned an action token and can't be given an action this turn. Replacement character(s) begin a number of clicks from their starting line equal to the number of clicks from this character's starting line. This ability can't be countered.


SWIM

This character can use  .

THROW A GRENADE

Give the character a power action, decrease the number of grenades in your grenade pool by 1 (if greater than 0), and choose a type of grenade listed on the character's character card. Choose a target square within 5 squares and line of fire and for this attack, this character can use  . Make a ranged combat attack targeting all characters occupying or adjacent to the target square. Deal damage to each character hit based only on the type of grenade chosen.

TINY SIZE

Modify this character's defense value by +1 against ranged combat attacks. A friendly character that is larger and adjacent can use the Carry ability to carry up to one  character regardless of its other combat symbols, does not reduce its speed value for doing so and can continue to use the Carry ability if it can normally. This ability can't be countered.

ACTION TYPES

Move Action

Move the character up to their speed value.

Close Combat Action

Make a close combat attack targeting an adjacent opposing character.

Ranged Combat Action

Make a ranged combat attack against character(s) within range and line of fire.





Power Action

Activate a game effect that requires a power action.





Free Action

Activate a game effect that requires a free action (do not assign an action token).

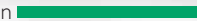






OBJECTS

COLOR	TYPE	DAMAGE MODIFIER (CLOSE COMBAT)	RANGE (THROWN OBJECT)	DAMAGE (THROWN OBJECT)
	Light	+1	8	2
	Heavy	+2	6	3
	Ultra-Heavy	+3	--	--
	Immobile	--	--	--

TRAIT ABILITIES

SYMBOL(S)	NAME	ABILITY
	Trait	See this character's character card for more information.
 or 	Throw a Grenade	This character can use the Throw a Grenade combat ability. See this character's character card for the type of grenades it can throw.
	Epic	This character can be given an epic action. See this character's character card for more information.

MAP GUIDE

Hindering Terrain 	Starting Area 
Water Terrain 	Indoor Area 
Blocking Terrain 	Special Rules (see map) 
Elevated Terrain 	Wall 