

DH

EVENT!
DRAW AN EVENT CARD



EVENT!

WHEN PLAYED:
ADD AN EVENT CARD TO THE
INITIATIVE DISCARD PILE.

WHEN DISCARDED:
REMOVE THIS CARD FROM THE BATTLE.

CORE EVENTS



EVENT!

WHEN PLAYED:
ADD AN EVENT CARD TO THE
INITIATIVE DISCARD PILE.

WHEN DISCARDED:
REMOVE THIS CARD FROM THE BATTLE.

CORE EVENTS



HERE IT COMES!

*WHEN DISCARDED:
DRAW 2 EVENT CARDS.*

CORE EVENTS



INSTANT EVENT!

WHEN PLAYED:
ADD AN EVENT CARD TO THE
INITIATIVE DECK AND SHUFFLE IT.

WHEN DISCARDED:
REMOVE THIS CARD FROM THE BATTLE.

CORE EVENTS



PHEW!

NOTHING HAPPENS!

CORE EVENTS



PHEW!

NOTHING HAPPENS!

CORE EVENTS



PHEW!

NOTHING HAPPENS!

CORE EVENTS



PHEW!

NOTHING HAPPENS!

CORE EVENTS



REGROUP!

WHEN PLAYED:
SHUFFLE THIS CARD, THE EVENT DECK,
AND THE EVENT DISCARD PILE
TOGETHER TO MAKE A NEW VILLAIN
DECK.

CORE EVENTS



BOOYAKASHA!

WHEN PLAYED:
ALL HEROES REGAIN 1 FOCUS.

GREEN - HERO EVENTS



PIZZA TIME!

WHEN PLAYED:
PLACE 5 SLICES OF PIZZA ON THIS CARD.
AT ANY TIME DURING A HERO'S TURN THEY
MAY TAKE PIZZA FROM THIS CARD TO
REGAIN 1 LIFE PER PIZZA SLICE TAKEN.

GREEN - HERO EVENTS



SHELLSHOCK!

WHEN PLAYED:
THE HEROES MAY ADD AN ALLY TO
THE BATTLE.

WHEN DISCARDED:
REMOVE THIS CARD FROM THE BATTLE.

GREEN - HERO EVENTS



TURTLE POWER!

WHEN PLAYED:
ALL HERO'S REGAIN 1 FOCUS.
PLACE 5 SLICES OF PIZZA ON THIS CARD.
AT ANY TIME DURING A HERO'S TURN THEY
MAY TAKE PIZZA FROM THIS CARD TO
REGAIN 1 LIFE PER PIZZA SLICE TAKEN.

GREEN - HERO EVENTS



COWABUNGA!

WHILE ACTIVE:
HEROES MAY REROLL THEIR BATTLE
DICE ONCE FOR FREE WHEN
ATTACKING AND DEFENDING.

ORANGE - HERO EVENTS



HIGH THREE!

WHEN PLAYED:
INSPECT THE NEXT 3 CARDS OF THE
INITIATIVE DECK AND PLACE THEM
BACK IN ANY ORDER.

ORANGE - HERO EVENTS



KICK SHELL!

WHILE ACTIVE:
VILLAIN FIGURES RECEIVE -1 ACTION
PER TURN.

ORANGE - HERO EVENTS



PIZZA TIME!

WHEN PLAYED:
PLACE 5 SLICES OF PIZZA ON THIS CARD.
AT ANY TIME DURING A HERO'S TURN THEY
MAY TAKE PIZZA FROM THIS CARD TO
REGAIN 1 LIFE PER PIZZA SLICE TAKEN.

ORANGE - HERO EVENTS



FIRST AID

WHEN PLAYED:
ALL VILLAIN MINIONS REGAIN 1 LIFE.

RED - VILLAIN EVENTS



GUARD UP!

WHILE ACTIVE:
VILLAIN MINIONS RECEIVE BLOCK +1.

RED - VILLAIN EVENTS



THEY'RE COMING!

WHEN DISCARDED:
SPAWN 2 FIGURES FROM THE FIGURE
POOL THEN ACTIVATE THEM WITH 1
MOVE ACTION EACH.

RED - VILLAIN EVENTS



TO THE METAL!

**WHILE ACTIVE:
VILLAIN FIGURES MAY MAKE 2 MOVE
ACTIONS PER TURN.**

RED - VILLAIN EVENTS



GET IN THERE!

WHEN PLAYED:
ALL VILLAIN MINIONS NOT WITHIN
OPTIMAL STRIKE RANGE RECEIVE 1
ACTION AND ACTIVATE.

BLUE - VILLAIN EVENTS



GET UP!

WHILE ACTIVE:
EACH TIME AN EVENT CARD IS DRAWN
ALL VILLAIN MINIONS RECEIVE 1 ACTION
AND ACTIVATE.

BLUE - VILLAIN EVENTS



HIT 'EM HARD!

WHEN PLAYED:
ALL VILLAIN MINIONS WITHIN OPTIMAL
STRIKE RANGE RECEIVE 1 ACTION
AND ACTIVATE.

BLUE - VILLAIN EVENTS



MOVE IT!

WHEN DISCARDED:
ALL VILLAIN MINIONS WITHIN 2 SPACES
OF A VILLAIN LEADER OR HERO
RECEIVE 1 ACTION AND ACTIVATE.

BLUE - VILLAIN EVENTS



NO REST!

**WHILE ACTIVE:
EACH TIME AN EVENT CARD IS DRAWN
ALL VILLAIN LEADERS RECEIVE 1 ACTION
AND ACTIVATE.**

PURPLE - VILLAIN EVENTS



ON THE MOVE!

**WHILE ACTIVE:
VILLAIN LEADERS MAY MAKE 2
MOVE ACTIONS PER TURN.**

PURPLE - VILLAIN EVENTS



OUT OF THE WAY!

**WHEN PLAYED:
VILLAIN LEADERS CAN MOVE THROUGH
(BUT NOT END ON) SPACES
CONTAINING FRIENDLY FIGURES.**

PURPLE - VILLAIN EVENTS



REVITALIZE

WHEN PLAYED:
ALL VILLAIN LEADERS REGAIN 2 LIFE.

PURPLE - VILLAIN EVENTS



GET 'EM!

**WHILE ACTIVE:
ALL VILLAIN FIGURES CHANGE THEIR
TARGETING PRIORITY TO THE HERO
WITH THE LEAST LIFE.**

YELLOW - VILLAIN EVENTS



JUICED UP!

WHILE ACTIVE:
VILLAIN FIGURES RECEIVE +1
ACTION PER TURN.

YELLOW - VILLAIN EVENTS



PIN 'EM!

WHILE ACTIVE:
VILLAIN FIGURES COUNT AS 2 FIGURES
EACH FOR BREAK AWAY.

YELLOW - VILLAIN EVENTS



TRY AGAIN!

WHILE ACTIVE:
IF A VILLAIN FIGURE TYPE DOES NOT
MAKE A SINGLE ATTACK DURING THEIR
TURN, THAT MINION TYPE IMMEDIATELY
TAKES ANOTHER TURN.

YELLOW - VILLAIN EVENTS



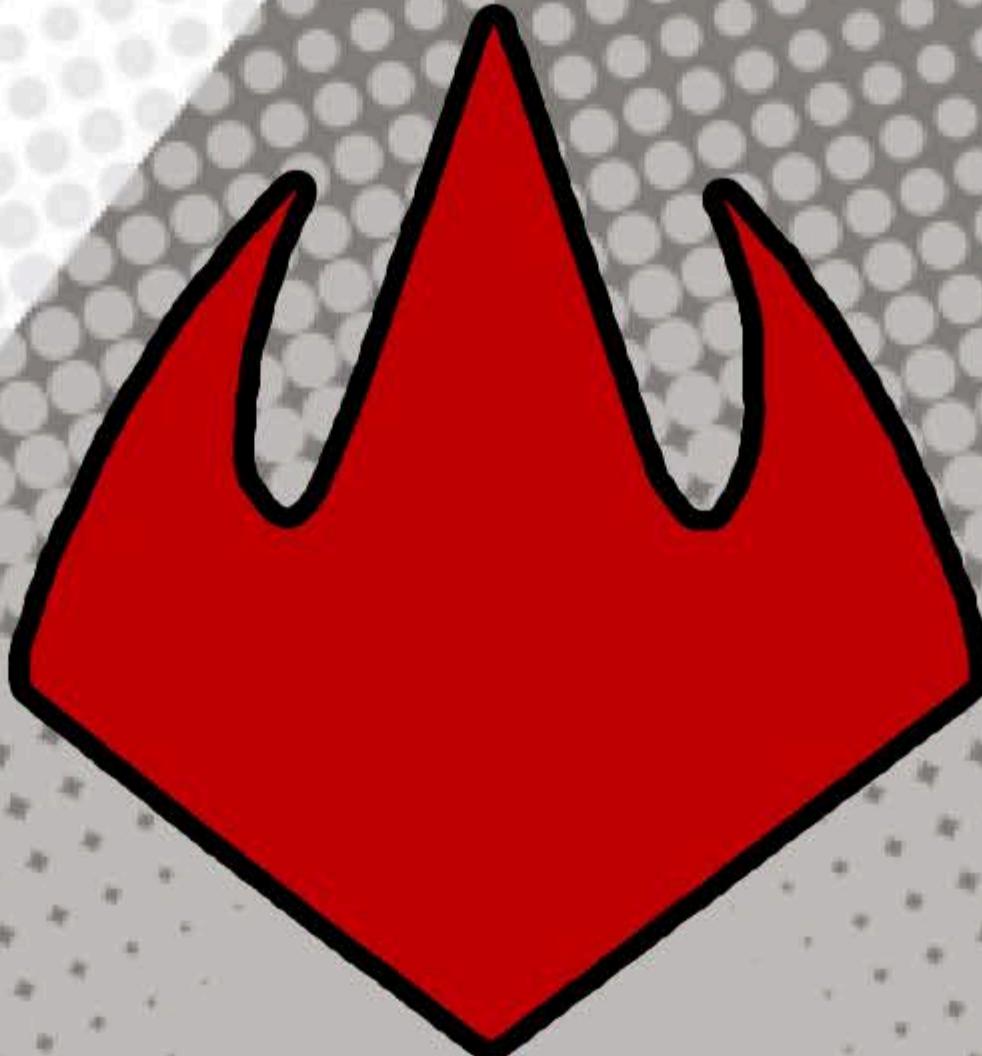
RESILIENCE!

WHILE ACTIVE:

PLACE THIS CARD ONTO THE
CHARACTER SHEET OF THE FOOT
CLAN LEADER WITH THE LEAST LIFE,
THEY RECEIVE BLOCK +1.

IF THERE IS NO LEADER PRESENT
IN THIS BATTLE INSTEAD PLACE
THIS CARD IN TO QUEUE.
ALL FOOT MINIONS RECEIVE BLOCK +1.

FOOT CLAN - VILLAIN EVENTS

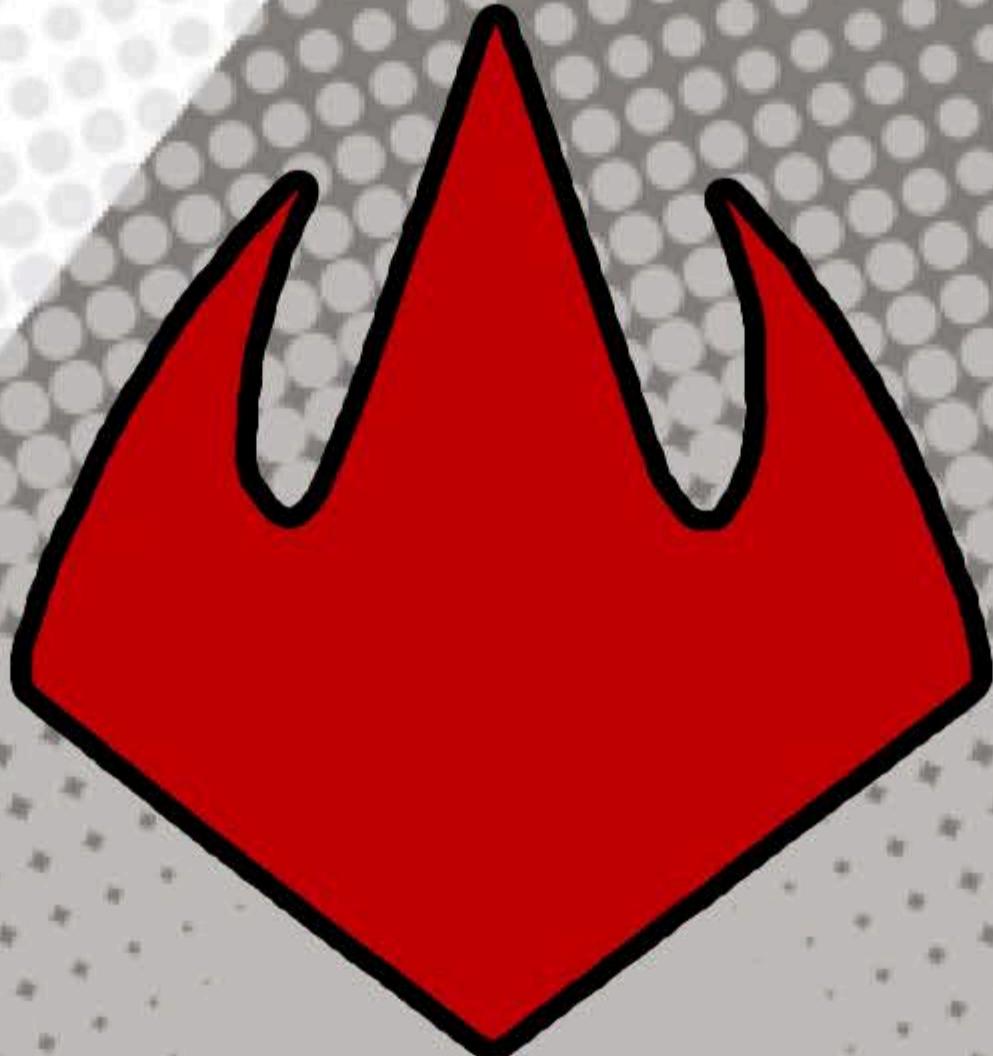


SHUT THEM DOWN!

**WHILE ACTIVE:
THE HEROES MAY NOT PLAY
SKILL CARDS.**

**SKILL CARDS CURRENTLY IN
PLAY REMAIN ACTIVE.**

FOOT CLAN - VILLAIN EVENTS



STRENGTH!

WHILE ACTIVE:

PLACE THIS CARD ONTO THE CHARACTER SHEET OF THE FOOT CLAN LEADER WITH THE LEAST LIFE, THEY RECEIVE HIT +1.

IF THERE IS NO LEADER PRESENT IN THIS BATTLE INSTEAD PLACE THIS CARD IN TO QUEUE.
ALL FOOT MINIONS RECEIVE HIT +1.

FOOT CLAN - VILLAIN EVENTS



VANISH!

WHILE ACTIVE:
WHEN ATTACKED BY AN ENEMY FIGURE,
FOOT CLAN VILLAIN FIGURES ARE
CONSIDERED TO BE IN A SPACE OF
OBSCURING TERRAIN.

FOOT CLAN - VILLAIN EVENTS



KING HIT!

WHEN PLAYED:

ALL HEROES ADJACENT TO A PURPLE DRAGON VILLAIN FIGURE ARE STUNNED.

PURPLE DRAGONS - VILLAIN EVENTS



PROMOTION!

WHEN PLAYED:

PLACE THIS CARD ONTO THE CHARACTER SHEET OF THE PURPLE DRAGONS GANG, THEN PLACE AN OBJECTIVE TOKEN BY THE PURPLE DRAGON GANG VILLAIN FIGURE CLOSEST TO THE MOST HEROES WITH THE MOST LIFE. THAT FIGURE IS NOW CONSIDERED A LEADER AND RECEIVES:
HIT +2 BLOCK +2 LIFE +4

PURPLE DRAGONS - VILLAIN EVENTS



RECRUITMENT DRIVE!

WHEN PLAYED:

SPAWN 1 PURPLE DRAGON GANG VILLAIN FIGURE ADJACENT TO EACH PURPLE DRAGON VILLAIN FIGURE ON THE MAP (FOLLOWING TARGETING PRIORITY).

PURPLE DRAGONS - VILLAIN EVENTS



WEAKEST LINK!

WHILE ACTIVE:

PURPLE DRAGON VILLAIN FIGURES
TARGET THE ENEMY FIGURE WITH
THE LEAST LIFE AND DEFEND
(INCLUDING BONUSES).

PURPLE DRAGONS - VILLAIN EVENTS



DEVOUR!

WHEN PLAYED:

PLACE A BROKEN WALL TOKEN
ON ALL BLOCKING TERRAIN SPACES
ADJACENT TO A TINY MOUSER
VILLAIN FIGURE.

STOCKGEN - VILLAIN EVENTS



INFINITE!

**WHILE ACTIVE:
DURING THE CLEAN-UP PHASE
PERFORM THE SPAWN FIGURES
STEP TWICE.**

STOCKGEN - VILLAIN EVENTS



REINFORCE!

WHILE ACTIVE:
STOCKGEN VILLAIN FIGURES
RECEIVE BLOCK +1.

STOCKGEN - VILLAIN EVENTS



SELF DESTRUCT!

WHEN DISCARDED:

**ALL TINY VILLAIN MOUSER FIGURES
ADJACENT TO A HERO ARE KO'ED
DEALING 1 UNBLOCKABLE WOUND PER
MOUSER TO THE HEROES THEY ARE
ADJACENT TO.**

STOCKGEN - VILLAIN EVENTS



BACKUP!

**WHEN PLAYED:
ALL MUTANIMAL VILLAIN FIGURES
REGAIN 2 LIFE.**

MUTANIMALS - VILLAIN EVENTS



COMMITMENT!

**WHILE ACTIVE:
MUTANIMAL VILLAIN FIGURES CANNOT BE
KO'ED.**

MUTANIMALS - VILLAIN EVENTS



GOTCHA BACK!

WHILE ACTIVE:

**IF A MUTANIMAL VILLAIN FIGURE IS
ATTACKED, ALL FRIENDLY MUTANIMAL
VILLAIN FIGURES WITHIN 2 SPACES
RECEIVE 1 ACTION AND ACTIVATE.**

MUTANIMALS - VILLAIN EVENTS



TEAM ATTACK!

WHEN DISCARDED:
**ALL MUTANIMAL VILLAIN FIGURES
RECEIVE 2 ACTIONS AND ACTIVATE.**

MUTANIMALS - VILLAIN EVENTS