







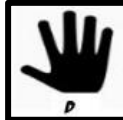





















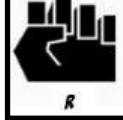

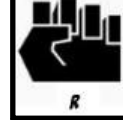
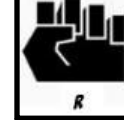






















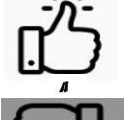
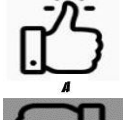
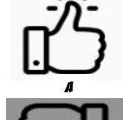
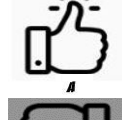
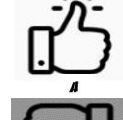
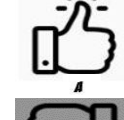
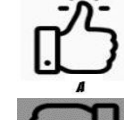









The cards and markers on these ten pages need to be cut out before starting your first game.

CONFUSE							
DISARM							
IMMOBILIZE							
POISON							
RETALIATE							
SHIELD							
STUN							
WOUND							
ADVANTAGE							
DISADVANTAGE							

DISCARD

ACTIVE

BURIED

NAME

SPECIALTIES

10

PORTRAIT

PERKS

SPECIALTY

PERKS

CARD

SPECIALTY

PERKS

CARD

AMT

2-3	NIL
4	-2
5	-1
6-8	0
9	+1
10	+2
11	X2
12	X2
12*	X3*

*BETAS ONLY

LIGHT

Neutral Inert

DARK

HP

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ITEMS

**

**

DISCARD

ACTIVE

BURIED

NAME

SPECIALTIES

10

PORTRAIT

PERKS

SPECIALTY

PERKS

CARD

SPECIALTY

PERKS

CARD

AMT

2-3	NIL
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*BETAS ONLY

LIGHT

Neutral Inert

DARK

HP

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ITEMS

**

**

○ After scenario setup, move up to 3 spaces.

○ Heal 2 when performing a Basic Action

○ Gain extra +1 to AMT when you discard a Martial Arts card

44

SPLITS KICK
TARGET 2
ATTACK 3

ATTACK 1
MOVE 1
PUSH 1

FLIP
JUMP 3

1

39

JUDO THROW
ATTACK 3
THROW ATTACKED TARGET
2 SPACES AWAY

ATTACK 1
MOVE 1
PUSH 1

WEAVE
YOU CAN MOVE THROUGH
VILLAINS
MOVE 4
ADD LIGHT

1

15

JAB
BLEED 1
RETALIATE 2

ATTACK 1
MOVE 1
PUSH 1

RUN
MOVE 5

1

5

KARATE CHOP
ATTACK 2
STUN

ATTACK 1
MOVE 1
PUSH 1

DEFLECTING STANCE
ALL ATTACKS HAVE
DISADVANTAGE AGAINST YOU

1

36

BLOWGUN
RANGE 3
ATTACK 2
POISON

ATTACK 1
MOVE 1
PUSH 1

CHI
HEAL 3
ADD LIGHT

1

23

LEAPING PUNCH
FLY 2
ATTACK 3
☒ TO DISARM

ATTACK 1
MOVE 1
PUSH 1

FLOAT
FLY 4
ADD LIGHT

2

88

QUIVERING PALM
BLEED AN ADJACENT VILLAIN
HALF ITS CURRENT HP VALUE.

ATTACK 1
MOVE 1
PUSH 1

WIND RUNNER
MOVE 2
ATTACK 3
☒ MOVE 1 ATTACK 2

3

10

DRUNKEN MONKEY
(AUGMENT)
ADD 1 BLEED TO ALL MELEE
ATTACKS

ATTACK 1
MOVE 1
PUSH 1

BANZAI
CHARGE 5
☒ DOES NOT HAVE TO BE
IN A STRAIGHT LINE

4



Psionics

- Neural Chips can be equipped for free (no limit)
- Bury a card in your Discard Pile to reroll on the AMT
- Psionic Attacks never suffer Disadvantage

42

PSYCHIC STUN
RANGE 2
STUN

ATTACK 1
MOVE 1
PUSH 1

PSYCHIC CLOAK
SHIELD 2

1

48

PSI-SPEAR
RANGE 3
ATTACK 3
ADD LIGHT

ATTACK 1
MOVE 1
PUSH 1

HURRY
MOVE 4

1

21

EGO SCYTHE
ATTACK 4
☒ TO DISARM

ATTACK 1
MOVE 1
PUSH 1

LEAP
JUMP 5

1

82

PSYCHIC SLAM
ATTACK 1
PUSH 5

ATTACK 1
MOVE 1
PUSH 1

HOVER (AUGMENT)
ALL MOVE IS FLIGHT +1

1

46

MIND SPHERES
TARGET 3
RANGE 3
IMMOBILIZE

ATTACK 1
MOVE 1
PUSH 1

NIGHTMARE
ALL ADJACENT VILLAINS ARE
CONFUSED
MOVE 3

1

61

IDENTITY CRISIS
TARGET 2 RANGE 4
SWAP THE PLACES OF THE TWO
VILLAINS TARGETED

ATTACK 1
MOVE 1
PUSH 1

SECOND WIND
RETURN ALL PSIONIC CARDS IN
YOUR DISCARD PILE BACK TO
YOUR HAND

2

16

MINDFLAY
CONE
ATTACK 2
ADD LIGHT

ATTACK 1
MOVE 1
PUSH 1

DASH
MOVE 4
ADD LIGHT

3

13

MENTAL COERCION
RANGE 99
CHOOSE A VILLAIN TYPE'S VAT
RESULT FOR THIS TURN AND
CHANGE ITS INITIATIVE
TO 99.

ATTACK 1
MOVE 1
PUSH 1

SHOULDER IT
CHARGE 4

4



Shadow

○ Tendril Cards are Discarded instead of Buried

○ You can use DARK to infuse Elements

○ Add 1 to AMT for each step into the Dark (+3 max)

51

WITHERING TOUCH
ATTACK 3
☒ TO POISON
RETURN ELEMENTAL INFUSION TO NEUTRAL/INERT

ATTACK 1
MOVE 1
PUSH 1

PSYCHIC CLOAK
SHIELD 2
ADD LIGHT OR DARK

1

90

PITCH BLACK CONE
ATTACK 1
☒ TO IMMOBILIZE

ATTACK 1
MOVE 1
PUSH 1

SUMMON SHADOW WISP
HP 3
FLY 3
RANGE 2
BLEED 2

1

18

BLINDING STRIKE
RANGE 2
ATTACK 2
DISARM

ATTACK 1
MOVE 1
PUSH 1

TENDRIL TRAVEL
FLY 2
☒ FLY 3

1

52

SYPHONING TENDRIL
RANGE 3
ATTACK 3
HEAL 3 IF ANY DAMAGE WAS DONE

ATTACK 1
MOVE 1
PUSH 1

RUN
MOVE 4

1

50

DARKFIRE
RANGE 4
AOE 1
WOUND

ATTACK 1
MOVE 1
PUSH 1

COORDINATED MOVE
MOVE 3
MOVE WISP 2

1

25

GRIM TENDRIL
ADD DARK
RANGE 3
BLEED = NUMBER OF SHADOW CARDS IN DISCARD AND BURIED PILES

ATTACK 1
MOVE 1
PUSH 1

SHADOWSTEP
YOU MAY MOVE THROUGH VILLAINS
MOVE 4

2

69

OBLIVION SHARD
RANGE 4
ATTACK 4
PIERCE 1
ADD LIGHT OR DARK

ATTACK 1
MOVE 1
PUSH 1

VOID TENDRIL
TELEPORT ADJACENT TO ANY VILLAIN WITHIN 3 SPACES AND THEN STUN IT

3

12

SUMMON VOID WISP
HP 5
FLY 3
TARGET 2
BLEED 1
PUSH 1

ATTACK 1
MOVE 1
PUSH 1

EAT THE VOID
REMOVE ALL NEGATIVE CONDITIONS
HEAL 2 HP PER CONDITION REMOVED

4



Super Senses

- Draw 3 items but keep only 1 when searching a ?
- -9 to initiative if any cards are in your Active Area
- Villains do not roll on the AMT (consider it always a 7)

78

PRECISE STRIKE
ATTACK 4
PIERCE 2

ATTACK 1
MOVE 1
PUSH 1

TOTAL RECALL
MOVE A BURIED CARD TO YOUR DISCARD PILE.

1

51

CRITICAL STRIKE
ATTACK 4
☒ TO BLEED 2

ATTACK 1
MOVE 1
PUSH 1

TROT
MOVE 4

1

21

DEFENSIVE STRIKE
ATTACK 3
SHIELD 1

ATTACK 1
MOVE 1
PUSH 1

DEFENSIVE STANCE (AUGMENT)
SHIELD 1

1

34

BULLSEYE DARTS
RANGE 3
TARGET 3
ATTACK 2

ATTACK 1
MOVE 1
PUSH 1

PRECISE JUMP
JUMP 4

1

91

MENTAL CALCULATIONS (AUGMENT)
IMMUNE TO DISADVANTAGE.

ATTACK 1
MOVE 1
PUSH 1

PLOW
CHARGE 2
👤 RANGE 1

1

28

SIXTH SENSE
☒ TO 👤 RANGE 1
ADVANTAGE THIS ROUND
ATTACK 4
ADD LIGHT

ATTACK 1
MOVE 1
PUSH 1

CONFUSING DANCE
MOVE 3
CONFUSE ALL ADJACENT ENEMIES

2

49

EXPLOIT WEAKNESS (AUGMENT)
+1 TO ALL ATTACKS
ADD LIGHT

ATTACK 1
MOVE 1
PUSH 1

SEARCHING MOVE
👤 RANGE 1
MOVE 4
☒ 👤 RANGE 2

3

8

PSYCOTROPIC CONCOCTION
RANGE 4
AOE 1
ATTACK 2
POISON

ATTACK 1
MOVE 1
PUSH 1

BOLT
MOVE 5
☒ MOVE 1

4



Super Strength

○ Hero's initiative on first round is a 2

○ Villains that are Pushed are also Confused

○ May discard more than 1 card to increase your AMT

39

RELIABLE PUNCH
BLEED 3
ADD LIGHT

ATTACK 1
MOVE 1
PUSH 1

BLITZ
CHARGE 4

1



12

SLAM
MOVE 1
ATTACK 2
☒ TO DISARM

ATTACK 1
MOVE 1
PUSH 1

DEEP BREATH
HEAL 1
☒ TO HEAL 1

1

56

GROUND STOMP
AOE 1
DISARM

ATTACK 1
MOVE 1
PUSH 1

BULLY
MOVE 4
☒ TO WOUND

1

20

SONIC CLAP
CONE
ATTACK 1
CONFUSE

ATTACK 1
MOVE 1
PUSH 1

PROTECTOR
SHIELD 1
RETALIATE 2
ADD LIGHT

1



26

VICTORY STRIKE
ATTACK 2
IF VILLAIN IS DEFEATED BY THIS ATTACK, HEAL 1

ATTACK 1
MOVE 1
PUSH 1

AGGRESSIVE LEAP
JUMP 3
PUSH 1

1

59

THROW VILLAIN
RANGE 4
THROW ADJACENT VILLAIN AT TARGET
BLEED 3 TO BOTH

ATTACK 1
MOVE 1
PUSH 1

BATTERING RAM
MOVE 4
BLEED 1 CONE

2



33

UPPERCUT
ATTACK 4
STUN

ATTACK 1
MOVE 1
PUSH 1

SUPER LEAP
JUMP 5
ADD LIGHT

3



28

DIAMOND FORM
RETALIATE 1 AND VILLAIN ATTACKS ARE AT DISADVANTAGE AGAINST YOU

ATTACK 1
MOVE 1
PUSH 1

DIAMOND SHARD
IF THIS CARD IS BURIED TO CANCEL MELEE DAMAGE, HEAL 1 AND REFLECT THE DAMAGE BACK AT THE ATTACKER

4





Weaponry

○ +1 Range to all Ranged attacks

○ Weapon Items can be equipped for free

○ +1 to AMT roll when using a Weaponry card.

55

BUTTSTROKE
ATTACK 2
DISARM

ATTACK 1
MOVE 1
PUSH 1

GO GO GO
MOVE 4

1

45

DUEL SHOT
RANGE 5
ATTACK 3
☒ FOR ADVANTAGE IF VILLAIN HAS NO ADJACENT ALLIES

ATTACK 1
MOVE 1
PUSH 1

SERPENTINE
YOU CAN MOVE THROUGH VILLAINS
MOVE 4

1

13

SNIPER (AUGMENT)
+2 TO ALL RANGES

ATTACK 1
MOVE 1
PUSH 1

SUPPRESSING FIRE
CONE
CONFUSE AND IMMOBILIZE

1

31

LUCKY SHOT
RANGE 5
ATTACK 3
PIERCE 1
☒ TO REROLL AMT ONCE

ATTACK 1
MOVE 1
PUSH 1

ROCKET JUMP
FLY 4
ADD LIGHT

1

52

DOUBLE TAP
TARGET 2
RANGE 5
ATTACK 2
PIERCE 1

ATTACK 1
MOVE 1
PUSH 1

RUB DIRT ON IT
HEAL 2
ADD LIGHT

1

4

QUICK DRAW
RANGE 4
ATTACK 4

ATTACK 1
MOVE 1
PUSH 1

TACTICAL LEAP
JUMP 2
CAN JUMP DIAGONALLY

2

60

FLARE SHOT
RANGE 5
AOE 1
WOUND
ADD LIGHT

ATTACK 1
MOVE 1
PUSH 1

SUMMON PHALANX
HP 1
RANGE 4
BLEED 2
ONLY ACTIVATES WHEN HERO IS ADJACENT

3

95

RELOAD
WEAPON ITEM AND ABILITY CARDS THAT ARE LOST ARE DISCARDED INSTEAD

ATTACK 1
MOVE 1
PUSH 1

SEEK COVER
MOVE 4
IF NEXT TO WALL, GAIN SHIELD 2

4

GRAPPLING GUN

RANGE 4
PULL 3



THIS IS A WEAPON

CROWN OF COMMAND

RANGE 2
STUN



QUICKDRAW PISTOL

RANGE 4
BLEED 2



THIS IS A WEAPON

SAWED-OFF SHOTGUN

RANGE 2
BLEED 2
CONFUSE



THIS IS A WEAPON

LASER PISTOL

RANGE 3
BLEED 2
UNIT BEHIND TARGET
ALSO TAKES BLEED 1



THIS IS A WEAPON

WALLACE CHIP

+1 STARTING HEALTH

THIS IS A NEURAL CHIP

SUN TZU CHIP

A 7 ON YOUR AMT
GIVES YOU +1 INSTEAD
OF A 0

THIS IS A NEURAL CHIP

NIGHTINGALE CHIP

HEAL 1 EXTRA ON A
REST

THIS IS A NEURAL CHIP

GRIFFITH-JOYNER CHIP

CAN ALWAYS MOVE
DIAGONALLY ON FIRST
MOVE

THIS IS A NEURAL CHIP

JUMP BOOTS

+2 TO JUMP
OR CHARGE



POWERFIST

BASIC ATTACK
DOES
ATTACK 3



ENERGY BUCKLER

RETALIATE 1
AT ANY RANGE
ADD 1 LIGHT



SHOULDER LASER SIGHT

RANGED
ATTACK
ADDS
+2 DAMAGE



STIMS

HEAL 5 HP
BUT DO NOT REMOVE
CONDITIONS



MICRODRONE

DISARM
ONE VILLAIN
WITHIN LOS



FLYING CAPE

YOUR MOVE
ACTION IS +2
AND FLYING



X-RAY GLASSES


NOTHING
BLOCKS
RANGED ATTACK
LINE OF SIGHT




SUN ROD

ADD 3 LIGHT







- After scenario setup, move up to 3 spaces.
- Heal 2 when performing a Basic Action
- Gain extra +1 to AMT when you discard a Martial Arts card




- Neural Chips can be equipped for free (no limit)
- Bury a card in your Discard Pile to reroll on the AMT
- Psionic Attacks never suffer Disadvantage




- Tendril Cards are Discarded instead of Buried
- You can use DARK to infuse Elements
- Add 1 to AMT for each step into the Dark (+3 max)




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- +1 Range to all Ranged attacks
- Weapon Items can be equipped for free
- +1 to AMT roll when using a Weaponry card.



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