



A Player's Guide

Effective: 12/20/2009

Any cards indicated with the † symbol are currently retired from restricted play.

Any page references refer to the Marvel HeroClix: *Fantastic Four* Rulebook

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How To Use This Document

This document is divided into two parts. The first part details every clarification that has been made in HeroClix for all game elements. These 36 pages are the minimal requirements for being up to date on all HeroClix rulings.

Part two is a reference guide for players and judges who often need to know the latest text of any given game element. Any modification listed in part two is also listed in part one; however, in part two the modifications will be shown as fully completed elements of game text.

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Section 1: Rulebook

General

- Many figures have been published with rules detailing their abilities. The specifics of these abilities are overridden by the description of the ability in the *Fantastic Four Rulebook*.

Break Away

- Any action that involved break away ends immediately if the break away roll fails (unless the game effect specifically says otherwise). For example, a character cannot pick up an object if it fails to break away. If the character used a move action to attempt to break away and failed, and has a team ability that allows it to make a move action without using one of its allotment of actions for the turn, then the break away attempt does not count towards its allotment of actions.

Colossal Characters

- Colossal characters require a doorway at least as wide as the base of the figure in order to pass through it.
- Colossal characters ignore the Danger Girl and Skrulls team ability.
- Colossal characters may make ranged attacks against non-adjacent opposing characters that they can draw a line of fire to even if they are currently adjacent to an opposing character.

Compatibility

- All **HeroClix** game lines are compatible with all other **HeroClix** game lines. **HeroClix** has two game systems. **HeroClix: Alpha** characters can be played in **HeroClix** by treating every colored power as a standard power (not the description on the character card) and by using the character card for the keywords. See the **HeroClix: Alpha FAQ** for how to use **HeroClix** characters in the **HeroClix: Alpha** game system.

Critical Hits

- Critical Hits increase the damage dealt to each character for all attacks, range combat or close combat, and no matter how many characters are hit with the attack.

Double Based Characters

- If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, it is starting its movement in hindering terrain regardless of which end the movement is lead with.
- If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, only the half that is in hindering terrain would gain any benefits of hindering

terrain when a line of fire is being drawn to the double-base character.

- All figures that are larger than a single base are subject to the rules related to double-base characters.

Feats

- Page 19, the third paragraph of **Assigning feats** begins: "If a character can use a power or ability via a special power or trait, it can be assigned a feat..."
- Characters that are removed from the battle map and placed on feat cards are not affected by Battlefield Conditions.
- Characters that are removed from the battle map (but not eliminated) are not affected by game effects that characters on the battle map possess (unless the effect removing them from the battlefield specifically says that they are). Characters that are removed from the battle map (but not eliminated) may not use their own powers, team abilities, or feats except as stipulated by the effect removing them from the battlefield.

Free Actions

- Any game effect that grants the character a free action can never use that free action to initiate the action that granted the free action in the first place. (For example, the power action of Multiattack cannot be used to give the character a power action for another Multiattack).

Giant Characters

- A giant character must be one square away from blocking terrain to destroy it with a close combat attack.
- A friendly giant character can be moved with Telekinesis. An opposing giant character cannot.

Initiative

- There are many mechanics which require player(s) to select things at the beginning of the game. The initial roll off between players to determine who goes first is used to determine which player performs all of their "start of game" decisions first.

Keywords

- All capitalized forms of keywords are the same as non-capitalized. For example, Central City (Justice League #027, The Flash) is the same as CENTRAL CITY (Justice League #102, The Flash).

Lines of Fire

- When a character has the ability to ignore the effects of other characters for line of fire purposes, it refers only to the fact that character bases do not affect the line of fire. This ability alone would not allow the character drawing a line of fire to ignore powers or abilities by other characters.

- When a character draws a line of fire to an object held by a character, they do not need to draw a line of fire to the character holding the object, only the square itself. Therefore, abilities like Stealth would not prevent the line of fire from being drawn.

Objects

- Page 14, Attacking with an object using Telekinesis, says for the second to last sentence: “Make a ranged attack as if the character using Telekinesis were in the square occupied by the object (as shown in Figure 20) and had a range value of 8 that cannot be modified.”

Penetrating Damage

- The glossary entry for this says “damage that can’t be reduced by powers or traits that reduce damage.”

Powers

- When a special power indicates that a character “can use” a standard power in some way, the use of that standard power must be decided as an action is given and remains in use (or not in use) for the duration of that action including any free actions that are granted by the given action.

Terrain

- Walls that are destroyed in the middle of an action are considered destroyed immediately within the action. The adjacent terrain does not become hindering terrain until the end of that action.
- If one type of terrain exists behind other types of terrain, each terrain type must be destroyed separately (see “Walls”).
- If the line of fire between two characters in continuous hindering terrain never crosses a boundary line of hindering terrain, the hindering terrain modifier still applies.
- Two squares of diagonally adjacent terrain that are not the same type (such as a square of hindering and a square of blocking) are clear for movement purposes.
- An “area of terrain” is a square or group of squares that are enclosed by a single colored line. 2 sets of colored lines that overlap or are adjacent are separate areas of terrain.

Walls

- All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall “sticks out” into a doorway, it doesn’t, and thus diagonal attacks can pass through without being blocked.
- A square of blocking terrain on the opposite side of the wall does not block the line of fire to that square when targeting a wall with a ranged attack.
- If blocking terrain exists on the opposite side of a wall, destroying the wall does not destroy the blocking terrain. Only place a rubble token on the side of the wall without the blocking terrain. A separate attack must be made to destroy the blocking terrain.

Section 2: Powers and Abilities

Barrier

- Blocking terrain markers can be destroyed as per the rules for destroying blocking terrain. They would be replaced with rubble tokens when destroyed. The rubble tokens are removed from the game the same time that the normal blocking terrain markers are removed from the game.

Capture

- On page 18, the first phrase says: “Give this character a power action and make a close combat attack against a single target opposing character with the standard damage symbol;”
- If a character is holding an object when captured, the object is placed in the square the character occupied when captured. If there is an object already in the square, the dropped object would be removed from play.
- If a character using this ability loses it, then any captives are released.

Charge

- Characters using Charge still follow standard rules of movement, including break away and the ability to carry other characters. However, a carried character must be dropped before the Charging character uses the Free Action portion of Charge to attack.
- A Charge out of hindering terrain works at one-fourth the character’s initial speed. First, the character’s move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Charge.
- A character using Charge with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Charging character has another power or ability that allows it to ignore the effects of other opposing characters on movement.
- Before the attack roll is made, a character may turn off its Charge ability to intentionally take knock back.
- If a character can pick up an object during the move portion of the Charge, they would also have to use it for the attack.
- When a character uses Charge and the Carry ability, the standard rule of “replace, then modify” applies. The speed would first be halved and then, if another character is carried, it would be reduced by 2.

Combat Reflexes

- A character that is normally immune to knock back that has Combat Reflexes can choose to take knock back when hit with a successful attack. When this option is selected, the attacking player still gets to choose the direction of the knock back (if a choice can be made).

Defend

- Defend may work with more than two characters, as outlined below:
ABC – “A” has Defend; its defense is 18. “B” has Defend; its defense is 17. “C” does not have Defend; its defense is 15. “A” can share its defense with “B,” making “B’s” defense 18. “B” can share its defense, now 18, with “C,” making “C’s” defense 18 as well.

Earthbound/Neutralized

- Earthbound/Neutralized is Non-Optional and cannot be ignored.
- A transporter that gains Earthbound gains the standard boot type speed symbol. It is not a transporter when it has a standard speed symbol.
- Any abilities that a character can use because of the combat symbol they possess are unavailable when Earthbound/Neutralized as the character’s combat values all change when this power is in use.

Energy Explosion

- All characters that take damage from an Energy Explosion attack suffer knock back (if applicable), except the figure using the power. These characters must all move away from the character that used the power, starting with those farthest from the attacker.
- All damage from the Energy Explosion attack is dealt at once. If a character were hit by both an EE attack and splash damage, then that character would be dealt 2 damage. If the character had Toughness it would be dealt 2 damage, minus 1 for the Toughness for a total of 1 damage.

Enhancement

- A Damage Value increased by Enhancement may be used to attack objects and walls in a ranged combat attack.
- If Enhancement is used with a multiple-target attack, the Damage Value is modified before damage dealt is divided between successfully-hit targets.

Flurry

- When attempting to destroy terrain, a character using Flurry must still deal a minimum of 3 damage using one attack.
- Any optional powers that are not in use when the first attack is made with Flurry cannot be used for the second attack.

Giant Stride

- The first sentence of this ability reads “This character ignores the effects of characters and hindering, elevated, and outdoor blocking terrain on movement, but must still break away from adjacent characters.”

Hypersonic Speed

- All references to “Hypersonic Speed, Option 1” refer to the power Hypersonic Speed.

- If a character can pick up an object during the move portion of the action before they attack, they would be required to use it if they make a close combat attack. They would not be able to use an object for a ranged attack as doing so requires a ranged combat action (the power only provides a ranged combat attack).
- If the target character is eliminated by the attack, it is removed from the board immediately and the attacking character can occupy that square.
- A flying Hypersonic Speed character can carry another figure while performing this action, however the carried character is “off the board” for the entire movement, including the portion of the movement when the attack takes place. As such, powers and team abilities of the carried character (like Probability Control, Enhancement, etc.) cannot be used.
- The Hypersonic Speed character commits to the square from which the attack will be made prior to making the attack. If the attack becomes illegal (e.g., Shape Change, Skrulls, etc.), the attack can be made against a different target, though a different square cannot be selected. Note that Stealth and wildcard selection would need to be declared with the declaration of HSS’s power action, not with the commitment of the attack square.

Mastermind

- Damage dealt from knock back (from hitting a wall or falling) may be dealt to other characters by using Mastermind, if the other characters are adjacent to the square in which the knocked-back character stops.
- Any damage that is dealt as a result of Mastermind retains any of the properties that it had when dealt to the original character. Penetrating will still be penetrating, damage that includes objects are still treated as such, etc.
- Damage transferred with Mastermind can only be directed to one character, even if the damage transferred is more than enough to KO the adjacent character.
- If the attack dealt knock back, when the damage is transferred, the adjacent character would be knocked back away from the attacker (not necessarily the Masterminder).
- Damage that is transferred with this power is still damage dealt and is subject to damage reducing powers.
- Mastermind only works against damage dealt. Abilities like Mystics that generate damage taken and therefore cannot be transferred with this power.

Mind Control

- If a character affected by Mind Control KOs another opposing character, or is KOed itself, the controlling player receives the victory points.
- When a character is affected by Mind Control its powers and team abilities, even those powers and team abilities cancelled by the opposing player, may be used as normal. Powers previously countered with Outwit remain countered. Powers that may only be used once per turn may only be used once during the free action.
- A character that has both Mind Control and Super Strength and is holding an object does not have to use that object when making a close combat attack with Mind Control.

- A character that is targeted with Mind Control cannot use any feats during the Mind Control action.

Multiattack

- Colossal characters using the multiattack ability must make an attack during each of the free actions granted by multiattack. Feats may not be used when using actions granted by Multiattack.
- The Capture ability may not be used via the free action granted by Multiattack.
- The fifth sentence reads: “This character’s damage value is modified by -1 to a minimum of 1 damage.”

Outwit

- If a countered power no longer shows on the dial, but then returns to the dial before the beginning of the Outwitting player’s next turn, the power is still countered.
- Once Outwit has been used, the line of fire between the target and the outwitter does not need to be maintained.
- Outwit counters powers which is different from ignoring a power. Powers like Exploit Weakness and Psychic Blast ignore damage reducing powers while Outwit could be used to counter the damage reducing power. See the Glossary in the rulebook for more information.

Perplex

- Perplex may be used by more than one character per turn on a single character’s given combat value.

Phasing/Teleport

- A character using Phasing/Teleport that has the ability to carry characters can carry characters through blocking terrain and such as it uses Phasing/Teleport.
- A character using Phasing/Teleport that has the ability to pick an object up can do so while using Phasing/Teleport.

Poison

- The damage dealt from poison is like all damage dealt and can be reduced by damage reducing powers.

Probability Control

- The rule of thumb for using Probability Control is “your own dice on your turn, your opponents dice on your opponent’s turn.” The typical roll of something like Super Senses would be the defender’s roll on the attacker’s turn, and so neither team would be able to use Probability Control.
- Rolling either a critical hit or a critical miss does not prevent the roll from being subject to Probability Control.

Pulse Wave

- Powers ignored by Pulse Wave are not considered countered. Powers out of the range of the Pulse Wave attack still affect it normally. If a character using Perplex or Outwit is within range of the Pulse Wave attack, that power is considered “in range” and is ignored during this attack.
- While Pulse Wave ignores powers and abilities, it does not counter them. Therefore, terrain created as a result of using a power is considered terrain and affects Pulse Wave normally, even if the character generating that terrain is

within range of the Pulse Wave. Characters holding an object due to a feat or power would still be able to hold the object and even use the held object (if it helps defensively).

- Characters with feats or team abilities that affect what happens upon their KO (such as Fantastic Four or Lazarus Pit) are still ignored during the Pulse Wave action. They still have a team symbol and are considered members of their teams, so characters outside the range of the Pulse Wave can benefit.
- Powers, feats, and team abilities possessed by someone inside the range of the Pulse Wave that normally prevent knock back would be ignored if doubles are rolled during the Pulse Wave attack.
- A character's own powers, feats, and team abilities would not be ignored during the Pulse Wave attack.
- The second sentence begins "All powers, traits, and team abilities possessed or used..."

Quake

- When using Quake in an attack, the damage value may not be increased beyond 2.
- When using Quake against multiple opposing characters and one or more of the characters becomes an illegal target (due to Shape Change, Skrull, etc), the attack is still made against all legal targets. If there are no legal targets then the attack cannot be made.

Running Shot

- The last sentence of this power reads "The character must be able to make a valid ranged combat action from the square where it ends its move in order to use this power."
- Characters using Running Shot still follow standard rules of movement, including break away and the ability to carry other figures. However, a carried figure must be dropped before the character using Running Shot uses the Free Action portion of Running Shot to attack.
- A Running Shot out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Running Shot.
- If a character can pick up an object during the move portion of the Running Shot, they would be able to use it for the attack as well (though it is not required as with a close combat attack).
- When a character uses Running Shot and the Carry ability, the standard rule of "replace, then modify" applies. The speed would first be halved and then, if another character is carried, it would be reduced by 2.

Shape Change

- If Character B makes a successful Shape Change roll against Character A's attempt at targeting Character B, then Character A cannot target Character B with an attack for the rest of the turn.

- If a successful roll of Shape Change is made, but the action declared is not illegal, then the action must continue as stated.
- Shape Change activates only when the character is the target of an attack. Indirect damage, like from Energy Explosion "splash", Poison, or Mastermind, would not activate the power.
- The last sentence reads "If the action becomes illegal, the attacker must choose another legal action to perform, if possible. The selected action must be free or non-free based on what action type was given to it that led to the attack."

Smoke Cloud

- When a power lets a character use Smoke Cloud but limits the terrain markers to squares the character moved through, the character can place markers in squares it moves through as a result of being moved with TK.

Stealth

- Adjacency is not an issue when determining a line of fire to a character using Stealth and occupying hindering terrain. Powers like Probability Control, Perplex, and Outwit, which use a line of fire to determine if the effect can take place, cannot target a character using Stealth that occupies hindering terrain, even if the character with the ability is the character using Stealth itself.
- A giant character that uses Stealth cannot have a line of fire drawn to it when in hindering terrain, regardless of the elevation of an opposing attacking figure.

Super Strength

- If a character is given an action that requires break away and that break away attempt fails, then there is no movement and an object would not be able to be picked up, even if it is adjacent to the character at the start of the action.

Telekinesis

- The second sentence says: "For all options, this character must have a clear line of fire to the target and must be 8 or fewer squares away."
- Characters moved with Telekinesis do not suffer damage from hitting terrain (you cannot slam a character into a wall or hurl them off a building with Telekinesis).
- A character may use Telekinesis to move a character holding an object.
- When using Telekinesis to move an object into a square occupied by a character, that character does not block line of fire to that square.
- A friendly character moved via Telekinesis can still take a non-free action the turn it was moved (though it cannot use Telekinesis).

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Section 3: Characters and Special Powers

Infinity Challenge†

#092-094 Pyro

These characters are members of the Brotherhood (not Masters of Evil, as indicated).

#121 Rogue

This character does not fly. Ignore the flight base on this character.

Hypertime†

#040 Man-Bat

This character does not fly; it has Leap/Climb. Ignore the flight base on this character.

#043-045 Riddler

Some early printings of this character do not have Shape Change, Barrier, or Support; it had Mastermind and Perplex. Wherever Shape Change or Barrier appear on this character's dial, substitute Mastermind. Wherever Support appears, substitute Perplex.

#088 Dove

This character does not fly; it has Leap/Climb (but not on the first click). Ignore the flight base on this character.

Clobberin' Time†

#043 Invisible Girl

This character does not fly. Ignore the flight base on this character.

#075 Dr. Doom

This character has two lightning bolts on its base, not one.

Cosmic Justice†

#003 Easy Company Soldier

This character has Energy Explosion on its first click.

#004 Easy Company Medic

This character has Support on its first two clicks.

#007-009 Gotham Undercover

These characters have the boot speed type.

Universe†

#014 Hand Ninja

This character has a damage value of 2 on its second click. This character does not have Stealth on its last click.

#015 Hand Ninja

This character has a damage value of 2 on its third click. This character does not have Stealth on its last click.

#020 S.W.A.T. Specialist

This character has Range Combat Expert on its second click.

#072 Vulture

This character has Charge on its first click.

#078 Hobgoblin

This character has an attack value of 7 on its final click.

#079 Sabretooth

This character has a point value of 38.

#089 Annihilus

This character has a point value of 103.

#092 Captain America

This character has a point value of 47.

#119 Wasp

This character has a range of 4 and 2 lightning bolts.

Ultimates†

#072 Doctor Octopus

This character does not have Battle Fury on his fifth click.

#210 Ororo Munroe

She should have the Wing symbol (and Flight) instead of the Boot symbol.

Unleashed†

#003 DEO Agent

This character has Perplex on its second click.

Legacy†

#210 Connor Kent

This character has the Superman Ally team ability.

Fantastic Forces†

#064 Juggernaut

This character has a 17 defense value on the first click.

#205 Sue Storm

She should have the Wing symbol (and Flight) instead of the Boot symbol.

City of Heroes†

#002 Manticore

Some versions of this character have the incorrect collector's number on the dial sticker. The number should read CoH002, instead of CoH003.

#003 Positron

Some versions of this character have the incorrect collector's number on the dial sticker. The number should read CoH003, instead of CoH002.

Icons †

#018 Cheetah

This character has 2 damage on its final click.

#201 Dr. Jonathan Crane

This character has 6 range.

DC Giants Collector's Set

#001-007 All figures

These characters have the Giant damage symbol instead of the Standard damage symbol.

Armor Wars †

#038-039 Thunderball

These characters are members of the Masters of Evil (not the Serpent Society, as indicated).

#049-051 Shaman

These characters should have the Boot symbol instead of the Wing symbol.

#061-063 Dazzler

These characters should have the Boot symbol instead of the Wing symbol.

#070 Crimson Dynamo

This character should have 2 damage and Close Combat Expert on the first two clicks.

#203 Sam Guthrie

This character should have the Transporter Wing symbol instead of the Wing symbol.

#208 Shiro Yoshida

This character should not have Battle Fury on its final click.

Sinister †

#038-039 Shadowcat

These characters should have the Boot symbol instead of the Wing symbol.

#044-045 Nighthawk

These characters should have the Wing symbol instead of the Boot symbol.

#059 Spider-Man

This character has the Transporter Boot symbol instead of the Boot symbol.

#081 Bullseye

This characters should have the Boot symbol instead of the Wing symbol.

#095 Stilt-Man

This characters should have the Giant damage symbol.

Supernova

#043 Aleta

This character does not fly; it has Leap/Climb. Ignore the clear center post on this character.

#224 The Mighty Thor

This character does not have Battle Fury on any of its clicks.

#B003 Jane Foster

This character is 7 points.

Origin

#021 Halo

This character has Energy Explosion on its first, sixth, and seventh clicks (when Poison appears).

#046 The All-New Atom

This character has Leap/Climb on its first click.

Hellboy and the B.P.R.D. Action Pack

#002 Liz Sherman

This character has a 2 damage value on her last click.

#005 Johann Kraus

This character has a 0 damage value on his last click. Johann Kraus does not fly. Ignore the flight stand on this character.

Avengers

#009 Hulkling

- The keyword "Skrull" is "Skrulls".

#023 Lionheart

- The keyword "Captain Britain Corps." is "Captain Britain Corps".

#029 Taskmaster

- Better You Than Me is a defense power, not a damage power.

#030 Iron Lad

- The keyword "Armored" is "Armor".

#032 Red Skull

- The special power Cosmic Cube begins "The Red Skull can use Outwit, Perplex, and Probability Control."

#036 Falcon

- When using Fly-By, if Falcon chooses to use the rest of his halved movement, and he starts the movement adjacent to a character from which he has not yet broken away this turn, he would need to roll break away normally.

#043 Molecule Man

- Molecular Destruction is an attack power, not a speed power.

- Molecular Destruction's rule text replaces "Once per turn..." with "Once during Molecule Man's turn..."

#047 Wiccan

- Group Teleportation says "...When he uses this power, he can use the Carry ability to carry up to three friendly characters...."

#049 Two-Gun Kid

- Fanfire's rule text replaces "two separate close combat attacks" with "two separate ranged combat attacks"

#055 Hulk

- Toughness is a defense power, not a damage power.
- Hulk Gonna Tear Your Head Off is a damage power marked with the giant damage symbol.

#057 Scarlet Witch

- This character has the wing speed symbol instead of the boot speed symbol.

#102 Firelord

- This character has Toughness on slots 4, 5, and 6.
- This character has Energy Shield/Deflection on slots 7, 8, and 9.

Justice League

#001 Batman

- To use Out of the Shadows: (1) Announce the type of non-free action Batman will take, even if it is not a legal action from his current position, as long as it can be legally done from step 3. (2) Reposition Batman from a square of hindering terrain to another square of hindering terrain. (3) Perform the declared action.
- Batman does not need to break away from an adjacent character in order to be placed with Out of the Shadows.

#007 Icicle

- Action tokens are only assigned when the barrier terrain tokens are placed with Copsicles, not if a character moves or is moved adjacent to them.
- 2 squares of diagonally touching barrier terrain tokens will prevent adjacency between a character and another barrier terrain token on the opposite diagonal.

#009 Emperor Joker

- Unpredictable Omnipotence's rule text replaces "unpreventable damage" with "unavoidable damage".
- When Joker Makes the Rules is used to counter all powers on a character, it causes new powers to appear on the dial to also be countered, as the character's dial changes.

#016 Bouncing Boy

- The keyword "Legion" is "Legion of Super Heroes".

#017 Parasite

- If Attack Drain is used to copy Super Strength, the actions Parasite must roll 2d6 are when he picks up the object and when he uses it in an attack.

- Parasite can not be given a power action to activate Defense Drain.

#026 Captain Boomerang

- When using Boomerang, making an attack "as if he occupied the square" is for range, knock back and line of fire. All other conditions, such as using an ability that requires adjacency or line of fire, Captain Boomerang is still in his original square.

#028 Zatanna

- onrefn! is an attack power, not a damage power.

#033 Vigilante

- This character has a Transporter Boot symbol instead of the Transporter Wing symbol.

#035 Deadman

- Add "This power cannot be canceled" to the rules text of Possession.
- Feats assigned to the target character cannot be used while possessed.
- Feats assigned to Deadman cannot be used by Deadman while he is possessing a character.
- If Deadman must stop possessing a character and there is no square to which a line of fire can be drawn, Deadman is placed in the closest available unoccupied square. If Deadman chooses to stop possessing a character but has no available square, then he cannot stop possessing the character.
- Possession is not Mind Control. Characters that normally cannot be targeted with Mind Control can be targeted with Possession.
- If Possession is used on the opponent's last character, then the game would end. Each player would calculate victory points they have earned and the winner would be determined accordingly.

#041 Mr. Mxyzptlk

- When using Object Animation, the line of fire only needs to be drawn to the square(s) – not the character(s).

#048 Dream Girl

- The keyword "Legion" is "Legion of Super Heroes".

#051 Lobo

- Nobody Rides This Hog but the Main Man cannot be canceled.
- If Bounty Hunter is outwitted, when it returns, a new target character may be selected.

#053 Big Barda & Mister Miracle

- The keyword "Green Lantern" is "Green Lantern Corps".

#055 Green Lantern

- The keyword "Green Lantern" is "Green Lantern Corps".

#101 Aquaman

- Aquaman's character card should list the point value as 70 points.

#104 Green Lantern

- This character has the wing speed symbol instead of the boot speed symbol.

Mutations and Monsters

#006 Pete Wisdom

- Hot Knives is “Energy Explosion” instead of “Orange”.

#009 Cuckoo

- The special power Hive Mind starts “When Cuckoo is given a non-free action...”
- Coordination says “...When Cuckoo is given a move action, she can use the Carry ability to carry up to two other adjacent Cuckoos.”

#012 Colossus

- The first sentence of Fastball Special reads “Colossus can use Telekinesis, but only Option 3 and only on adjacent objects.”

#031 Professor X

- The keyword “Illuminati” is “Illuminati”.

#034 Archangel

- For clarifications on Fly-By, see Avengers #036 Falcon

#038 Omega Red

- Carbonadium Tentacles is “Blades/Claws/Fangs”, not “Blade/Claws/Fangs”.

#042 Unus the Untouchable

- The knock back from Bounce occurs even if the attack deals no damage (such as a close combat attack with Telekinesis). The knock back would occur after the figure has been moved.

#047 Super-Adaptoid

- See Justice League #017 Parasite for clarifications on “Attack Drain” and “Defense Drain”.
- Perplex and Hammer are both damage powers marked with the giant damage symbol.

#048 Wrecker

- Exploit Weakness is a damage power, not a defense power.

#058 Warskrull

- The keyword “Skrull” is “Skrulls”.

#061 Dark Beast

- When multiple effects can occur simultaneously when using Cruel Experiment, the acting player can choose which effect to apply first.

#200 Iron Man

- The Experience Level is Silver (Unique).
- Invincible reduces damage just like any other damage reducer (Toughness, Invulnerability, etc.). Penetrating damage would not be reduced.

#B005 Amadeus Cho

- Excello says “Amadeus Cho can use Outwit, but must be given a power action instead of a free action.”

Crisis

#007 Jericho

- For clarifications on Possession, see Justice League #035 Deadman

#021 Rip Hunter

- Characters that have had their standard/named powers countered that become adjacent to Rip Hunter, no longer have those powers countered if he is using Time Master.
- If a character adjacent to Rip Hunter is targeted by a power like Joker Makes the Rules (see Justice League #009, Joker), Time Master would prevent all of the standard and named powers from being countered.
- If Rip is the target of a power like Joker Makes the Rules (see Justice League #009, Joker) then his special power would be countered along with all of his standard/named powers, despite using Time Master.

#024 Karate Kid

- The keyword “Legion” is “Legion of Super Heroes”.

#026 Green Arrow

- If Green Arrow uses Hail of Arrows and hits three targets when his damage value was two, there would be a total of five damage to be dealt to the various targets.

#036 Chief

- When removing Manipulate tokens, Probability Control can be used on the d6 roll. The Chief is the character that needs to be targeted for this line of fire.
- If the d6 roll is a 1-2, and The Chief has more Manipulate tokens on his card, he may continue to use Manipulate until he has no more tokens.
- If a force has more than one Chief, each can use this power at the beginning of the turn. Only one action for the action pool can be acquired this way, but each Chief can roll to try to place a Manipulate token.
- When The Chief uses Manipulate to add a token to his card it replaces all other effects of the Leadership roll (e.g., if The Chief was equipped with Tactics, he would choose between a Manipulate token or 2 actions with a successful Leadership roll).

#039 Harbinger

- Harbinger can only use You Are Needed to choose a character that has the same size base as her.

#045 Trigon

- When a Doppelganger is destroyed, it is removed from the game.
- If Doppelganger is outwitted, any doppelganger tokens from that power are removed from the battlefield.

#048 Darkseid

- Option 3 of Omega Effect begins “Darkseid’s damage value is 0 for the duration of the action.”

#054 Alex Luthor

- If ignoring a battlefield condition while using Earth 154 + Earth 462 results in a character being placed in an illegal square (e.g., blocking terrain), it would be moved by the active player to the closest square it could occupy.

#059 The Spectre

- Ghostly Guardian reads "... and possesses the Justice Society team ability."

#060 Monitor

- This character has the wing symbol instead of the boot speed symbol.

#100 Superman

- The special power "Leading the Attack" begins: "Once, at the beginning of your turn, if Superman is adjacent to an opposing character, he can make a close combat attack as a free action, but he can't attack that character again during that turn."

#102 Donna Troy

- The Lasso special power ends "... at the same elevation as Donna Troy."
- Purple Ray does not require line of fire. Donna Troy cannot target herself with this power.

#103 Garth

- Salvage allows Garth to pick up an object under different circumstances. Super Strength would still need to be used by Garth in order to do the picking up/holding.

#225 Anti-Monitor

- The Experience Level is Silver (Unique).
- If Anti-Monitor uses Quake during a Multiattack, he is still limited to targeting no more than 2 characters.

Batman Alpha

#011 Huntress

- This character's point value is 50.

#014 Alfred

- This character's point value is 30.

Secret Invasion

#002 Moloid

- Overwhelm is an attack power, not a speed power.

#006a Yellowjacket

- Yellowjacket's trait says: "Yellowjacket possesses the Avengers team symbol. He doesn't possess the Skrulls team symbol."

#006b Yellowjacket

- Yellowjacket's trait says: "Yellowjacket possesses the Skrulls team symbol. He doesn't possess the Avengers team symbol."

#007 Atlantean Warrior

- Being able to use Stealth with Aquatic Invader does not cause all lines of fire to be blocked – hindering terrain must still affect the line of fire.
- Since Atlantean Warrior gets +2 to his speed at the beginning of the turn when using Aquatic Invader, it is not simultaneous to the halving of his speed when using Charge. Therefore, in order to calculate his speed value for Charge you would account for all modifiers that occurred before Charge (including the +2 for Aquatic Invader) and then halve the speed.

#008a Ms. Marvel

- Ms. Marvel's trait says: "Ms. Marvel possesses the Avengers team symbol. She doesn't possess the Skrulls team symbol."

#008b Ms. Marvel

- Ms. Marvel's trait says: "Ms. Marvel possesses the Skrulls team symbol. She doesn't possess the Avengers team symbol."

#015 Energizer

- Once markers are removed, the square returns to the terrain type that is showing on the map.

#021 Iron Man

- The second sentence of Extremis reads: "When Iron Man is not using Outwit, he can use Super Senses."

#022 Goliath

- When using Throw, the damage dealt that is multiplied by 2 to get the knock back distance is the final damage dealt after all modifiers have been considered, including critical hits and damage reducing powers.

#024 Spider-Slayer

- The last sentence of Tracking Systems reads: "...if it ends the second move adjacent to the chosen character."

#028 Attuma

- When using Tidal Wave, Attuma can use Quake, so long as at least one opposing character is targeted.

#030 Punisher

- When using Chaingun, all target characters must be within Punisher's range.
- Resolve each follow up attack from Chaingun before moving on to the next attack. If Punisher loses Chaingun after any attack, no further attacks with Chaingun can be made.

#032a Dum Dum Dugan

- Dum Dum Dugan's trait says: "Dum Dum Dugan possesses the S.H.I.E.L.D. team symbol. He doesn't possess the Skrulls team symbol."
- Deputy Director (Leadership), Perplex and Marksman (Ranged Combat Expert) are all damage powers, not defense powers.

#032b Dum Dum Dugan

- Dum Dum Dugan's first trait says: "Dum Dum Dugan possesses the Skrulls team symbol. He doesn't possess the S.H.I.E.L.D. team symbol."
- The terrain selected by Dum Dum Dugan for S.W.O.R.D.fall does not return to its previous state even when Dum Dum Dugan is KO'd.
- The last sentence of S.W.O.R.D.fall reads: "This area is considered to be clear grounded terrain until the end of the game."
- The selected area from S.W.O.R.D.fall does not remain clear grounded terrain regardless of other game conditions. Terrain markers, objects, etc. would all behave as hindering/blocking terrain as normal.

#033 Dr. Strange

- If Wand of Watoomb is used to target more than one character with Perplex (like with the feat Brilliant Tactician), a d6 would be rolled for each target of Perplex.

#037 Triton

- Aquatic Scout's second sentence begins "When Triton occupies water terrain, any line of fire drawn to him..."

#040 Doom

- When using Powerless to counter all powers or all abilities, Doom must still draw a line of fire to the target.
- Outwitting all abilities of a character with Powerless refers to the Combat Abilities listed on page 16 of the rulebook.

#042a Captain Mar-Vell

- Captain Mar-Vell's trait says: "Captain Mar-Vell possesses the S.H.I.E.L.D. team symbol. He doesn't possess the Skrulls team symbol."

#042b Captain Mar-Vell

- Captain Mar-Vell's trait says: "Captain Mar-Vell possesses the Skrulls team symbol. He doesn't possess the S.H.I.E.L.D. team symbol."

#048a Elektra

- Elektra's trait says: "Elektra possesses the Hydra team symbol. She doesn't possess the Skrulls team symbol."

#048b Elektra

- Elektra's trait says: "Elektra possesses the Skrulls team symbol. She doesn't possess the Hydra team symbol."
- Elektra has the keywords "Skrulls, Spy"

#049 Ringmaster

- The limitation on Mind Control for Top Hat applies only when Ringmaster is using the special power to increase the number of targets he can affect.

#051 Nick Fury

- When Nick Fury uses L.M.D., he is moved to a corner of the map whether the damage was dealt from an attack or not.
- When Nick Fury uses L.M.D. and the attack involves knock back, the attack would be resolved first, then the

Nick Fury would be put in an unoccupied square, then the knock back would take place.

#053 Skrull Emperor

- The character card has Shape Change listed on it.
- The only difference in the use of Outwit for Scheme is that it can affect multiple characters. Other requirements – like having a line of fire to each target – are still required.
- Named powers are considered to have their standard name for purposes of this power. That is, if Skrull Emperor were to choose Super Senses, then Mephisto's Shapeshifter power would be countered as well.
- If a special power is selected to be countered with Scheme, all characters with a special power of the selected name would be countered, even if the effects are different or in a different combat slot.

#057 Jarvis

- This character has both the Skrulls and Avengers team symbols.

#058 Power Man and Iron Fist

- Wallbuster, Deadly Hands of Kung Fu (Blades/Claws/Fangs), and Power Man are all Duo Attack powers, not standard attack powers.

#099 Susan Richards

- Susan Richards's character card has a point cost of 120.
- Although Susan Richards ignores terrain for her ranged attacks when she uses To the Negative Zone, characters can still use terrain for the attack. For example, a character with Camouflage would still have lines of fire to it blocked.

#100 Spider-Woman

- Spider-Woman's character card has a point cost of 79.

#104 The Thing

- The last sentence of Yer Ever-Lovin' Pal reads: "On a result of 5 or 6, you can remove an action token from one adjacent friendly character, or two adjacent friendly characters if they and the Thing all possess a single common keyword."

#105 Dr. Doom

- When using Kneel Before Doom!, each character targeted by Doom that is hit would only be dealt his damage value – no additional damage for adjacency would be dealt to the targets.

#112 Sue Storm

- Characters taking knock back from Get Away from Him! are moved away from the square Sue Storm drew a line of fire to for the attack.

#113 Johnny Storm

- Pour It On! reads: "Johnny Storm can use Energy Explosion, when he does, characters successfully hit are dealt damage equal to the number of times it was hit by this attack times two."

#115 Victor Von Doom

- Unquestioned has an Indomitable defense symbol, not the standard defense symbol.

Arkham Asylum

#011 The Riddler

- Riddle Me This begins “The Riddler can use Incapacitate once per turn.”
- Riddle Me This ends “if the chosen number comes up on both dice, give the target enough action tokens so that it has two actions tokens.”
- When Riddler uses Perplex with They’ll Never Get This One, the restriction prevents him from targeting friendly characters altogether.

#027 Firefly

- Flamethrower ends “... same square that the target occupied at the time of the attack.”


#034 Robin

- Batline only allows Robin to ignore clearer elevated terrain. Walls, hindering and blocking terrain (even on elevated terrain) would not be ignored.

#057 Saturn Queen

- To use Mind Squeeze, the Incapacitate action must be completely resolved, including Saturn Queen taking a token and push damage if necessary. When she uses Mind Control as a free action, all other aspects of the Mind Control action – requirements on range, line of fire, Shape Change rolls, etc. – must be met in order to attempt the attack.

#061 Clown Prince of Crime

- If Clown Prince of Crime is Possessed, the possession ends when  symbols appear as if the character were KO’d.

#099 Batman

- From Among the Gargoyles ends with “when he occupies the rim square and a line of fire is being drawn to him.”

#104 Grodd

- Grodd’s character card does not have a team symbol on it.

Hammer of Thor

#009 Pip the Troll

- Space Gem begins “Pip the Troll can use Phasing/Teleport. He can use it normally, or if he is not using the Carry ability, you can instead place him in any square...”

#015 Fire Demon

- March to Ragnarok! begins “When a friendly character named Surtur or Ragnarok Surtur is within 8 squares...”

#026 Pluto

- Soul Syphon reads “When a friendly character with 30 or higher point value is KO’d, Pluto may be placed in the square they occupied after any current actions are resolved.

If Pluto does, he can immediately use Regeneration as a free action.”

#044 Air-Walker

- Air-Walker’s character card has a red experience level.

#051 Odin

- Odin’s character card has a red experience level.

#105 Thor, the Reigning

- The special power Odinsleep cannot be canceled.

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Section 4: Special Characters

General

- When a special character's printed rules indicates that they possess an ability that is documented in the latest rulebook, the rules from the rulebook override the printed rules for the character.

Dark Phoenix

- Replace the first sentence of the first paragraph under Special Rules with: "Dark Phoenix ignores the Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, and Support powers, as well as team abilities that duplicate these powers."
- Replace the second sentence under Actions and Pushing with "Dark Phoenix may be pushed each turn; it will not be dealt pushing damage while the Power Cosmic team ability is active."

Galactus

Scenario Rules

- Under **Combat**, replace the sixth paragraph with: "Galactus can attack and be attacked by grounded and elevated characters."
- Probability Control cannot be used against Galactus' rolls, as Galactus doesn't have a turn.
- Galactus does not retaliate if damaged during its action.
- Galactus is not forced to respond with the same kind of attack that damaged him.
- If the character who dealt damage to Galactus is KOed before Galactus retaliates, then Galactus does not retaliate.
- If Galactus retaliates against more than one character after being dealt damage and misses the character that dealt damage to Galactus but hit one or more other characters, then Galactus may divide his full damage among the characters successfully hit.
- When retaliating, Galactus may still use the Pulse Wave ability, even though it doesn't specifically target a figure, if the figure that damaged Galactus is within range of Galactus' Pulse Wave.
- Galactus' retaliation occurs immediately after the first action resolution that results in Galactus taking damage. For example, during the first option of a Hypersonic Speed attack, Galactus would retaliate immediately after the free action that resulted in Galactus taking damage resolves, before the figure using Hypersonic Speed completes its movement. If Galactus takes damage from the first free action of a Multi-Attack or Cosmic Multiattack, Galactus would retaliate before the second free action occurs; if the second free action also resulted in Galactus taking damage, he would retaliate after that action as well.

Part of a Force Rules

- Add the following to the first paragraph under **Movement**: "Galactus ignores the effects of team abilities on movement."
- Add the following to the first paragraph under **Movement**: "Galactus ignores indoor blocking terrain for movement purposes. Any indoor blocking terrain Galactus crosses is destroyed; mark blocking terrain destroyed in this manner with two rubble markers."
- Replace the first sentence of the first paragraph under **Powers and Abilities**: "Galactus ignores the Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, and Support powers, as well as team abilities that duplicate these powers."
- Feats cannot be assigned to Galactus.
- Damage carries over from one combat dial to another. In a battle against Hungry Galactus, for example, if there is 1 click left on the Hungry combat dial, and Galactus takes 2 damage, the "extra" 1 damage is applied to the Starving combat dial.
- Galactus ignores the Skrulls and Danger Girl team abilities.
- When Galactus uses Energy Explosion or Pulse Wave against multiple targets, the damage dealt per hit is equal to the number of dials he started with, overriding all other restrictions on this number.
- When Galactus moves, all parts of his base are considered to be in clear, grounded terrain.
- Galactus must end his movement so that all squares he occupies are squares to which he could have legally moved as part of the movement.

Galactus (Coming of Galactus)

Part of a Force Rules

- Where their powers overlap, the clarifications for Galactus apply to COG Galactus.

Jean Grey Phoenix

- Replace the first bullet point under Special Rules with: "are not affected by Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, Support, or any team abilities that duplicate these powers;"

Sentinel

- The Sentinel with an Infinity Challenge set symbol should use the Advanced Sentinel Rules.

Spectre

- When Spectre uses Energy Explosion or Pulse Wave against multiple targets, the damage dealt per hit is equal to

the number of dials he started with, overriding all other restrictions on this number.

Starro

- When Starro uses Pulse Wave against multiple targets, the damage dealt per hit is equal to the experience level he started with, overriding all other restrictions on this number.

Section 5: Team Abilities

General

- Any DC or Indy team abilities that refer to a “team member” actually refer to “a character using this team ability.”

2000 AD†

- The choice of opposing team or character is made for the entire team. Once the choice is made, all characters with this team ability get the bonus against that team/character.
- If a wild card uses this team ability, they must use the same opposing team/character selected for the rest of the characters using this team ability.
- Designating a single character for this team ability grants the bonus only against that single character, even if more than one of that character is in play.

ARACHNOS†

Clarifications: *see Mystics*

AVENGERS

Clarifications: *see Free Moves*

BATMAN ENEMY

Clarifications: *see Sinister Syndicate.*

- This team ability reads: “Before the attack roll of any attack made by a character using the Batman Enemy team ability, the character can replace its attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly character possessing the Batman Enemy team ability.”

BROTHERHOOD OF MUTANTS

Clarifications: *see Free Moves*

CRIME SYNDICATE

- The character using this team ability is subject to all the standard rules regarding Probability Control with the additional requirement of placing a token on a character in order to use the ability.
- The token may be assigned to any character with less than 2 tokens unless the character will receive a token as a result of the current action.
- Applying a second token to a character would deal normal pushing damage to that character at the end of the action.

CROSSGEN†

Clarifications: *see Mystics*

CRUSADE†

- The attack roll does not need to be successful in order to generate knock back.
- If a Crusade team member's Energy Explosion attack is unsuccessful against a target, but doubles are rolled, then the Crusade ability will generate knock back only for the missed target. If a Crusade team member's Energy Explosion is successful against a target, but unsuccessful against an adjacent figure, Crusade's ability will also generate knock back against the adjacent figures.

DANGER GIRL†

Clarifications: *see Skrulls*

DEFENDERS

- The Defenders team ability works in the same manner as the “Defend” power, except that it can only be used with other Defenders team members.
- A wildcard character can use this ability to receive a value from a character with the Defenders team symbol but cannot pass their defense on with this ability.
- This team ability can be used during Support.

Free Moves

- When a character with this team ability is given a move action, that action does not get subtracted from the players action pool for that turn. The acting character is still assigned a token and would be dealt pushing damage as normal, if this is not their first token.
- The move action assigned to the character can be used for any effect that requires a move action. Moving, the Move and Attack ability, and Leap/Climb are all examples of things that use a move action for which this team ability would apply.
- This team ability does not alter what kinds of actions can be assigned to the character. If it has been carried this turn, you could not assign it a move action, as it is “free”. It is not a free action, it is an action which is free from the perspective of your action pool (the number of actions you can assign on a turn).
- If a character with this team ability is given a move action that requires break away, it may still use this ability. On a failed break away roll, it would still get a token and the action will not come from the action pool.

GREEN LANTERN CORPS

- This team ability reads: “A Green Lantern Corps team member can carry up to eight friendly characters instead of one when it uses the Carry ability.”
- This team ability does not grant the character the ability to carry other characters, it alters how many characters they may carry assuming they have the ability to do so.
- This team ability does not alter the rules about which characters may be carried. For example, it would not allow a character to carry a Giant or another flier.

GUARDIANS OF THE GLOBE

- If doubles are rolled for a no damage attack (such as Mind Control), a token would still be given to the target(s).
- If a character using this team ability rolls doubles while using Incapacitate, then the target character will get 2 tokens if they currently have 0.
- If a character using this team ability rolls doubles while using Quake, the target characters would not be knocked back, but would receive a token instead.
- If a character with this team ability rolls doubles while using Energy Explosion, the characters targeted would

receive a token while character who are affected by splash damage would be knocked back normally.

- If a character with this team ability rolls doubles while using Pulse Wave, knock back would apply normally, as there are no targets in a Pulse Wave.
- If a target character would normally ignore knock back, they would still receive a token as a result of this team ability.

HYDRA

- If a character makes a ranged attack against multiple targets and the adjacent Hydra team member can only draw a line of fire to one of the targets, then the +1 bonus would only apply against the target the Hydra member can draw a line of fire to.

HYPERTIME

- A character with either the Kingdom Come symbol or the Hypertime symbol would not need to roll when basing a character with either symbol.
- A character using this team ability, but does not have one of the team symbol (e.g., a wild card copying the team ability or a feat card allowing you to use a team ability) would still need to roll when becoming adjacent to a character using this team ability.
- If a character fails its roll while trying to become adjacent to the Hypertime team member, it may continue its move from the current position. If there are no legal squares in which the character that failed its roll against the Hypertime team ability may move, the character must end its movement in the first available legal square along the path it took when moving adjacent to the Hypertime team member, even if that square is the square in which the character began its movement.
- This team ability only applies when a character goes from not being adjacent to a Hypertime character to becoming adjacent to a Hypertime character. If one is adjacent to a Hypertime character at the beginning of an action, for example, and rolls successfully for break away, then a Hypertime roll would not be necessary if the character moves and maintains adjacency to that Hypertime character.

JUSTICE LEAGUE

Clarifications: *see Free Moves*

JUSTICE SOCIETY

Clarifications: *see Defenders*

- This team ability reads: “Before any attack roll, a character using the Justice Society team ability can for the attack replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly character possessing the Justice Society team ability.”

MASTERS OF EVIL

- The damage applied to a character with this team ability on the third turn it acts is not pushing damage. Willpower (or other effects that allow a character to ignore pushing

damage) would not apply to the unavoidable damage this team ability generates.

- The second action a character with this team ability takes is normal pushing damage, for which Willpower and other similar effects would work fine.

MYSTICS

- This team ability causes damage to be taken. Damage taken cannot be reduced by damage reducers (those work on damage dealt).
- As the damage from this team ability is not an attack, it would not cause retaliation damage if it were applied to another Mystics character.
- This team ability would still activate as the character is KO'd.
- If a Mystics character somehow deals damages to itself in an attack and does not cancel this ability, it will still activate and damage itself.

POLICE

Clarifications: *see Hydra*

POWER COSMIC

- Powers that allow you to ignore other powers would still be effective against a character using this team ability. Exploit Weakness, for example, does not counter damage reducing powers, but ignores them, so it would still work against a character with this team ability.

QUINTESSENCE

Clarifications: *see Power Cosmic.*

S.H.I.E.L.D.

- Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character. These bonuses are always subject to the Rule of Three.
- The action token is assigned to the S.H.I.E.L.D. characters (for power actions) when they use this team ability regardless as to whether the attack was successful or not.
- The S.H.I.E.L.D. character does not have to have a line of fire to the target in order to use this ability.
- The S.H.I.E.L.D. character's action is to be declared with the announcing of the action that includes the ranged combat attack.

SERPENT SOCIETY†

- This ability should read: “A character using the Serpent Society team ability may use Phasing/Teleport (though they do not possess the Phasing /Teleport power)”

SINISTER SYNDICATE

- The Sinister Syndicate team ability works in the same manner as the “Defend” power, except that it can only be used with other Sinister Syndicate team members and it applies to attack value rather than defense value.
- This team ability can be used during Support.

SKRULLS

- Other than the roll that is required, this team ability works the same as Shape Change.

SUPERMAN ENEMY

- The second sentence should read: “If that character already possesses Outwit, then this team ability has no effect.”
- This power can be used for each set of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets to use Outwit. 75 is higher than 44, but 75 already can use Outwit—it cannot use it again. 60 is higher than 44, so 60 can use Outwit.

TITANS

Clarifications: *see X-Men*

- This team ability reads: “At the beginning of an action during which two friendly characters using the Titans team ability are adjacent to each other, you can choose one of the characters, give it a power action, and roll a d6. Heal the other adjacent, friendly character of 1 damage, and on a result of 1-4, deal the character given the power action 1 unavoidable damage.”

TOP COW†

Clarifications: *see Free Moves*

ULTIMATE X-MEN

- Each team member chooses an opposing team or character. This choice is made on a character by character basis, and may be different from other members of the team.
- If a wild card uses this team ability, they may select their own target team/figure for the bonus. Once the choice is made, the wild card may not change that selection even if they use a different team ability.
- Designating a single character for this team ability grants the bonus only against that single character, even if more than one of that character is in play.

Wild Cards

- If the last character on a force possessing a team ability is KO'd, any wild card characters that are currently using the team ability can continue to use it until the end of that action. With the start of the next action, that team ability is not able to be used.
- A wild card can only use a team ability that is possessed by a friendly character on their force. It cannot use a team ability that another character is able to use (but does not possess).
- When using another team ability, a wild card team member is considered part of that team for team ability purposes; for everything else, it is a member of the team printed on its base.
- When a feat card is used that grants the possessing team members to use a different team ability, the wild card may not use the ability granted by the feat – they can only copy the team ability that is available without the feat.
- The “different action” that the wild card retains as its newly selected team ability for referred to on page 19 can be given to any character on the acting team. Whichever character makes the follow-up action, the wild card will continue to use the selected team ability.

X-MEN

- In order for a character to use the X-Men team ability, the adjacent character must be able to be healed.

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Section 6: Battlefield Conditions

General

- Battlefield condition cards are considered “unique by name”. If battlefield condition cards with the same name appear in multiple sets, a player may only use one copy of any named card in his battlefield condition hand during a tournament.
- Any Battlefield Condition cards that are published with the same name as a previous one override all of the text on the previously published card.

ALPHA STRIKE

- The text of this card reads: “Before the beginning of each player’s first turn, that player chooses a team symbol possessed by an opposing character. The first opposing character with that team symbol that is defeated is worth additional victory points equal to half of that character’s point value.”
- If multiple characters with the chosen team symbol are KOd as the result of a single action, arch enemy points are awarded for all characters KOd by the action that have the chosen team symbol.

ARMOR WARS†

- Multiple copies of Armor Wars will each affect damage dealt accordingly (so if 2 are in play, damage that is reduced is increased by 2).
- In order for Armor Wars to activate, some damage must be dealt. 0 damage will not be reduced.
- Damage that is prevented from being reduced – like through the Feat Armor Piercing – is still affected by this BFC and is increased by 1.

ASSEMBLED†

- A team must have 5 or more characters with the same team symbol in order for this BFC to activate.

ATLANTIS RISING

- If Atlantis Rising and Astral Plane are both played, players should roll off with the higher die roll being the BFC that will take effect (this is independent of the Initiative roll).
- Clear terrain does not become water terrain until the beginning of the first round. Objects can therefore be placed in clear grounded terrain, as it is not yet water terrain.

CROSSWINDS†

- Colossal characters are affected by Crosswinds and are given the Earthbound power.
- Crosswinds affects characters with the inverse (transporter) wing symbol as well as the standard wing symbol.

DAMAGE CONTROL

- Replace the last sentence on the card with: “At the beginning of each player’s turn, all destroyed walls and blocking terrain (except Barrier markers and terrain in occupied squares) are no longer destroyed.”
- Debris tokens from destroyed walls and blocking terrain are not removed at the beginning of each player’s turn.

- The restoration of walls and blocking terrain is something that happens once per turn, it is not an ongoing affect. If Wasteland was also in play, its effects are constant. Therefore, at the start of each turn, all of the destroyed walls and terrain would be repaired (from this BFC) and then they would immediately be destroyed (from the Wasteland BFC). The other effects of these BFCs would occur normally.

DARKNESS†

- If a character were to use Pulse Wave under the effects of this BFC and their natural range is greater than 6, their range would be 6 for the attack. When the range is halved for the Pulse Wave attack, it would then be 3.

DEEP SHADOWS

- If a character were to use Pulse Wave under the effects of this BFC and their natural range is greater than 6, their range would be 6 for the attack. When the range is halved for the Pulse Wave attack, it would then be 3.

DE-FEATED

- All feats owned by that player are ignored when a 1 is rolled, even if the feat is not strictly tied to a single character (such as Rip It Up).

DISBANDED!†

- Power Cosmic and Quintessence can be ignored. Certain characters, like Galactus, Spectre, and such have special rules that overlap with the effects of these team abilities. When they overlap, ignoring the team ability does not mean ignoring the characters own ability from their rules.
- Ignoring team abilities does not mean you ignore the team symbol. Many mechanics, like the Assembled BFC, require characters with the same team symbol. These effects would work the same even when Disbanded! is in play.

EARTHQUAKE†

- The Probability Control power cannot be used to reroll dice rolled for the Earthquake BFC.
- Damage reducing powers still function as normal.
- Super Senses cannot be used to evade the damage as it is not from an attack.

GROUND ZERO†

- The die roll that can result in damage is not rolled by the character, so it cannot be rerolled with Probability Control.

INERTIAL INTERFERENCE FIELD†

- The last sentence refers to all knock back, not just knock back from the different powers listed.

INFILTRATION

- Characters placed outside the starting area are still protected under the First Round Immunity rule.

KRAKOA THE LIVING ISLAND

- The attack made because of Krakoa is a close combat attack. Combat Reflexes or the like would apply.

- Characters with Shape Change may use that power to cause the attack to not be able to be made. A different qualifying character can be selected as the target of the attack.
- Probability Control cannot be used on this roll as there is no character making the attack.

LOW GRAVITY†

- Characters that are unaffected by knock back are not affected by Low Gravity.

LOYALTY

- Wild card characters retain their chosen team ability even if the character with that team ability is KOd.
- Wild card characters would choose their team ability regardless to any feats (like Siphon Power, Saboteur, alternate team abilities) assigned to either team before the game begins. They would retain that team ability for the game.

MADNESS†

- When using Support and two sixes are rolled, the target would take 1 damage. When using Support and two ones are rolled, the target is healed equal to the result of one die roll (-2, as per the power).

PACIFICATION

- In order to be reduced, the 4 or more damage must be dealt to a single character.
- This BFC would activate any time the damage dealt reaches 4 (or more), even if another effect (like Toughness) would reduce it below 4 later.

POWER DAMPENING FIELD†

- Any effect in the game that can alter the damage value of a character would still be subject to this BFC. This includes bonuses from feats (like Pounce) or powers (Enhancement, Blades/Claws/Fangs).

RADIATION LEAK†

- If Radiation Leak and War Zone are in play at the same time, War Zone takes precedence over Radiation Leak when using the Support power. Radiation Leak requires a die roll but due to War Zone being in play no die is ever rolled for Support.
- The Radiation Leak BFC does not affect the Suicide Squad team ability.

SHRUNK

- Any power or effect that indicates it functions based on a certain number of squares is also considered to have a range for purposes of this BFC.
- If Shrunk is in play with Deep Shadows, the range would first be halved by Shrunk and the limited by deep Shadows.

SKYSCRAPERS

- If this is in play and the indoors Legion of Super Heroes Starter Map is used, the 4 starting areas are considered clear grounded terrain for the game.

WAR ZONE†

- If Radiation Leak and War Zone are in play at the same time, War Zone takes precedence over Radiation Leak when using the Support power. Radiation Leak requires a die roll, but due to War Zone being in play no die is ever rolled for Support.

WHITE NOISE†

- The Probability Control power cannot be used to force a reroll of a die roll caused by the White Noise Feat card.

Section 7: Feats

General Clarifications

- While the points for feat add to the overall force build total, they do not add to a character's build total.
- Alternate Team Abilities (like Thunderbolts or The Society) must be used and costed for all team members on your force. These feats are not optional (that is, they cannot be canceled to gain access to the original team ability. The use of the team ability is optional).
- Wildcards cannot use team abilities granted through feat cards. When copying a team ability, unless specified otherwise, they use the team ability from the Powers and Abilities card.
- Proxies of feats cannot be used. This means you cannot use a print out of a feat and also means that you need one copy of the feat card for each time it is being used on your force. It also means that a feat from a retired set cannot be used in the restricted environment, even if the same exact feat has been reprinted.
- When a character is removed from the battlefield and placed on a feat card, they are not affected by battlefield condition cards.
- Any Feat cards that are published with the same name as a previous one override all of the text on the previously published card.
- Special powers that allow a character to use standard powers also allow the character to meet the prerequisite of a feat. If the special power is conditional (e.g., can only use the power while in water terrain) then the prerequisite is only met when the condition is met also.

ALIAS

- The feat is considered "used" as soon as the character has rolled for Shape Change. If a player opts to use the feat, but other game effects occur such that the character is not targeted prior to rolling for Alias (e.g., the Skrulls team ability) then the feat is not considered used and is not discarded.

AUTOMATIC REGENERATION†

- Replace the text on the card with: "Once, at the beginning of your turn, this character uses Regeneration as a free action."

BRILLIANT TACTICIAN

- When affecting friendly characters with Brilliant Tactician, different combat values may be modified per each character affected.
- Wild card characters cannot use the Brilliant Tactician's team ability in order to qualify for the extra perplexing. They must share either the team symbol or a keyword.
- Any character that the Brilliant Tactician can draw a line of fire to can be the initial target of Perplex. The team symbol/keyword requirement is only for characters perplexed after that.
- Perplex can only be used once on each character by the Brilliant Tactician. A target cannot be chosen for the initial

perplex as well as the follow up perplex (if the team symbol or keyword was shared)

CAMOUFLAGE

- A character against the edge of elevated terrain (a building) does not gain the benefits from Camouflage, as elevated terrain is not blocking terrain or a wall. In order for Camouflage to work, the character would also need to be adjacent to blocking terrain or a wall.
- A character using this feat would still have lines of fire to it blocked when targeted by a character that is ignoring terrain or other characters for line of fire purposes.

COMPEL

- The figure that is the target of the mind control must have taken a tokenable action this turn in order for it to be a target. Free actions would not qualify.
- A character with multiple targets cannot target any opposing figures when attempting to Compel a friendly figure. It may only target a single friendly character.

CONSTRUCT

- Any opposing character adjacent to the Barrier needs to roll a break away if it is moving or being moved away from the Barrier.
- Only characters that are being given an action that involves movement are given action tokens. Characters that are adjacent to the Barrier and are being moved without being given an action (such as being carried, moved with Telekinesis, etc.) are not given an action token for making the break away roll.

CONTINGENCY PLAN

- When tokens are removed from this feat, only one combat value can be modified for the tokens removed.

COORDINATION

- This feat is not optional.

DAMAGE SHIELD†

- Damage from Damage Shield is not an attack, and therefore will not trigger the effects of attacks such as the Mystics team ability or the Super Senses power.
- The prerequisite ability must be showing on the dial at the time of the attack in order to use Damage Shield.
- Damage dealt from Damage Shield is normal damage, so damage reducing powers would reduce this damage accordingly.

DARKNESS WITHIN†

- Replace the first line of the card with: "(Optional) Once per turn before this character makes an attack, deal 1 pushing damage that ignores Willpower and team abilities to a single target friendly character adjacent to the character; this is not an attack:"
- The pushing damage is dealt to the adjacent friendly character after the action is declared but before the attack is

made. The characters must be adjacent at the time of the attack.

DISASSEMBLE

- The last sentence reads: "...you may remove one of the target objects from the game after the action is resolved and replace it...".

DISSENT

- If a team ability is outwitted, any wild cards that were using the team ability from the affected character may no longer use copied team ability.

DIVEBOMB†

- Divebomb is specific that it can only target grounded characters. Elevated characters cannot be targeted with this feat.

ENDURANCE

- Modify the second sentence in the main paragraph to say "If there are endurance tokens on this card when the character is given a non-free action, after the action resolves, roll a d6."
- One endurance token is placed on the card for each pushing damage dealt to the character.
- There are many feats that deal pushing damage as a cost for using it – Endurance can be used to prevent that damage as well – one token is placed on the card for each pushing damage dealt.
- Once tokens are on this feat, it may not be canceled.
- If the character loses the prerequisites for this card while tokens are on the card, the character no longer needs to roll for potential damage, though the tokens are not removed.

ENTANGLE†

- If a character with Charge rolls a 1 or 2 when targeting someone with this feat, the character would have moved and would remain where it is.
- If a character with Hypersonic Speed or the Move-and-Attack ability rolls a 1 or 2 when targeting someone with this feat, they would be able to complete their movement and would still not receive a token, however they would not be able to perform any other action this turn.
- If a character with Flurry rolls a 1 or 2 when targeting someone with this ability on the first attack, they would end their action with no token. They would need to roll again for the second attack (assuming they were not prevented on the first one).
- If the Entangle character also has a power or ability (Shape Change, Skrull, etc.) that can prevent the attack, Entangle goes after those powers. Shape Change, Skrulls, Danger Girl, etc all function when the character is chosen as a target. Entangle occurs before the attack.
- If a character already has a token and pushes to attack an Entangle character and rolls a 1 or 2, they would be cleared at the end of the turn (as they received no tokens this turn).
- When a character rolls a 1 or 2 against an Entangle character, although they do not get an action token, the action still counts as one assigned from the player's action pool for the turn.

ENTRENCH

- A character ignoring a critical hit would not automatically succeed with the attack, would not add 1 to the damage dealt and, if the Critical Strike BFC was in play, would not have the option of using the tokens on the card.

EXTENDED RANGE†

- Replace the text on the card with: "Before making a ranged combat attack, the character's range may be increased for the duration of the attack by a number of squares up to its unmodified damage value. For each square the range of an attack is increased, decrease the damage value by 1 (after all other modifiers and replacements) when resolving the attack. An attack using Incapacitate does not place any action tokens on the target."
- When this feat is used with Pulse Wave (and multiple targets) first, halve the character's range (as per the power). Next, increase range based on the unmodified damage value (as per the feat). The damage value is then replaced to 1 (as per the power). Finally, the damage value is then decreased by 1 (as per the feat), making the normal damage dealt 0. Other factors can come into play (e.g., critical hits, Darkness Within) to increase this.
- When this feat is used with Energy Explosion, range is increased based on the unmodified damage value. While the damage value is decreased by 1, when targets are hit with Energy Explosion, they are dealt damage based on the number of times they are hit (not based on the damage value), soothe penalty of Extended Range would have no impact.
- When this feat is used with Mind Control, range can be increased with no penalty as there is no damage dealt from a Mind Control attack. If a character has a 0 range, this feat cannot be used to increase the 4 range granted as a default by the Mind Control power.

FANTASTIC FOUR†

- Replace the last line with: "Any member of this team may replace its defense value with the unmodified defense value of any other member before any attack roll."

FASTBALL SPECIAL†

- Replace the second line with: "Give both characters a power action when they are adjacent: The first character must have Super Strength and the second character must be a character without Flight, have Toughness and may not have a damage value higher than 3."
- A figure that is carrying an object cannot be "thrown" as part of the Fastball Special.

FORCE FIELD†

- The character that meets the prerequisites and is assigned the feat is the one that gains Toughness.
- The Toughness that Force Field grants cannot be used to meet the prerequisite for another feat when the force is constructed.

GREEN LANTERN CORPS

- The first sentence of the feat card should begin "All characters with the Green Lantern Corps team ability...".

HOMING DEVICE†

- When assigned to a non-standard character, the character can use this feat and would not suffer the modifier penalty (as they do not have that icon on their base).

IMPROVISE

- A roll of double ones would no longer be considered a critical miss. It would automatically hit the target and the attacking character would not take one damage.

IN CONTACT WITH ORACLE†

- If Oracle is removed from the battlefield and placed on the In Contact With Oracle feat card her team ability cannot be copied by figures with wildcard team abilities. It may be selected by a wild card under the effect of the Loyalty BFC.
- Free actions may not be used to give an Agent the +1 to its combat values.
- The +1 to combat values that Agents gain is applied immediately when the action is given.
- When an Agent already has a power showing on its dial that Oracle has, it may not be granted that same power from Oracle.
- Oracle grants the Agent the power that is showing on her dial. The power that the Agent has been granted can be countered. If the Agent is KOd, the effects of the power are lost.
- The power action given to an Agent to use one of Oracle's powers is given for that effect only. You cannot assign a power action for, say, Charge, and click Oracle's dial and then use Charge.
- The bonus granted by this feat occurs when the action is given, not at any time during the action. Therefore if a stat gets replaced within the action (or after), then the bonus would be overwritten by the replaced value.

INFILTRATE

- Characters using this feat would not need to roll break away when they begin to move.

INSPIRING COMMAND†

- Inspiring Command may only be used to prevent the push damage that occurs from placing a second token on a character. It may not be used to prevent the push damage that is given as a result of using powers, abilities, or feats.

INVIGORATE

- The last sentence reads "Characters that have action tokens removed from them can't be given power actions the same turn this feat is used." This means that a character given a power action already cannot have its token removed. It also means that a character with a token removed cannot then be given a power action.

LAZARUS PIT†

- Until the character that has Lazarus Pit assigned to it is returned to the battlefield, no other character may be placed in the square with the Special marker.
- Lazarus Pit may not be assigned to colossal characters.

- When a double-based character assigned the Lazarus Pit Feat Card is KOd, place a Special marker in each of the two squares that the character occupied when it was KOd.

LUCKY BREAK†

- If Lucky Break is used, the player using it cannot use Probability Control on the re-rolled die roll that resulted from Lucky Break. An opposing player may use Probability Control on that re-rolled die roll. Only that single re-rolled die would be re-rolled again with Probability Control.

LUNGE

- To use this feat: (1) Announce the action the character will take, even if it is not a legal action from its current position, as long as it can be adjacent to an opposing character for step 3. (2) Reposition the character from its current square to another square up to 2 squares away. (3) Perform the close combat attack.

MANEUVER

- This feat begins "When the character makes a close combat attack against a single target opposing character."
- The prerequisites for this power indicate that the assigned character must at some point on their dial have either the boot speed symbol, the power Combat Reflexes, or the power Close Combat Expert. Any one of the 3 would suffice.
- Knock back takes place during the attack. Therefore, a character knocked back by this attack would be knocked back first, possibly dealt damage from knock back, and then repositioned via Maneuver.

MENTAL SHIELDS

- If a character with this feat can target multiple characters, they can choose to not use the feat and try to Mind Control the multiple characters. When this is done, all effects of the feat – including the prevention of feedback damage – are not being used.

MERCENARY

- Ignore the last (repeated) sentence on the card.
- The Mercenary must be adjacent to a character that possesses the team ability – it is not enough for the Mercenary to be adjacent to a character using the team ability, like a Wildcard.
- In order to use the team ability, the Mercenary must begin its action adjacent to the higher point character.
- If a character has a special power that allows them to possess a team ability, they can count toward the number of characters on the team when determining the cost of Mercenary.
- The cost of the card must be selected as a part of building your force. Once a cost has been selected, you must choose a team that meets that point value – you cannot choose a team that is over or under the point value. If a player wants complete flexibility to choose any team ability on their team, they can choose to pay the full 25 points for the card. For example, a team with a non-TA character, one Batman

Ally, one Superman Ally, and 2 Mystics, you can choose to put Mercenary on the non-TA character as

- A 15 point cost – this would require that when you declared the Mercenary’s team ability at the start of the game, you would have to select Mystics as that is the only team available for that cost.
- A 20 point cost – this would require that when you declared the Mercenary’s team ability at the start of the game, you could select either Batman Ally or Superman Ally – you would not be able to select Mystics
- A 25 point cost – this would allow you to choose any of the three team abilities at the start of the game, but you would not get any point bonus for having members of the team on your force.

MONSTER HUNTER

- For the attack value, the +1 would only apply to the characters meeting the feat’s requirements. For the damage value, if the qualifying character is hit, one damage can be dealt to any of the hit targets that qualify before assigning any of the “natural” damage from the attacking character.

NANOARMOR

- The damage dealt to a character when an object “explodes” from Proximity Mines is not from an object and cannot be ignored by NanoArmor.
- The damage dealt from Laser Turret or Broken Drone is considered from an object and would be ignored.
- If hit with the Light Post, although the character would ignore the damage dealt, it would still be subject to the Incapacitate effect.
- If hit with a Meteorite, this character would ignore the increase to the damage value that the object supplied, however the remaining damage dealt would still become damage taken without further modification.

NANOBOTS†

- Nanobots requires you give the character a free action, therefore it cannot be given in the middle of another action.
- Nanobots can be used even if the assigned character is on their starting click.
- Adjacency to an object is different from occupying the same square as an object. If a character occupies the same square as an object, they cannot use Nanobots to remove it nor would they prevent another character from using Nanobots to remove the object.

OPPORTUNIST

- Using tokens from this card does not change the nature of the roll. Double ones is still a critical miss. You need to roll double sixes in order to get a critical hit (making the roll 12 does not make it so). Knock back occurs if the roll is doubles, even if you need to use Opportunist tokens to make the attack hit.

OUTSMART

- If multiple characters are targeted in a single occurrence of countering, 2d6 would be rolled by each player for each character that is affected.

PASSENGER†

- The second sentence reads “When this character uses Leap/Climb or Phasing/Teleport, it may use the Carry ability.”

POUNCE

- If a character is adjacent to an opposing character, it must roll break away in order to Pounce.
- Objects cannot be picked up during a Pounce if the character’s damage value will increase above 2.
- If a character is carrying an object and its damage value will be more than 2, it no longer meets the prerequisites of this feat.
- Pounce requires you give the character a power action to make a close combat attack. You may therefore not use Leap/Climb during this action (which has one effect that is relevant for move actions and another effect that is relevant for close combat actions).
- Powers that require close combat actions – like Blades/Claws/Fangs – cannot be used with Pounce (which only grants a close combat attack)

PROTECTED

- Protected can be used to prevent the damage of a single action which results in an attack. It can be used against a successful hit from Flurry or Multiattack, but would then not be able to be used against the follow up attack (assuming that attack was successful as well).
- Protected and Impervious both function against damage dealt. They can be used in either order.
- If the damage dealt to the Protected character comes via Mastermind, Protected cannot be used to ignore the damage as it is not the result of an action.

REPULSOR

- This feat does not have any effect on characters immune from knock back.

REPULSOR SHIELD†

- A character with this feat that is hit with an attack using Ranged Combat Expert would not ignore the attack, it would ignore the +2 damage dealt provided by the Ranged Combat Expert power.

RIP IT UP†

- Special Object tokens and 3D objects cannot be given to a character when using Rip It Up.

SABOTEUR†

- Saboteur may be assigned to characters that have a team ability that normally cannot be copied. Opposing wild cards would then be able to use that team ability.

SHAKE OFF†

- A character that automatically breaks away deals no damage with the Shake Off feat (this includes when using Phasing/Teleport). A break away roll is required to use Shake Off.
- A character that automatically breaks away but has to roll for break away due to some other condition (like Construct) can deal damage with Shake Off.

SHELLHEAD†

- Shellhead cannot be assigned to colossal characters.

SIDEKICK†

- Replace the last line of the card with: “(Optional) The second character uses the first character’s unmodified defense value instead of its own when it is attacked by an opposing character.” (the carrying restriction of the card is not optional)
- The two characters assigned Sidekick may never carry one another.
- A character can only be assigned each feat once, so you cannot “chain” defense values by giving the first sidekick a sidekick of its own.

SIDESTEP

- The 4 squares of movement is a limitation, not a requirement or an ability to move more than what the character might normally be able to move.

SIPHON POWER†

- A character with Siphon Power cannot use team abilities that wild cards cannot normally copy.
- If an opposing character is using the Saboteur feat card, the character with Siphon Power may only choose the team ability of the character with Saboteur. If the opposing character with Saboteur had a team ability that wild cards cannot normally copy, the character with Siphon Power will be able to use that team ability.
- A character with Siphon Power may not have the team ability it is using copied by wild card characters.
- Wild cards may not copy the rewritten team ability that Siphon Power grants.

SKULLDUGGERY

- In order for a roll to be made for a possible token, there must be a target opposing character being dealt damage. If the damage is dealt from an untargeted attack (Pulse Wave, Poison, etc.) then the roll would not take place.
- The damage dealt to the target opposing character is the final damage dealt after all modifiers have been considered, including critical hits and damage reducing powers.

THE SOCIETY†

- If a character attempts to use Outwit against a Society member and the Outwit fails due to a successful roll of the team ability, the Outwit can be used against a different opposing character.

SUBMERGED†

- Water terrain is not hindering terrain. A character ignoring hindering terrain for Line of Fire purposes would not ignore Submerged.

TACTICS

- A roll of 3 would grant one action that must be used by a character with the same team symbol.
- A roll of 4-6 will grant two actions, one provided by Leadership and one provided by Tactics that can only be used by a friendly character that shares the same team symbol as the character with Tactics.

- If a force contains multiple characters with Leadership assigned multiple Tactics feat cards, the force may gain the extra action for the team ability provided by the feat for each copy of the feat in play.

TAUNT†

- The player that controls the character affected by Taunt chooses the character’s action and when that action is given during his turn.
- If the controlling player decides to move the character affected by Taunt, the character must use as much of its full movement as possible in an attempt to reach the figure that performed the Taunt action. Any additional movement may be used (such as with HSS or the transporter move & attack ability) by the character affected by Taunt after it has become adjacent to the character with Taunt.
- Any movement made must be towards the figure that performed the Taunt action, following the shortest possible path.
- If the figure that performed the Taunt action is KOed before the character affected by Taunt can perform its action, the Taunt is ignored (as there is no valid target for the Taunted fig to move towards or attack).
- If the character affected by Taunt is given an action, it must be one that satisfies the conditions of Taunt (either moving towards or attacking the character with Taunt).
- If the character affected by Taunt can legally be given an action that satisfies the conditions of the Feat, it must be given that action, even if that action would only result in a movement of 0.
- Galactus can be affected by Taunt.

THUNDERBOLTS†

- Characters assigned the Thunderbolts feat may not choose a team ability that is granted by a feat card when choosing a team ability.
- Avengers characters using Thunderbolts may change their chosen team ability with each new round of a tournament.
- Thunderbolts and the Alpha Flight feat card may not be used together.
- The chosen team ability must be one that is currently legal for the type of tournament that is being played. For example, if the event is a restricted event and all characters with a specific team ability have been retired, then that team ability may not be chosen for Thunderbolts.
- When an Avengers character is Mind Controlled, regardless as to who may be using the Thunderbolts feat, while under Mind Control, the character cannot use feats (their own or the Mind Control player) so they have their natural Avengers team ability.
- If an Avengers character is equipped with Saboteur and Thunderbolts, the opposing teams wild card characters would only be able to use the Avengers (natural) team ability – not the Thunderbolt-selected ability.

THWART

- A card is considered “assigned” if the character is (a) the character chosen for the “choose a character” feats or (b) it

meets the prerequisites of a feat that is not “choose a character”

- When a power action is given to remove a thwart token, the feat will only return after the power action has completed.
- Once a feat has a Thwart token, the only way to remove that token is to (a) give a qualifying character a power action to remove it or (b) use Thwart against the character who caused the Thwart token to be placed (placing a Thwart token on their Thwart card). If the original Thwarter is KO'd or loses the prerequisites for this feat, then the Thwart token(s) remain on the target cards.
- If an alternate team ability (such as Legionnaires) gets a Thwart token, all of the affected characters would have their natural team ability while the feat is thwarted.
- A player can choose the Thwart their own feats.
- If a feat with a Thwart token has tokens on it from its normal affect, like with Endurance, those tokens would remain on the card while the Thwart token is on the card (and remains on it when the character takes a power action to remove the Thwart token).

TOXIC BURST

- Characters choosing to use Toxic Burst must be able to draw a line of fire to each character. Stealth and team abilities that duplicate the effects of Stealth affect line of fire normally, even if adjacent to the character using Toxic Burst.
- Toxic Burst does not give the character a “Range of 2”. Adjacency still requires figures to be at the same elevation.

TRICK SHOT†

- Replace the text on the card with: “When making an attack from a square that is not adjacent to an opposing character, this character ignores Stealth and team abilities that duplicate the effects of Stealth, and it ignores characters and hindering terrain for line of fire purposes.”

WARBOUND

- Once a character has been given a non-free action, they cannot be given another non-free action on the same turn, even though the token was placed on someone else. Similarly, a character who has received an action token through Warbound can still be given a non-free action the same turn.
- Adjacency is required for the 2 characters when the action is given. If the characters are not adjacent at the end of the action, the token may still be assigned to the qualifying character.

Section 8: Objects

General

- Restricted 3D objects are legal for constructed events unless otherwise specified by the Judge running the event.
- 3D objects are not legal for sealed events unless otherwise specified by the Judge running the event.
- The 3D objects from the Adventure Kits (Bookcase, Computer, Crate, Dumpster, Light Post, Mailbox, Office Desk, and Soda Machine) have the special object “gear” symbol and the keyword “continual”.
- It is possible for multiple objects to exist in the same square. When this happens, each object is treated individually.
- Blocking terrain, walls, or character bases do not block the area of effect of a Special Object but will block the line of fire to and from a Special Object per the standard line of fire rules.

AERIAL BAFFLER†

- A character that gains Earthbound as a result of the Aerial Baffler may be carried. However, that character will regain flight as soon as it leaves the Aerial Baffler’s area of effect and must be dropped at that point.
- A character gains Earthbound as soon as it enters into the Aerial Baffler’s area of effect. A character may continue its movement after entering the area of effect of the Aerial Baffler, but would do so as a non-flier.

DYNAMOSTAT

- Dynamostat’s effect is “This object acts as blocking terrain for movement and line of fire purposes.”

FORCE FIELD GENERATOR

- Once the character has used Barrier as a result of this object, adjacency to the object is no longer required in order for the Barrier tokens to remain. Only destroying the object, the terrain or the beginning of the player’s turn will cause the Barrier tokens to be removed from play.

FUEL TANK†

- This special object should have the keyword “Continual” on it.
- If the Fuel Tank is used to destroy a wall or square of blocking terrain during a close combat attack, all characters adjacent to the targeted section of terrain will be dealt damage from the Fuel Tank.

KINETIC ACCELERATOR

- If a character is given an action that would require them to replace their speed value (e.g., Charge or Running Shot) while they occupy the same square as the Kinetic Accelerator, both replacements occur at the same time and therefore the active player can choose which effect goes first. If the roll makes is so that the given action cannot be performed, the character is assigned a token for the action and not moved.

LASER TURRET†

- Replace the text on the card with: “(optional) Once during your turn (but not during another action) when a character friendly to you occupies this object’s square, give this object a free action to make a ranged combat attack (↻8, ✨2, 4✨) against any opposing figure.
- The Laser Turret may make an attack against any opposing character within range, regardless of adjacency.
- When making an attack with the Laser Turret, any adverse effects that can normally result from the attack (such as damage from the Mystics team ability or a critical miss) are dealt to the Laser Turret and not the character using the Laser Turret.

LIGHT POST†

- The Light Post object does not add an action token to a colossal figure.

METEORITE

- Meteorite is subject to the Rule of 3. A die roll of 6 will add 3 (and not 4) to the attacker’s unmodified damage value due to the Rule of 3.
- Due to the last line of the text, powers, abilities, or other effects that reduce damage dealt cannot be used to reduce the damage dealt by Meteorite. Likewise, a critical hit will not increase the damage dealt.
- Feats that are based on the damage value of an object (like Large Object) or have a damage value prerequisite (like Pounce) cannot be used when a character is carrying Meteorite.

SEPARATION FIELD GENERATOR†

- Add the following sentence to the text of the card: “Objects can not be picked up by characters that are 3 or fewer squares from this object.”

TELEPHONE BOOTH

- This special object should read “Once per turn, a character occupying the same square as this object can be dealt 1 unavoidable damage as a free action.”

TELEPORT PAD†

- A character using the Teleport Pad may pick up and carry a character or object when moving via the Teleport Pad, if they could normally do so.

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Section 9: Maps

General

Orange Squares

- Orange squares are clear terrain unless anything in the special rules for that map and/or other effects change them. Placing an object in an orange square (assuming the rules for that map permit it) would make the square act as hindering, but would not remove the properties the special rules for the map provide for it.

Tournament Legality

- Official HeroClix maps without the modern color designations are retired. Official HeroClix maps with the modern color designations are never retired.

Specific Maps

DC Starter Set Map A – Indoor, “The Office” †

- The squares of the circular desk are not surrounded by a thick black line; therefore, the desk is hindering terrain.

DC Starter Set Map B – Outdoor, “The Truck Stop” †

- The squares occupied by the trucks are not surrounded by a thick black line; therefore, they are hindering terrain.

DC Premier Set Map C – Indoors, “The Museum” †

- The colored areas surrounding and including the dinosaur exhibits are hindering terrain.
- The section of the map that the stairs lead to is not elevated terrain. The wall that separates this section is indoor blocking terrain, while the stairs themselves are clear terrain.
- The squares containing the Desk and the Suits of Armor are surrounded by thick black line and are considered to be blocking terrain.

DC Premier Set Map D – Outdoors, “The Apartment Complex” †

- The thick black lines that surround the stairwells are blocking terrain. Since the top square of the stairs is elevated, the blocking terrain surrounding it may not be destroyed.
- The awnings extending out from the buildings are considered to be grounded hindering terrain.

DC HeroClix Map Set - Justice League Watchtower Indoor†

- The squares with the video screens that fully occupy the square are hindering terrain (Consider them to be giant bulky screens that you can hide behind.)
- The squares that the pool occupies are water terrain.
- In the garden, the flowers and small green plant squares are clear terrain. The plants alongside the outside of the room, and the benches, are hindering terrain.
- The twisting stairs are clear terrain.

- In the kitchen, the table, refrigerator and counter top/cabinet squares are hindering terrain. The squares with the light grey strip are clear terrain.
- The teleport portal (green circle) is clear terrain.
- The squares that the shuttle occupies and the squares that the shuttle wings cut through are hindering terrain. (The squares with a very minor overlap of the shuttle are clear terrain.)

DC HeroClix Map Set - Metropolis Outdoor†

- The squares with S.T.A.R. Labs' front doors are clear terrain.
- The top square of the 2-part stairs on the Metropolis Museum of Art and the Daily Planet should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.
- The single square of stairs at the front of the Metropolis Museum of Art does not lead to the roof. (It leads to the front door.)
- On top of the Daily Planet, the 4X4 area that the globe occupies is hindering terrain. The rest of the rooftop is clear elevated terrain.
- The 4X6 area that the pond occupies is hindering terrain. It's all water terrain except for the 4 corner squares, which are simply hindering terrain.
- Aside from the elevated terrain, there are no thick black lines on this map. The cars, news stand, concession stands, statues, park benches, bus stops, bushes and signs are all hindering terrain.

DC HeroClix Map Set - S.T.A.R. Labs Indoor†

- The 2X3 fountain in the middle of the map is water terrain. The grey shallow water squares that are surrounding it are normal hindering terrain.

DC HeroClix Map Set - The Batcave Indoor†

- The yellow crate squares are hindering terrain.
- The weapon display case and Bat Computer squares are blocking terrain.
- The twisting stairs are clear terrain.
- Squares that the Batcycle, Batmobile and Batcopter occupy are hindering terrain.
- The rocky dirt section of the map is entirely hindering terrain.
- The red gym mats in the workout area are clear terrain.

DC Collateral Damage Map – “The Junkyard”

- There is no wall between squares D12-13 and E12-13.
- Entrance to the indoor section of the map can be gained by the stairs (at E8, E11, E17, & C22), ramp (at B3 & C3), and conveyer belt (E12 & E13).
- The elevated terrain surrounding the “car crusher” (squares M12-P12 & M13-P13) does not block the line of fire from colossal to those squares.

DC Legion of Super Heroes Map – “Central Port”

- In order to use the transmitter gates to teleport, the character given the action must end its action (including placing the token and taking push damage) occupying a square with a gate and may then be placed in a different gate.
- Only the character given the action may use the gate. Carrying another figure and placing them on the gate does not allow them to be placed in a square of a different gate.
- In the case of a character being targeted by Mind Control, its free action must be resolved before the Mind Controlling character can elect to use the gate (if that character has ended its move or power action in a square with a gate). The Mind Controller itself would only be able to use a gate when the entire Mind Control action ends.
- The last line of the map instructions says “it may be placed in the square of any unoccupied transmitter gate on the map.”

Marvel Starter Set Map 1 – Indoors, “The Mall” †

- The water fountain is only hindering terrain, not water terrain.

Marvel Premier Set Map 3 - Outdoors “The Park” †

- The building in the park is blocking terrain; it is not elevated terrain.
- If water covers more than half a square on the map, it is considered to be a water terrain square.
- The grass and dirt pathways on the map are clear terrain, not hindering terrain.

Marvel Premier Set Map 4 – Indoors, “The Warehouse” †

- The crates in the middle of the warehouse are blocking terrain.

Marvel HeroClix Map Set - Xaviers School Outdoor†

- The bluish-grey section with a boat in it is water terrain.
- The dock is clear terrain.
- The squares with the basketball hoops in them are clear terrain.
- The thick black lines on either side of the Xavier School Sign gazebo are blocking terrain.

Marvel HeroClix Map Set - Avengers Mansion Outdoor†

- The top square of the stairs should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.
- The rooftops are considered to be clear elevated terrain.
- The cars are hindering terrain.

Marvel HeroClix Map Set - Danger Room Indoor†

- The small tufts of grass on this map are clear terrain.
- The log and rock squares in the pond are normal (non-water) hindering terrain.
- The lava flow squares are hindering terrain.

Marvel HeroClix Map Set - Avengers Mansion Indoor†

- The squares with the thin plasma screens are clear terrain.
- The square with the coat-rack is hindering terrain.
- The bluish-grey elevator squares are clear terrain.

Marvel Sinister Map – “The Prison”

- Squares F1-F2 and F23-F24 are blocking terrain.

Marvel Supernova Map – “Deep Space”

- Space terrain is considered an alternate terrain type similar to Outdoor and Indoor terrain. Characters in these squares obey the special rules of the terrain regardless to how they can otherwise interact with terrain.
- The range value for a character using Hypersonic Speed is one quarter (halved per the description of the power and halved again for space terrain).
- The ranges for Outwit, Perplex, Probability Control, Telekinesis, etc are not affected by space terrain as they do not rely on the character’s range value.
- The “half range” only applies to characters or their targets that are in space terrain. If the line of fire crosses space terrain but neither character is occupying space terrain, the range is not halved.

Marvel Fantastic Four Starter Set– Indoor, “Latveria”

- There is a wall between squares M15 and M16.
- There is a wall between squares N15 and N16.
- There is a wall between squares P14 and P15.
- There is a wall between squares O15 and P15.
- There is a wall between squares O15 and O16.
- There is a wall between squares O16 and P16.
- There is a wall between squares O17 and P17.
- There is a wall between squares O18 and P18.

Indy Starter Set Map A – Indoor, “The Evil Headquarters” †

- The goldfish pond is water terrain.
- The cement and dirt squares are clear terrain.
- The Computer squares are hindering terrain with a wall of blocking terrain behind them.
- The square in the center of the desk is clear terrain.

Indy Starter Set Map B – Outdoor, “The Temple” †

- The rooftops are clear elevated terrain.
- The statues and gong are hindering terrain.
- The goldfish pond is water terrain.

Outdoor Adventure Pack Map 2 – Outdoors, “The Construction Site” †

- The chain link fence (thick grey line) is special hindering terrain. If a figure moves across the fence, they must end their move in the square after crossing the fence. If this movement ends in clear terrain, the character may move normally the next turn.
- The dark brown area with the truck backed up to it is a big pile of dirt with a ramp leading up to it. It is considered to be elevated and hindering terrain.

- The squares occupied by the crane and the trucks are hindering terrain.
- The blue patch in the middle of the map is a puddle and considered to be water terrain.
- The brown patch near the pond is a small patch of dirt and considered to be hindering terrain.

Indoor Adventure Pack Map 1 – “The Factory” †

- The grey tables in the factory area are hindering terrain.

Indoor Adventure Pack Map 2 – “The Mansion” †

- The open blue squares in the pool are considered to be water terrain.
- The squares in the pool that contain the diving boards are considered to be normal hindering terrain, not water terrain.
- The slide is hindering terrain, not elevated terrain.
- The grass, cement, and asphalt on the map are clear terrain, not hindering terrain.

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Section 10: Powers and Abilities

Barrier

Give this character a power action; put up to four blocking terrain markers on the battlefield in any square of clear terrain that is not occupied by a character and is within this character's range. Each blocking terrain marker must be put adjacent to another barrier terrain marker created by this character. If this character has a range of 0, it can put the markers only in adjacent squares. This character must have a clear line of fire to at least one of the blocking terrain markers. These blocking terrain markers remain until the beginning of your next turn or until this power is countered or lost.

Battle Fury

(Non-Optional) This character can't make ranged combat attacks, can't be targeted by Mind Control or Possession, and can't be carried.

Blades/Claws/Fangs

When this character is given a close combat action, roll a d6 after making a successful attack roll. The result replaces this character's damage value when resolving the attack. If the target was blocking terrain, a wall, or an object, it is destroyed on a result of 3–6.

Charge

Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and then give it one close combat action as a free action. A character with this power ignores knock back.

Close Combat Expert

Give this character a power action. It makes a close combat attack against a single opposing target character; modify this character's damage value by +2 for the attack. This power can't be used when using an object as a weapon.

Combat Reflexes

Modify this character's defense value by +2 against close combat attacks. This character may choose to be knocked back by any attack from which it takes damage. Knock back damage dealt to this character is reduced to 0.

Defend

Before any attack roll, any friendly adjacent character can replace its defense value with this character's unmodified defense value (including a replacement defense value) for the duration of the attack.

Earthbound/Neutralized

This character possesses standard speed (🏃), attack (👊), defense (🛡️), and damage (💥) combat abilities and symbols instead of its combat abilities and symbols. This power can't be countered.

Energy Explosion

Give this character a ranged combat action; this attack can target only characters. Compare the result of the attack roll

to the defense value of each character adjacent to a target of the attack to determine if the attack also succeeds against it. Each character successfully hit is dealt damage equal to the number of times it was hit by this attack (characters adjacent to multiple targets might be hit more than once by this attack). A critical hit with this attack automatically hits the target(s) and any characters adjacent to the target(s), and deals 1 additional damage to all characters hit. If a character successfully evades, it evades all hits by this attack.

Energy Shield/Deflection

(Non-Optional) Modify this character's defense value by +2 against ranged combat attacks.

Enhancement

When an adjacent friendly character makes a ranged combat attack, this character modifies the adjacent friendly character's damage value by +1 once for the attack. More than one character with Enhancement can modify the same attack. This character can use this power more than once per turn.

Exploit Weakness

Give this character a close combat action. Damage from the attack is penetrating damage.

Flurry

Give this character a close combat action. It makes two separate close combat attacks as free actions (making two separate attack rolls) against one or two adjacent targets. Resolve the first attack before making the second. If this character loses Flurry before it makes the second attack, it can't make the second attack.

Force Blast

Give this character a power action and roll a d6; a single target adjacent opposing character is knocked back from this character a number of squares equal to the result. The target automatically breaks away, and can move through squares adjacent to opposing characters. The target can be dealt knock back damage.

Hypersonic Speed

Give this character a power action. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this character can 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. This character can continue to use the rest of its movement after making the attack.

Impervious

(Non-Optional) When this character is dealt damage, roll a d6. On a result of 5 or 6, the damage dealt is reduced to 0. On a result of 1–4, the damage dealt is reduced by 2.

Incapacitate

Give this character a close combat or ranged combat action; its damage value becomes 0 until the action has been resolved. If the attack succeeds against a target that has zero or one action token, give the target an action token.

Invulnerability

(Non-Optional) Damage dealt to this character is reduced by 2.

Leadership

Once at the beginning of your turn, as a free action roll a d6. On a result of 4–6, add one action to your action total for that turn. A player can gain only one action each turn with this power, even if the player has more than one character with Leadership.

Leap/Climb

When you give this character a move action, it automatically breaks away and ignores the effects of characters, hindering terrain, elevated terrain, and outdoor blocking terrain on movement (but it can't end its movement on blocking terrain). When you give this character a close combat action, it can target a character regardless of the target's elevation.

Mastermind

Each time 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. If the damage resulted from an attack with knock back, the character that takes the damage is knocked back. If a character is defeated by damage dealt using this power, it is considered to have been defeated by the character that originally dealt the damage. Damage dealt by this power is not an attack.

Mind Control

Give this character a power action; it makes a close combat or ranged combat attack as a free action. A successful attack deals no damage; instead, the target becomes friendly to your force and opposing to your opponent's force, and any of the target's canceled powers return until it returns to its owner's force. Each target hit can be assigned one action as a free action. Immediately after resolving this action, the target becomes an opposing character to you and friendly to its owner's force. This character takes 1 damage for each 100 points of the successfully hit targets' combined point value. If this character has a range value of 0, its range value is 4 for purposes of this power and can't be further modified.

Outwit

Once during your turn (but not during another action), as a free action this character counters a power or an ability (other than a team ability) possessed by a single target opposing character. Treat the target as if it does not have the countered power or ability, which remains countered until the beginning of your next turn. A character using this power must be within 10 squares of the target and have a clear line of fire to the target. If this character loses Outwit or is defeated, the countered power or ability returns immediately.

Perplex

Once during your turn (but not during another action), as a free action this character modifies by +1 or –1 any combat value (including range) of a target character until the beginning of your next turn (it can target itself). A character using this power must be within 10 squares of the target and have a clear line of fire to the target. This effect ends immediately if this character loses Perplex or is defeated, or when the target is damaged or healed.

Phasing/Teleport

Give this character a power action and move it up to its speed value. It automatically breaks away and ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement (but it can't end its movement on blocking terrain).

Plasticity

This character can break away on break away results of 2–6. Opposing characters must roll a 6 to break away from this character. Adjacent opposing characters that can use Plasticity ignore the effects of each other's Plasticity.

Poison

Once at the beginning of your turn, as a free action this character deals 1 damage to each opposing adjacent character.

Probability Control

Once during your turn, this character allows you to reroll one of your dice (or die) rolls and to ignore the result of the original roll. All dice used in the original roll must be rerolled. A character using this power must be within 10 squares of the character for which the original roll was made, and have a clear line of fire to that character. A character can use this power on itself. Using the same rules, once per round during an opponent's turn, this character allows you to force that opponent to reroll one of his or her dice (or die) rolls and to ignore the result of the original roll.

Psychic Blast

Give this character a ranged combat action. Damage from the attack is penetrating damage.

Pulse Wave

Give this character a ranged combat action; halve its range value until the action has been resolved. All powers, traits and team abilities possessed or used by characters within range of this attack as well as feats assigned to them are ignored until the action has been resolved, though wild cards using this power can use the team ability of a friendly character within range of this attack. At least one opposing character must be within range of this attack to activate this power. Draw lines of fire to every character (friendly and opposing) within range in every direction; these lines of fire ignore characters, but are affected normally by terrain. If clear lines of fire can be drawn to two or more characters, this character's damage value becomes 1 until the action has been resolved. Make a single attack roll and compare the result to the defense value of each character in range; each

character hit is dealt damage. Attacks made with this power do not target characters.

Quake

Give this character a close combat action; until the attack has been resolved, this character's damage value becomes 2 if it is greater than 2. Make a single attack roll and compare the result to the defense values of all opposing adjacent characters. Each character that takes damage from this attack is knocked back.

Ranged Combat Expert

Give this character a power action. It makes a ranged combat attack against a single target character; modify its damage value by +2 for the attack. This power can't be used when using an object as a weapon.

Regeneration

Give this character a power action. Roll one d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.

Running Shot

Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and give it a ranged combat action as a free action. This character must be able to make a valid ranged combat action from the square where it ends its move in order to use this power.

Shape Change

(Non-Optional) When this character is chosen as the target of an attack, roll one d6. On a result of 5 or 6, the attack can't be made. If the action becomes illegal, the attacker must choose another legal action to perform, if possible. The selected action must be free or non-free based on what the action type was given to it that led to the attack.

Smoke Cloud

Give this character a power action; put up to four hindering terrain markers on the battlefield within this character's range. Each hindering terrain marker must be put adjacent to another hindering terrain marker created by this character. If this character has a range of 0, it can put the markers only in the square it occupies and/or in adjacent squares. This character must have a clear line of fire to at least one of the hindering terrain markers. These markers can't be put on blocking terrain but can be put in hindering terrain or in squares occupied by characters. These terrain markers remain until the beginning of your next turn or until this power is countered or lost.

Steal Energy

(Non-Optional) Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.

Stealth

Any line of fire drawn to this character that crosses hindering terrain, including a square of hindering terrain occupied by this character, is blocked.

Super Senses

When this character is hit by an attack, roll a d6 before damage is dealt. On a result of 5 or 6, this character evades the attack.

Super Strength

When this character moves as part of a move action, power action, or free action, it can pick up an object as a free action and carry it. The object must be either in a square the character occupies or in an adjacent square. This character can use an object it picks up as a weapon. If this power is lost or countered while this character is holding an object, immediately put the object in the square this character occupies. This power can't be canceled while this character is carrying an object. When this character makes a close combat attack targeting blocking terrain, a wall, or an object, modify its damage value by +2 for the attack; if the character is carrying an object when it makes the attack, remove the object from the game after the attack is resolved.

Support

Give this character a power action and make an attack roll against an adjacent target friendly character as though making a close combat attack. When using this power, neither this character nor the target can be adjacent to an opposing character; ignore all combat value modifiers for this attack. If the attack roll succeeds, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.

Telekinesis

Give this character a power action and choose one of the following options. (For all options, this character must have a clear line of fire to the target and must be 8 or fewer squares away. For options 1 and 2, the target ignores the effects of elevated and hindering terrain on movement.) (1) Move an Opposing Character: This character makes one close combat or ranged combat attack against a single target that deals no damage. If the attack succeeds and the target has or possesses the ✖ damage symbol (but is not a double-base figure), move the target up to 8 squares so long as it ends its movement 8 or fewer squares from this character. (2) Move an Object or a Friendly Character: This character targets an object or a friendly character that is 8 or fewer squares away and moves it up to 8 squares so long as it ends its movement 8 or fewer squares from this character in a square to which this character has a clear line of fire. (3) Attack with an Object: This character makes a ranged combat attack targeting a single opposing character as if it occupies the square occupied by a non-held standard object; this character must be 8 or fewer squares away from both the object and the target of the attack. The target of a successful attack using a light object is dealt 2 damage; a heavy object, 3 damage.

Toughness

(Non-Optional) Damage dealt to this character is reduced by 1.

Willpower

This character does not take pushing damage.


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Section 11: Characters and Special Powers


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Legion of Super Heroes

#002 Saturn Girl


 **Telepathic Coordination:** Once during your turn (but not during another action), as a free action Saturn Girl modifies by +2 the attack value or defense value of any other target friendly character for the duration of an action. Saturn Girl must be within 10 squares of and have a clear line of fire to the target.

#005 Phantom Girl


 **Disruption:** If Phantom Girl moves through or occupies the same square as an object, or at the end of a move action is adjacent to an object or an opposing character carrying an object, you may remove that object from the game.

Avengers


#001 Captain America

 **Followthrough:** When an attack by Captain America KOs an opposing character, he may immediately make a close combat attack against another adjacent opposing character as a free action.


#002 Iron Man

 **Full Power:** When Iron Man is given a ranged combat action targeting a single character, roll one d6 if the attack succeeds. The result replaces Iron Man's damage value for the attack. After the attack is resolved, Iron Man is dealt 2 unavoidable damage.


#006 Moon Knight

 **Multiple Personalities:** Moon Knight can use Close Combat Expert, Perplex (targeting only himself), or Ranged Combat Expert. After resolving an action in which he uses one of these powers, deal Moon Knight 1 penetrating damage.


#007 Crossbones

 **Brainwash:** Crossbones can use Mind Control, but can target only an opposing character that has the same team symbol as a friendly character.


#013 Piledriver

 **Busting Heads:** Piledriver can use Flurry. If he successfully hits two different target using Flurry, deal 1 damage to each target after the attacks are resolved.


#021 Toro

 **Firewall:** Toro can use Smoke Cloud. If all four hindering terrain markers placed by Toro using Smoke Cloud are placed adjacent to an opposing character, deal that character 1 damage.

#027 Vision


 **Self-Programming:** The Vision can use Perplex, but can target only itself.

#029 Taskmaster


 **Photographic Reflexes:** Before any attack roll, Taskmaster can replace his attack value or defense value with the unmodified value of the same type from an target character within 6 squares to which he has a clear line of fire. After the resolution of an action in which Taskmaster uses this power, roll one d6; if the result is less than or equal to the difference between Taskmaster's printed combat value and the replaced value, Taskmaster is dealt 1 unavoidable damage for each 100 points (or fraction thereof) of the target's point value.

 **Punch Like Cap, Shoot Like Hawkeye:** Taskmaster can use Close Combat Expert and Ranged Combat Expert.


#032 Red Skull

 **Cosmic Cube:** The Red Skull can use Outwit, Perplex, and Probability Control. When this power is used, roll one d6 (after the action resolves, when applicable). On a result of 1-3 deal 1 unavoidable damage to Red Skull.

#036 Falcon

 **Fly-By:** Falcon can use Charge, and he can continue to use the rest of his halved movement (if any remains) after making the attack.

#038 Giant-Man

 **Genius:** Giant-man can use Perplex, but he can target only himself or a friendly character within 4 squares, and he can modify a combat value only by +2 with each use.

#039 Spitfire

✦ **Flame Trail:** When Spitfire is given a move or power action, immediately after resolving the action she can use Smoke Cloud as a free action, but can place hindering terrain markers only in squares she moved through or occupied that turn.

#042 Starfox

✦ **Influence:** Starfox can use Perplex, but he can't target himself.

#043 Molecule Man

✦ **Molecular Destruction:** Once during Molecule Man's turn as a free action, Molecule Man can choose one of the following options: (1) Remove any target object (including an object carried by a character) from the game. (2) Destroy a target square of blocking terrain. (3) Destroy a portion of a target wall bordering a single square. For all options, the target must be 6 or fewer squares from Molecule Man and he must have a clear line of fire to the target.

#047 Wiccan

✦ **Group Teleportation:** Wiccan can use Phasing/Teleport. When he uses this power, he can use the Carry ability to carry up to three friendly characters. If more than one character is carried, after the action is resolved deal 1 unavoidable damage to Wiccan.

#049 Two-Gun Kid

✦ **Faster, Cyclone!:** When Two-Gun Kid is not carrying another character, modify his speed value by +2.

✦ **Fanfire:** Give Two-Gun Kid a ranged combat action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second.

#050 Winter Soldier

✦ **Ruthless Ally:** Give Winter Soldier a close combat or ranged combat action. Before making the attack, you can modify Winter Soldier's damage value by +1 if you deal 1 unpreventable damage to an adjacent friendly character.

#051 Spider-Man

✦ **Webbing:** Spider-Man can use Incapacitate, but if the attack succeeds against a target with zero action tokens, give the target two action tokens instead of one.

#052 Citizen V

✦ **Press the Attack:** Once per turn, if Citizen V KO's an opposing character with a close combat attack, he may immediately move up to his full speed value and make one close combat attack as a free action.

#054 Ares

✦ **Tactics:** Ares can use Perplex, but he can target only himself and modify one of his values by +2 with each use.

#055 Hulk

✦ **Hulk Smash You All!:** Hulk can use the Masters of Evil team ability.

#056 Hawkeye

✦ **Sharpshooter:** Give Hawkeye a power action to make a ranged combat attack. Modify his attack value by +2 for the attack.

☐ **Smoke Arrow:** Hawkeye can use Smoke Cloud.

#058 Quicksilver

✦ **Supersonic Speed:** Quicksilver can use Hypersonic Speed.

#061 Mandarin

✦ **Left Hand of the Mandarin:** The Mandarin can use Energy Explosion, Incapacitate, and Mind Control.

✦ **Right Hand of the Mandarin:** The Mandarin can use Barrier, Force Blast, Quake, Smoke Cloud, and Telekinesis.

#100 Silver Surfer

✦ **Cosmic Speed:** Silver Surfer can use Hypersonic Speed, but can make only ranged combat attacks when using the power.

Justice League

#001 Batman

✦ **Out of the Shadows:** Once per turn, when Batman occupies hindering terrain and is given any action that is not a free action, before the action you may place Batman in any unoccupied square of hindering terrain 6 or fewer squares away to which he has a clear line of fire.

#002 Aquaman

☐ **Parry:** When hit by a close combat attack, Aquaman can use Super Senses.

✦ **Telepathic Communication:** Aquaman can use Perplex, but can target only characters with the 🏃 or 🏊 speed symbol; he can't target himself. When Aquaman uses Perplex to target friendly characters, he can target all friendly characters with the 🏃 or 🏊 speed symbol within 10 squares to which he has a clear line of fire.

#005 Mento

✦ **Mental Hold:** Mento can use Incapacitate.

#007 Icicle

☐ **Copsicles:** Icicle can use Barrier. When three or more barrier terrain markers placed by Icicle using Barrier are adjacent to a target opposing character with zero or one action token, give the target an action token.

✦ **Not a Nice Guy:** Icicle can use Mastermind.

#008 Lex Luthor

☐ **Everything Has a Price:** Lex Luthor can use Perplex. When he modifies the combat value of a target friendly character, roll a d6; on a result of 1, deal the target 1 unavoidable damage at the end of the turn.

✦ **Ruthless:** Lex Luthor can use Mastermind, but can treat any friendly character 4 or fewer squares away to which he has a clear line of fire as if it were adjacent.

#009 Emperor Joker

✦ **Enbiggen:** Emperor Joker has the  damage symbol.

✦ **Joker Makes the Rules:** Emperor Joker can use Outwit. When Emperor Joker uses Outwit, he can use it normally or choose to counter all powers of a target character within 4 squares.

✦ **Unpredictable Omnipotence:** Before Emperor Joker makes an attack roll, you may choose to declare a number from 1-6. If you do, and if the attack hits and the declared number comes up on either attack die, increase the damage dealt by 2 (maximum 2). If the declared number comes up on both dice, deal Emperor Joker 2 unavoidable damage after the attack resolves.

#011 Black Canary

✦ **Canary Cry:** Black Canary can use Energy Explosion and Incapacitate.

#014 Green Arrow

✦ **Fusillade:** Give Green Arrow a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if he loses Fusillade before making the second attack, he can't make the second attack.

#016 Bouncing Boy

✦ **Ricochet:** Once per turn, if Bouncing Boy KOs an opposing character or hits an opposing character with a critical hit, after the attack resolves, he can break away automatically, immediately move up to his full speed, and make one close combat attack against a different opposing character as a free action.

#017 Parasite

✦ **Leech:** Parasite can use Steal Energy.

✦ **Attack Drain:** Give Parasite a power action. As a free action he can use any standard or named attack power possessed by an opposing character 4 or fewer squares away to which he has a clear line of fire; he has a range value of 6 for purposes of using the attack power. Parasite can use the power until he loses Attack Drain, Attack Drain is countered, or he uses Attack Drain to use a different power. After the resolution of an action in which Parasite uses a power via Attack Drain, roll 2d6. on a result of 2-5, dealt Parasite 1 penetrating damage.

✦ **Defense Drain:** When Parasite is given a power action, as a free action he can use any standard or named defense power possessed by an opposing character 4 or fewer squares away to which he has a clear line of fire. Parasite can use the power until he loses Defense Drain, Defense Drain is countered, or he uses Defense Drain to use a different power. After the resolution of an action in which

Parasite uses a power via Defense Drain, roll 2d6. On a result of 2-5, deal Parasite 1 penetrating damage.

✦ **Brain Drain:** If an opposing character 4 or fewer squares away to which Parasite has a clear line of fire has an action token, Parasite can use perplex, but he can modify only his own combat values.

#018 Firestorm

✦ **Matter-Energy Transmutation:** When Firestorm makes a ranged combat attack targeting an object, instead of dealing damage normally he can deal no damage and choose one of the following two options: (1) Replace a special or heavy standard object with a light or heavy standard object from outside the game, or (2) replace a heavy standard object with a light standard object from outside the game and bring in a new light standard object from outside the game and place it in a square adjacent to the target object.

#019 Merlyn

✦ **Assassin's Training:** Merlyn can use Perplex, but can target only himself and modify only his attack, damage, or range value.

#024 Chronos

✦ **Timeline Manipulation:** Chronos can use Probability Control, but only when he is the character for whom the original roll was made, or when he is the target of an attack.

#026 Captain Boomerang

✦ **Boomerang:** Give Captain Boomerang a power action and make a ranged combat attack against a target opposing character. If the attack succeeds and the result of the attack roll is doubles, after the resolution of the attack Captain Boomerang can immediately make a second ranged combat attack against a different target opposing character as if he occupied the square occupied by the first target. If he loses Boomerang before making the second attack, he can't make the second attack.

#027 Flash

✦ **Vibration:** Flash can use Hypersonic Speed and Phasing/Teleport.

#035 Deadman

✦ **Possession:** Give Deadman a power action power action and make a close combat or a ranged combat attack (as if he has a range value of 4) against an opposing target character as a free action. A successful attack deals no damage. Instead, remove Deadman from the battlefield and put him on his character card; the target is possessed, becomes friendly to your force and opposing to its owner's force, and any of the target's canceled powers return.

After the resolution of any action given to the target, you can release the target. Remove all action tokens from the target and place Deadman in any unoccupied square within 4 squares to which the target has a clear line of fire. The target becomes friendly to its owner's force and opposing to your force.

If the target is possessed at the end of your turn, roll a d6 and add 1 to the result for each 100 points (or fraction thereof) of the target's point value. If the result is 6 or more, the target is released. If the result is 5 or less, deal Deadman 1 unavoidable damage.

Each time the possessed target takes damage, deal Deadman 1 unavoidable damage after the action is resolved. Any effect that can counter the target's powers can counter Deadman's Possession. If Deadman is eliminated or Possession is countered or canceled, the target is immediately released. Deadman and possessed characters can't be targeted by Mind Control or Possession.

This power cannot be canceled.

#036 Granny Goodness

★ **Disciplinary Motivation:** At the end of your turn, if Granny Goodness is adjacent to a target friendly character that has one or more action tokens, you can roll a d6. On a result of 3-6, deal the target 1 unavoidable damage for each token and remove the tokens; on a 1 or 2, deal the target 2 unavoidable damage for each token and remove the tokens. This ability can be used only once per turn.

#039 Batzarro

★ **Useless Belt:** Batzarro can use Perplex, but he can modify combat values only by -1.

#040 Hector Hammond

👉 **Psionic Powers:** Hector Hammond can use Psychic Blast and Telekinesis.

#041 Mr. Mxyzptlk

👉 **KLTPZYXM!:** Mr. Mxyzptlk can use Phasing/Teleport. When he does, roll a d6 before moving him. On a result of 1, deal Mr. Mxyzptlk 1 unavoidable damage, place him in any unoccupied square in his starting area, and then move him normally.

👉 **Object Animation:** Give Mr. Mxyzptlk a power action and roll a d6 for each opposing character that has zero or one action token, that is in a square 4 or fewer squares away to which Mr. Mxyzptlk has a clear line of fire, and that is carrying an object or adjacent to or occupies either a square of hindering terrain or a square that has an object. On a result of 3-6, give the character an action token.

#045 Aztek

★ **The Ultimate Man:** Aztek can use Perplex, but he can target only himself.

#046 Superman

👉 **Self Sacrifice:** When a friendly character adjacent to Superman would be dealt damage, you can instead choose to have all the damage be dealt to Superman as unavoidable damage.

#047 Hourman

★ **Hour of Power:** Hourman can use Probability Control. At the end of a turn during which he uses Probability Control,

roll a d6. On a result of 1, deal Hourman 1 unavoidable damage.

#050 Power Ring

★ **Curse of Volthoom:** Power Ring can use Perplex. When he uses Perplex, roll 2d6; on a result of 2-4, immediately deal Power Ring 1 unavoidable damage.

#051 Lobo

👉 **Bounty Hunter:** Before the beginning of the first turn of the game, choose an opposing character; Lobo modifies his attack value by +2 when attacking that character. When that character is KO'd or eliminated, immediately choose a different opposing character to be the target of this ability.

👉 **Nobody Rides This Hog but the Main Man:** Lobo can't carry characters. This power cannot be canceled.

#053 Big Barda & Mister Miracle

👉 **Lantern 796:** Big Barda and Mister Miracle can use Super Strength and Telekinesis.

👉 **Miracle Construct:** Big Barda and Mister Miracle can use Barrier. Once per use of Barrier, if a barrier terrain marker is placed adjacent to an opposing character, Big Barda and Mister Miracle can make a close combat attack against that character as a free action as if they occupied the square occupied by the barrier terrain marker.

#054 Doomsday

👉 **Unstoppable:** Doomsday can use Invulnerability. When you turn Doomsday's combat dial as a result of him taking damage, stop turning the dial when Unstoppable appears in the stat slot.

#055 Green Lantern

👉 **In Your Face:** Green Lantern can use Flurry. If both attacks using Flurry target a single opposing character, modify Green Lantern's damage value by +1 for the second attack.

#056 Time Trapper

★ **Negate:** Time trapper can use Outwit. When he does, he can use it normally or choose to counter the same power or team ability possessed by all opposing characters to which Time Trapper has a clear line of fire that are 6 or fewer squares away.

#057 Flash

👉 **Speed Force:** Flash can use Charge and Flurry.

#058 Batman


★ **Datarangs:** Give Batman a ranged combat action and modify his damage value by -1; the line of fire for the attack is not affected by hindering terrain or characters.


#059 Wonder Woman

👉 **Harmony and Charity:** Wonder Woman can use Perplex, but she can target only herself.


★ **Lasso:** Wonder Woman can use Incapacitate as if she has a range value of 8.

#101 Aquaman

 **Surge:** Aquaman can use Charge. When Aquaman occupies water terrain, modify his speed value by +2.


 **King of the Seven Seas:** When Aquaman occupies water terrain, he can use Invulnerability. When Aquaman does not occupy water terrain, he can use Toughness.

#102 Green Arrow

 **Emerald Archer:** When Green Arrow makes a ranged combat attack, modify his attack value by +2.


 **Smoke Arrow:** Green Arrow can use Smoke Cloud.

#103 Flash


 **Super Speed:** Flash can use Charge, Flurry, and Phasing/Teleport.

Mutations and Monsters


#002 Cyclops

 **Concussive Blast:** When Cyclops makes a ranged combat attack and deals damage to an opposing character, the character is knocked back equal to the damage dealt.


#003 Beast



 **Bouncing Beast:** Beast can use Charge and Leap/Climb. When using Charge, he breaks away automatically and can continue to use the rest of his halved movement (if any) after making the attack.

#005 Strong Guy


 **Bodyguard:** Strong Guy can use Defend and Toughness


#008 Box

 **Assimilation:** Box can use Toughness. Once per round, when Box is adjacent to an object, as a free action you can remove the object from the game and heal Box of 2 damage.



 **Mass Absorption:** When Box occupies hindering terrain, he has the  damage symbol.

#009 Cuckoo

 **Coordination:** Cuckoo can use Mind Control. When Cuckoo is given a move action, she can use the Carry ability to carry up to two other adjacent Cuckoos.


 **Hive Mind:** When Cuckoo is given a non-free action, you can modify one of her combat values (including range) by +1 until the end of the round for each other Cuckoo adjacent to her.

#012 Colossus


 **Fastball Special:** Colossus can use Telekinesis, but only Option 3 and only on adjacent objects. When using Telekinesis, Colossus can treat any adjacent friendly character that has a point value more than 30 and the  damage symbol as if it were a light object, but the character is not destroyed in the attack. After the attack is resolved, modify the character's attack value and damage value by -2 until the end of the turn, deal it 1 unavoidable damage, and

place it in the square nearest to the target to which Colossus has a clear line of fire. If the square is not adjacent to the target, deal the character 1 additional unavoidable damage.


#015 The Hood

 **Cloak:** The Hood can use Leap/Climb and Stealth.


#016 Miek

 **Chemming:** Miek can use Charge and Plasticity.


#019 Absorbing Man


 **Absorb:** When Absorbing Man is adjacent to or occupies hindering, blocking, or elevated terrain, he can use Invulnerability. When Absorbing Man can't use Invulnerability, he can use Toughness.

#020 Morph


 **Omnimorph:** Morph can use Perplex, but he can target only himself.

#021 Mimic


 **Subsonic Seed:** Mimic can use Charge and Running Shot.

 **Mimicry:** Mimic can use Energy Explosion and Super Strength.


#020 Gorgon

 **Transformed by the Mists:** Gorgon can use Quake and Super Strength. When Gorgon uses Super Strength, he can pick up only standard objects, but they are not required to be used as part of a close combat attack when Gorgon uses Quake.


#025 Zzzax

 **Jolt:** Zzzax can use Poison.


#029 Iceman

 **Slippery:** Iceman can use Toughness. When an opposing character moves and becomes adjacent to Iceman, roll a d6. On a result of 1-3, the character is immediately knocked back from Iceman a number of squares equal to the result, in a direction of your choosing.


#030 X-23

 **Programmed Assassin:** X-23 can use Stealth. When she occupies hindering terrain and makes a close combat attack, modify her attack value by +1.

#031 Professor X

 **Cerebro:** Professor X can use Perplex. When Professor X uses Perplex, he can use it normally or choose a single keyword and affect every target friendly character 10 or fewer squares from Professor X that possess that keyword, (including himself, if he possesses the keyword) and to which Professor X has a clear line of fire.

#032 Gambit

 **Cajun Charm:** Gambit can use Perplex, but he must be 4 or fewer squares from the target.

★ **Shadowy Attack:** Gambit can use Leap/Climb, Running Shot, and Stealth.

#033 Green Scar

👉 **Smash:** Green Scar can use Leap/Climb. Give Green Scar a power action; move him up to his speed value, and then give him one close combat action as a free action.

🛡️ **Toughest One There Is:** Green Scar can use Impervious and Willpower.

#034 Archangel

👉 **Fly-By:** Archangel can use Charge. When he does, he can continue to use the rest of his halved movement (if any) after making the attack.

#035 Ahab

👉 **Energy Harpoon:** Ahab can use Psychic Blast. When Ahab is given a ranged combat action, his line of fire ignores characters and hindering terrain.

#036 Fabian Cortez

★ **Power Amplification:** Fabian Cortez can use Perplex, but he can target only other friendly characters. When he uses Perplex, roll a d6. on a result of 1-3, Perplex is used normally. On a 4 or 5, the chosen combat value is modified by +2 or -2 and the target is dealt 2 damage at the end of the turn. On a 6, the chosen combat value is modified by +3 or -3 and the target is dealt 1 unavoidable damage at the end of the turn.

#037 Jean Grey

👉 **Telepathic Assault:** Jean Grey can use Mind Control and Running Shot. When Jean Grey uses Running Shot, she can use mind Control as a free action instead of being given a ranged combat action.

★ **Telepathic Empathy:** Jean Grey can use Outwit. If Jean Grey is countering a power when a friendly character 6 or fewer squares from her to which she has a clear line of fire makes a critical miss, immediately deal 1 damage to Jean Grey.

#038 Omega Red

★ **Leech:** Each time an opposing character takes damage from a close combat or ranged combat attack make by Omega Red, heal Omega Red of 1 damage; this power is not optional.

#039 Danger

★ **Strategic Database:** Danger can use Probability Control. Her powers can't be countered, and no opposing characters 10 or fewer squares from Danger to which she has a clear line of fire at the beginning of any action can have their combat values modified during that action if the modified value would be higher.

#042 Unus the Untouchable

🛡️ **Untouchable:** Unus the Untouchable can use Impervious and Super Senses.

★ **Bounce:** Any successful close combat attack made by Unus the Untouchable knocks back the target 3 squares; Unus the Untouchable does not otherwise knock back targets of his attacks.

#044 Leader

🛡️ **Minions of the Leader:** The Leader can use Mastermind and Toughness. When the Leader uses Mastermind, he can treat any friendly character 4 or fewer squares away to which he has a clear line of fire as if it were adjacent.

★ **Intellect:** The Leader can use Outwit and Probability Control.

#045 High Evolutionary

👉 **Cosmic Evolution:** The High Evolutionary can use the Power Cosmic team ability.

🛡️ **Mind Over Matter:** The High Evolutionary can use Barrier and Super Senses.

★ **Growth:** The High Evolutionary has the 🦋 damage symbol.

#046 Arcade

👉 **Deathtrap:** Once per turn as a free action, Arcade can remove from the game any object 10 or fewer squares from Arcade to which he has a clear line of fire and deal 1 damage to each character adjacent to the object.

👉 **Murderbots:** Give Arcade a power action. Choose up to two standard objects 10 or fewer squares from Arcade to which he has a clear line of fire when he is given the action, and move each object as if it were a character that has Arcade's speed value.


🛡️ **Murderworld:** Arcade can use Barrier (as if he had a range of 10) and Mastermind.

#047 Super-Adaptoid


👉 **Attack Drain:** Give Super-Adaptoid a power action. As a free action it can use any standard or named attack power possessed by an opposing character 4 or fewer squares away to which it has a clear line of fire. Super-Adaptoid can use the power until it loses Attack Drain, Attack Drain is countered, or it uses Attack Drain to use a different power. After the resolution of an action in which Super-Adaptoid uses a power via Attack Drain, roll 2d6. On a result of 2-5, deal 1 penetrating damage to Super-Adaptoid.

🛡️ **Defense Drain:** When Super-Adaptoid is given a power action, as a free action it can use any standard or named defense power possessed by an opposing character 4 or fewer squares away to which it has a clear line of fire. Super-Adaptoid can use the power until he loses Defense Drain, Defense Drain is countered, or it uses Defense Drain to use a different power. After the resolution of an action in which Super-Adaptoid uses a power via Defense Drain, roll 2d6. On a result of 2-5, deal 1 penetrating damage to Super-Adaptoid.


#048 Wrecker


 **Turnabout:** When Wrecker is the target of a close combat attack resulting in a critical hit or a critical miss, if he possesses Turnabout after the resolution of the attack, he can as a free action immediately make a close combat attack targeting the character that attacked him.

#049 Cassandra Nova


 **Mummudrai:** Cassandra Nova can use Mastermind, Shape Change, and Willpower.


#050 Hulkbuster

 **Flight Stabilizers:** Hulkbuster can use Charge and Running Shot. Hulkbuster is adjacent to a giant character only when he is within 1 square of it.


 **Weapons As Big As the Fight:** Hulkbuster can use Energy Explosion and Super Strength.

#052 Mastermind


 **Mind Games:** Mastermind can use mind Control and Stealth. Modify Mastermind's attack value by +2 when he uses Incapacitate or Mind Control.

 **Chimera:** Mastermind can use Mastermind and Super Senses.


#053 Emma Frost

 **Headmistress:** Emma Frost can use Leadership and Perplex.


#057 Storm


 **Goddess:** Storm can use Energy Explosion, Force Blast, Quake, and Smoke Cloud.


#058 Warskrull

 **Megamorph:** Warskrull can use Outwit and Shape Change.


#059 Apocalypse

 **Molecular Control:** Apocalypse can use Phasing/Teleport, Plasticity, and Shape Change.


 **Psionic Power:** Apocalypse can use Incapacitate, Mind Control, and Psychic Blast. When Apocalypse would take pushing damage, roll a d6. on a result of 4-6, he does not take pushing damage instead.


 **The Strong Will Survive:** Apocalypse can use Regeneration and Toughness.

#060 Maestro

 **Gamma-Saturated:** Maestro can use Quake and Super Strength. Give Maestro a power action and he can make a close combat attack as a free action; modify his attack value by +2 for the attack.


#061 Dark Beast


 **Sadistic:** Dark Beast can use Exploit Weakness.

 **Cruel Experiment:** Give Dark Beast a power action and roll a d6. On a result of 3-6, give an action token to an adjacent opposing character with zero or one action token.


On a 5 or 6, deal unpreventable damage to an adjacent opposing character. On a 6, deal 1 damage to each adjacent opposing character. Apply all applicable results, which may be split among different characters.

#062 Rampaging Hulk


 **Squash:** The Rampaging Hulk can use Leap/Climb. Immediately after the resolution of a move action in which the Rampaging Hulk uses Leap/Climb, he can use Quake as a free action.

 **Smash:** The Rampaging Hulk can use Close Combat Expert. At the end of your turn, if there are fewer than six objects in the game, your last opponent to take an action chooses a light standard object from outside the game and places it 6 or fewer squares from the Rampaging Hulk in an unoccupied square to which the Rampaging Hulk has a clear line of fire.


#101 Esme Cuckoo


 **Cuckoo:** Esme Cuckoo is considered a Cuckoo for the purposes of the Cuckoo's Coordination and Hive Mind special powers.


#102 Incredible Hulk


 **Speed of a Charging Dreadnaught:** The Incredible Hulk can use the Move and Attack ability.

#103 Proteus


 **Mutant X:** Proteus can use Mind Control (as if he had a range value of 10), Phasing/Teleport, and Probability Control.


 **Omnimorph:** Proteus can use Perplex, but he can target only himself.


 **Warp Reality:** Proteus can use Barrier and Super Senses.

 **Morphable Reality:** Proteus can use Probability Control and Shape Change.

#104 Charles Xavier

 **Telepath:** Charles Xavier can use Incapacitate and Psychic Blast.


 **Psychic Redirection:** Charles Xavier can use Shape Change.

 **Psychic Coordination:** Charles Xavier can use Leadership and Perplex, but he can't use Perplex to modify his own combat values.

#200 Iron Man

 **Invincible:** Damage dealt to Iron Man is reduced to 1.


#B005 Amadeus Cho

 **Excello:** Amadeus Cho can use Outwit, but must be given a power action instead of a free action.


Crisis

#001 Robin


 **Fisticuffs:** Robin can use Flurry.

 **Gotham Acrobatics:** Robin can use Energy Shield/Deflection and Stealth.


#002 Kid Flash

 **Up Walls, Through Walls:** Kid Flash can use Hypersonic Speed. When Kid Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can't end his movement on blocking terrain.


 **Fast Fists:** Kid Flash can use Flurry.

 **Human Tornado:** Once per turn, Kid Flash can use Force Blast as a free action.


#003 Wonder Girl


 **Lasso:** Wonder Girl can use Incapacitate as if she had a range value of 6. If she successfully hits a target with a ranged combat attack when using Incapacitate, after resolving the action you can put the target in an unoccupied square of clear terrain adjacent to and at the same elevation as Wonder Girl.

#004 Aqualad

 **From the Depths:** Aqualad can use Charge. When Aqualad occupies water terrain, any line of fire drawn to him is treated as if it crossed blocking terrain.


#005 Speedy

 **Brave Bow's Apprentice:** When Speedy makes a ranged combat attack, modify his attack value +1.


 **Trick Arrows:** Give Speedy a ranged combat action; Speedy can remove from the game up to three hindering terrain markers or barrier terrain markers (removing markers one at a time) to which he has a clear line of fire at the time the marker is removed, after which he can make a ranged combat attack.

#006 Shimmer

 **Inseparable:** Modify Shimmer's defense value by +2 if she has a clear line of fire to Mammoth.

 **Transmute:** Once per turn, if Shimmer is adjacent to an object (including an object carried by a character) at the beginning or end of any action she is given, she can remove that object from the game.

#007 Jericho

 **Possession:** Give Jericho a power action and make a close combat or ranged combat attack (as if he has a range value of 4) against a target opposing character as a free action. A successful attack deals no damage. Instead, remove Jericho from the battlefield and put him on his character card; the target is possessed, becomes friendly to your force and opposing to its owner's force, and any of the target's canceled powers return.

After the resolution of any action given to the target, you can release the target. Remove all action tokens from the target and put Jericho in any unoccupied square within 4 squares to which the target has a clear line of fire. The target


becomes friendly to its owner's force and opposing to your force.


If the target is possessed at the end of your turn, roll a d6 and add 1 to the result for each 100 points (or fraction thereof) of the target's point value. If the result is 6 or more, the target is released. If the result is 5 or less, deal Jericho 1 unavoidable damage.

Each time the possessed target takes damage, deal Jericho 1 unavoidable damage after the action is resolved. Any effect that can counter the target's powers can counter Jericho's Possession. If Jericho is eliminated or Possession is countered or canceled, the target is immediately released. Jericho and possessed characters can't be targeted by Mind Control or Possession.


This power cannot be canceled.

#009 Gold


 **Golden Lasso:** Gold can use Incapacitate, but only as part of a ranged combat action (as if he had a range value of 6).

 **I Can Be Hammered into a Sheet Four Millionths of an Inch Thick:** When Gold is dealt damage by a close combat attack, he can use Invulnerability. When Gold can't use Invulnerability, he can use Toughness.


#010 Liberty Belle

 **Ring the Bell:** Liberty Belle can use Pulse Wave as if she had a range value of 8.


#011 Klarion


 **Klarion and Teekl:** Klarion can use the Duo Attack ability, but do not modify Klarion's damage value by -1 for the second attack.

#012 Supernova


 **Phantom Zone Projector:** Supernova can use Incapacitate and Phasing/Teleport. When Supernova uses Incapacitate and successfully hits an opposing character, he may either resolve Incapacitate normally or give no action tokens to the target and instead immediately put the target in any starting area 8 or fewer squares from himself.


#014 Batgirl

 **Trained from Birth:** Batgirl can use Flurry and Leap/Climb.

 **Cain's Daughter:** Batgirl can use Combat Reflexes and Willpower.


#018 Red Arrow


 **Fusillade:** Give Red Arrow a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if Red Arrow loses Fusillade before making the second attack, he can't make the second attack.


 **Trick Arrows:** Red Arrow can use Energy Explosion and Smoke Cloud. When he uses Energy Explosion, after

resolving the action he can immediately use Smoke Cloud as a free action but the first hindering terrain marker must be placed in the same square as the target of the Energy Explosion attack.


#020 Dr. Sivana


 **Suspendium:** Dr. Sivana can use Incapacitate. When he uses Incapacitate and successfully hits a target, also give an action token to each of up to two additional opposing characters that have zero action tokens and are adjacent to the target.

 **Mad Inventor:** Dr. Sivana can use Barrier, Energy Explosion, Phasing/Teleport, Psychic Blast, Pulse Wave, Quake, Smoke Cloud, and Support. If while using this power, he makes an attack roll that results in a critical miss, deal 1 additional unavoidable damage to Dr. Sivana.


 **World's Wickedest Scientist:** Dr. Sivana can use Mastermind. He can choose to deal the damage to a friendly character that has a higher point value if that character shares a team ability or keyword with Dr. Sivana; damage transferred using World's Wickedest Scientist can not later be dealt to Dr. Sivana.


#021 Rip Hunter

 **Chrononaut:** Rip Hunter can use Perplex, but can target only himself or a friendly character.

 **Time Master:** Rip Hunter can use Outwit and Probability Control. The standard and named powers of Rip Hunter and friendly characters adjacent to him can't be countered.


#022 Dawnstar

 **Tracker:** Dawnstar can use Hypersonic Speed.

 **Quarry:** Before the beginning of the first turn, choose an opposing character; this character is Dawnstar's quarry. Modify by +1 the attack value of Dawnstar and all friendly characters when they are attacking the quarry.

#023 Green Lantern

 **Lantern 2814.1:** Green Lantern can use Energy Explosion and Telekinesis.

 **Lantern's Will:** Green Lantern can use Energy Shield/Deflection, Toughness, and Willpower.


#025 Jack and Ten


 **One-Eyed Jack:** Jack and Ten can use Energy Explosion and Psychic Blast.

#026 Green Arrow


 **Rooftop Archer:** Green Arrow can use Leap/Climb and Running Shot.


 **Emerald Archer:** When Green Arrow makes a ranged combat attack, modify his attack value by +2.

 **Arrow down the Gun Barrel:** Green Arrow can use Incapacitate. When a character marked with one or more action tokens chooses Green Arrow as the target of a ranged attack, Green Arrow can use Shape Change.


 **Hail of Arrows:** Give Green Arrow a ranged combat action to make a ranged combat attack targeting more than one opposing character. Increase the total damage dealt by 1 for each target successfully hit by the attack (total damage is still divided normally among successfully hit targets).

#027 Trickster and Pied Piper




 **Air-Walking Shoes, Joy Buzzers, and Smoke Bombs:** Trickster and Pied Piper can use Leap/Climb, Poison, and Smoke Cloud.


 **Piper:** Trickster and Pied Piper can use Mind Control and Psychic Blast.


#028 Deathstroke

 **Master Tactician:** Deathstroke can use Outwit. Modify Deathstroke's attack value by +1 for each adjacent opposing character. When Deathstroke makes a close combat attack, he can compare the attack roll to the defense value of any number of adjacent opposing characters (minimum 1); the damage dealt by the attack can be divided in any way among the successfully hit targets provided that all damage dealt is divided among them.


#029 Nightwing


 **Dual Membership:** Nightwing can use the Outsiders and Titans team abilities and possesses the  and  team symbols.

 **Fisticuffs:** Nightwing can use Flurry.


 **Acrobat:** Nightwing can use Combat Reflexes, Energy Shield/Deflection, and Leap/Climb.


#030 Blue Beetle

 **BB Gun:** Blue Beetle can use Force Blast and Incapacitate. He can also be given a power action to make a ranged combat attack targeting a single opposing character (ignoring friendly characters for line of fire purposes). If the attack succeeds the target is dealt no damage; instead, roll a d6. The target is knocked back a number of squares equal to the result -2 (minimum 1 square); the target breaks away automatically, can move through squares adjacent to opposing characters, and can be dealt knock back damage.


 **Bwah-ha-ha-hah!:** Blue Beetle can use Perplex. When Blue Beetles is adjacent to a friendly Booster Gold, he can use Outwit.

#031 Mammoth

 **Inseparable:** Mammoth can use Super Strength. Modify Mammoth's attack value by +2 if he has a clear line of fire to Shimmer.

 **Get Away from My Sister!:** All targets of successful close combat attacks made by Mammoth are knocked back.

#032 Hawk and Dove

 **Avatars of Chaos and Order:** Hawk and Dove can use Super Senses and Toughness.

#033 Psimon

★ **In Your Head:** Psimon can use *Outwit* and *Shape Change*.

#034 Lead and Tin

👯 **Teamwork:** When *Lead* and *Tin* use the *Duo Attack* ability, modify their attack value by +1 for the first attack; if the second attack is against a different opposing character than the first attack, do not modify their damage value by -1 for the second attack.

★ **Tinterference:** *Lead* and *Tin* can use *Outwit* (but only against targets 5 or fewer squares from them) and *Shape Change*.

#035 Uncle Sam

👉 **Give Me Your Tired, Your Poor:** When *Uncle Sam* makes a close combat attack, modify his attack value by +1 for each friendly character 4 or fewer squares away to which *Uncle Sam* can draw a clear line of fire and that is marked with one or more action tokens.

★ **As Big as My Country:** *Uncle Sam* has the 🗡️ damage symbol.

#036 Chief

👉 **Dr. Caulder:** *The Chief* can use *Support*.

👉 **Manipulate:** *The Chief* can use *Leadership*. If *Leadership* would allow you to add an action to your action total for the turn, you can instead put a *Manipulate* token on the *Chief's* character card if there are two or fewer *Manipulate* tokens on the card. When another friendly character would take pushing damage, you can remove a *Manipulate* token from the *Chief's* character card and roll a d6; on a result of 3-6, the character ignores the pushing damage.

👉 **Strategist:** *The Chief* can use *Perplex* and *Mastermind* (he can deal the damage to a friendly character that has a higher point value if that character shares a keyword with the *Chief*); damage transferred using *Strategist* may not be later dealt to the *Chief*.

#037 Kyle Rayner

👉 **Ion:** *Kyle Rayner* can use the *Quintessence* team ability.

👉 **Constructs:** *Kyle Rayner* can use *Barrier*. Any opposing character adjacent to a barrier terrain marker placed by *Kyle Rayner* that attempts to move (or would be moved by a power, ability, or effect used by another character) must attempt to break away; this effect ignores powers, abilities and effects that allow a character to break away automatically.

#038 Wonder Girl

👉 **Tie Up:** *Wonder Girl* can use *Incapacitate* as if she had a range value of 6. When she uses *Incapacitate* and successfully hits a target opposing character, you can give an action token to a second opposing character that has zero or one action token that is adjacent to the target, if the attack roll would also hit the second character.

👉 **Bullets and Bracelets:** *Wonder Girl* can use *Toughness*. When *Wonder Girl* is the target of a ranged combat attack, she can use *Super Senses*.

#039 Harbinger

👉 **You Are Needed:** *Harbinger* can use *Phasing/Teleport*. Give *Harbinger* a power action and choose a friendly character that is 6 or fewer squares from her. Put the chosen character in the square occupied by *Harbinger*, and then put *Harbinger* in the square occupied by the chosen character; then deal *Harbinger* 1 unavoidable damage.

★ **Crosstime Heralds:** *Harbinger* has the 🗡️ attack symbol.

#040 Forerunner

👉 **Honor:** *Forerunner* can use *Willpower*.

#041 Mary Marvel

★ **Wisdom of Zerhuti:** *Mary Marvel* can use *Perplex*, but she can modify only her own combat values.

#042 Mordru

👉 **Dark Lord:** *Mordru* can use *Barrier*, *Energy Explosion*, *Psychic Blast*, *Pulse Wave*, *Smoke Cloud*, and *Telekinesis*. *Mordru* has the 🗡️ damage symbol.

★ **Lord of Chaos:** *Mordru* can use *Outwit*. When *Mordru* uses *Outwit*, he can use it normally or choose to counter all powers of a target character 4 or fewer squares away.

#043 Monarch

👉 **Bleed-Jump:** *Monarch* can use *Phasing/Teleport* and *Running Shot*. When *Monarch* uses *Phasing/Teleport*, roll a d6 and replace *Monarch's* speed value with 6 plus the result.

#045 Trigon

👉 **Doppelganger:** Give *Trigon* a power action. Put up to three SPECIAL markers in unoccupied squares to which *Trigon* has line of fire adjacent to opposing characters 8 or fewer squares from him; these are doppelganger tokens. Doppelganger tokens are not characters or terrain, but can be destroyed as if they are blocking terrain. Characters opposing to *Trigon* must break away from doppelganger tokens. When a character opposing to *Trigon* occupies a square adjacent to a doppelganger token or tokens and is given a non-free action, deal the character 1 penetrating damage if the character is adjacent to a doppelganger token after the action is resolved. No more than three doppelganger tokens can be on the map at a time. At the end of any non-free action given to *Trigon*, he can remove any number of doppelganger tokens from the map.

👉 **Reshape Reality:** *Trigon* can use *Outwit*. Once during your turn, *Trigon* can use *Barrier* as a free action, but he can place only up to two barrier terrain markers.

#047 Tempest

👉 **Summon the Elements:** *Tempest* can use *Charge*. Clear grounded terrain 3 or fewer squares from *Tempest* that does not contain objects, terrain markers, or debris tokens is water terrain.

#048 Darkseid

👉 **Omega Effect:** Before Darkseid makes a ranged combat attack, you can choose any or all of the following options for the attack: 1) Darkseid's range value is halved and his line of fire ignores characters and hindering terrain; 2) Modify Darkseid's damage value by -2; damage from the attack is penetrating damage; 3) Darkseid's damage value is 0 for the duration of the action; if the attack succeeds, put the target in any unoccupied square within Darkseid's range to which he has a clear line of fire.

🛡️ **All Will Serve Darkseid!:** Darkseid can use Invulnerability, Mastermind, and Willpower.

🌟 **Master Strategist:** Darkseid can use Outwit and Perplex.

#049 Will Magnus and Platinum

👉 **Unstable:** (Non-Optional) Will Magnus and Platinum can't be given a non-free action when they are marked with one or more tokens.

🛡️ **Particularly Resistant:** Will Magnus and Platinum can use Defend and Toughness. Their defense value can't be modified to a lower value.

🌟 **Roboticist:** Will Magnus and Platinum can use Perplex. When they use Perplex, they can use it normally or modify by +1 or -1 the same combat values (except damage value) of all friendly characters with which they share at least two keywords (all other rules for Perplex apply normally).

#052 Psycho-Pirate

🛡️ **I'm Your Best Friend:** When Psycho-Pirate is the target of a successful close combat attack, he ignores the damage dealt unless the attack roll is doubles.

🌟 **Fear... Hate... Loathing....:** Psycho-Pirate can use Perplex, but he can modify combat values only by -2.

#053 Black Adam

👉 **Wisdom of Zehuti:** Black Adam can use Perplex, but he can modify only his own combat values.

🌟 **Power of Aton:** Black Adam can use Exploit Weakness and Flurry.

#054 Alex Luthor

👉 **Earth 154 + Earth 462:** Alex Luthor can use Psychic Blast. Give Alex Luthor a power action to counter the immediate and ongoing effects of a single target battlefield condition until the beginning of your next turn.

🌟 **Manipulator:** Alex Luthor can use Outwit, Perplex, and Shape Change.

#055 Sinestro

👉 **In Blackest Day:** Sinestro can use Phasing/Teleport and Running Shot.

👉 **In Brightest Night:** Sinestro can use Energy Explosion, Psychic Blast, and Telekinesis.

🛡️ **Let Those Who Try to Stop What's Right:** Sinestro can use Energy Shield/Deflection, Toughness, and Willpower.

🌟 **Sinestro's Might!:** Sinestro can use Energy Explosion and Ranged Combat Expert. When Sinestro uses Energy Explosion, damage dealt is penetrating damage.

#056 Supergirl

👉 **Superspeed:** Supergirl can use Hypersonic Speed but can make only close combat attacks.

#057 The Flash

👉 **Have to... Keep... Running...:** The Flash can use Hypersonic Speed. When the Flash moves, he ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. He can't end his movement on blocking terrain.

👉 **Time to Save the World!:** The Flash can use Pulse Wave as if he had a range value of 8.

🛡️ **Nothing to Lose:** The Flash can use Super Senses and Willpower.

#059 The Spectre

👉 **Ghostly Guardian:** The Spectre can use Charge, Phasing/Teleport, and possesses the Justice Society team ability.

🌟 **Vengeance:** Give the Spectre a power action to make a close combat or ranged combat attack, replacing his damage value with the damage value of his target until the action is resolved; damage from the attack is penetrating damage.

#060 Monitor

👉 **Moving Pawns on the Board:** The Monitor can use Leadership and Phasing/Teleport. When the Monitor uses Leadership and gets a result of 4-6, he can either use it normally or give an action token to an opposing character that has zero action tokens.

👉 **Adaptive Strategy:** The Monitor can use Barrier, Energy Explosion, Perplex, and Support.

#061 World's Finest


🌟 **World's Finest** do not take pushing damage.

👉 **Teamwork:** World's Finest can use Charge and Force Blast. Immediately after World's Finest uses Force Blast to successfully knock back a target, they can use Charge as a free action to attack the target if Charge would allow them to do so.

👉 **Wallbuster:** World's Finest can use Super Strength. When given a move action, during the move World's Finest can automatically destroy up to 2 squares of blocking terrain or the wall adjoining two squares; they can continue their move, if any, after destroying the wall.

#100 Superman

🌟 **Superman** does not take pushing damage.


 **This Is a Job for Superman!:** Superman can use Charge. When Superman is not carrying an object or a character, do not halve his speed value when he uses Charge.

★ **Leading the Attack:** Once, at the beginning of your turn, if Superman is adjacent to an opposing character, he can make a close combat attack as a free action, but he can't attack that character again during that turn. If Superman causes a target opposing character to take damage, until the end of the turn all friendly characters attacking that target have their attack values modified by +1 for each 100 points (or fraction thereof) of the target's point value.

#101 Wally West


★ **Human Tornado:** Once per turn, Wally West can use Force Blast as a free action.

#102 Donna Troy

 **Purple Ray:** Donna Troy can use Support, but can treat friendly characters 3 or fewer squares away as if they are adjacent.


★ **Lasso:** Donna Troy can use Incapacitate as if she had a range value of 6. If she successfully hits a target with a ranged combat attack when using Incapacitate, after resolving the action you can put the target in an unoccupied square of clear terrain adjacent to and at the same elevation as Donna Troy.

#103 Garth

 **From the Depths:** Garth can use Charge. When Garth occupies water terrain, any line of fire drawn to him is treated as if it crossed blocking terrain.

★ **Salvage:** If there is an uncarried standard light object anywhere on the map, once per turn when Garth occupies water terrain he can bring in a standard light object from outside the game and pick it up as if picking it up from an adjacent square.


#104 Roy Harper

 **Checkmate:** Roy Harper can use Running Shot and Stealth.

 **Emerald Apprentice:** When Roy Harper makes a ranged combat attack, modify his attack value by +2.


#105 Superman

 **Scorched Air:** Superman can use Charge and Flurry.


 **Kryptonian Strength:** Superman can use Super Strength. Superman can carry two objects at the same time if they are both standard objects; he can only use one object per attack.

★ **Restoring Order:** When the result of a successful attack roll made by Superman is doubles, the target is dealt damage normally but not knocked back. Instead, if the target has zero or one action token after the attack has been resolved, give the target an action token.


#200 Batman

 **Relentless:** Batman can use Charge, Leap/Climb, and Running Shot.

#223 Thunderer of Qward


 **Qwa-Bolts:** Thunderer of Qward can use Energy Explosion. When Thunderer of Qward is given a ranged combat action, you can choose one of the following options: 1) Modify Thunderer of Qward's range value by his current unmodified damage value; or 2) damage from the attack is penetrating damage.


#224 Shadow Demon

 **The Darkness Is Alive!:** Shadow Demon can use Plasticity, Phasing/Teleport, and Stealth.

#225 Anti-Monitor


★ The Anti-Monitor can use the Multiattack ability.


 **All the Power at My Command Shall Be Used to Destroy You!:** The Anti-Monitor can use Psychic Blast and Quake; when he uses Quake, do not replace his damage value.


 **I Will Not Die Until You Die With Me!:** Once per turn, the Anti-Monitor can use Exploit Weakness. At the end of the round, if no character opposing to the Anti-Monitor was defeated or eliminated this round, roll 2d6 and subtract the Anti-Monitor's unmodified damage value, minimum result 1. Heal the Anti-Monitor of damage equal to the result.

#226 Anti-Monitor, Guardian of Fear


★ The Guardian of Fear can use the Multiattack ability.

 **Guardian:** The Guardian of Fear can use Enhancement, Phasing/Teleport, and the Carry ability.

 **Time to Feed:** The Guardian of Fear can use Pulse Wave, but his range value is not halved, his damage value is not replaced, and he does not ignore characters' powers, team abilities, or feats. Immediately after the attack is resolved, heal the Anti-Monitor of 1 damage for each opposing character that took damage from the attack (maximum 4 healing).

 **Destined Destructor:** The Anti-Monitor can use Outwit. Give the Anti-Monitor a power action and roll 2d6. Deal penetrating damage equal to the result, divided among opposing characters to which the Anti-Monitor has a clear line of fire; characters can be dealt maximum damage equal to the number of action tokens they have (characters that have no tokens can't be dealt damage). Any undealt damage is ignored.

#B001 Matter-Eater Lad

 **Hungry Loner:** Matter-Eater Lad cannot carry characters.

#B005a Congo Bill

★ **Congorilla:** At the beginning of your turn, you can flip this token.

#B005b Congorilla

★ **Congo Bill:** At the beginning of your turn, you can flip this token.

Secret Invasion

#001 Spider-Man

🕸 **Web-Punch:** Spider-Man can use Flurry. If he makes two successful attacks against the same target using Flurry, instead of dealing damage with the second attack he can instead give an action token to the target if it has zero or one action token.

#002 Moloid

🕸 **Swarm:** When Moloid is given a move action, it can use the Carry ability to carry one or two other Moloids.

🕸 **Overwhelm:** When this Moloid makes an attack against a target opposing character, modify its attack value by +1 for each other Moloid that has made an attack (successful or not) against that target during this turn.

#004 Iron Fist

🕸 **Good Fortune Thunder Kick:** Iron Fist can use Leap/Climb and Flurry.

🕸 **Champion of K'un-Lun:** Iron Fist can use Super Senses and Willpower.

#005 Sharon Carter

🕸 **Agent 13:** Sharon Carter can use Running Shot and Stealth.

★ **Ally:** Sharon Carter can use Perplex, but she can modify the combat values of only herself and friendly characters, and she can't modify damage values.

#006a Yellowjacket

★ Yellowjacket possesses the Avengers team symbol. (He doesn't possess the Skrulls team symbol.)

🕸 **Giant Man:** Yellowjacket possesses the 🕸 damage symbol and can use Charge.

#006b Yellowjacket

★ Yellowjacket possesses the Skrulls team symbol. (He doesn't possess the Avengers team symbol.)

🕸 **Giant Man:** Yellowjacket possesses the 🕸 damage symbol and can use Charge.

🕸 **Agent Provocator:** Yellowjacket can use Outwit and Psychic Blast.

★ **Traitor:** Yellowjacket can use Outwit. He can use it normally, or he can choose a team ability possessed by an opposing character 6 or fewer squares away to which he can draw a clear line of fire and counter that team ability on all opposing characters

#007 Atlantean Warrior

🕸 **Aquatic Invader:** When Atlantean Warrior occupies water terrain, he can use Charge and Stealth. When he occupies water terrain at the beginning of the turn, modify his speed value by +2 until the end of the turn.

#008a Ms. Marvel

★ Ms. Marvel possesses the Avengers team symbol. (She doesn't possess the Skrulls team symbol.)

🕸 **Kree Genetics:** Ms. Marvel can use Charge and Running Shot.

★ **Energy Absorption:** Each time Ms. Marvel is hit by an attack made by an opposing character (even if she takes no damage), put an absorption token on this card. When Ms. Marvel makes an attack, you can modify her damage value by +X, where X is the number of absorption tokens on this card; after the attack is resolved, remove all absorption tokens from this card. At the end of each of your turns or when Ms. Marvel loses Energy Absorption, remove all absorption tokens from this card.

#008b Ms. Marvel

★ Ms. Marvel possesses the Skrulls team symbol. (She doesn't possess the Avengers team symbol.)

🕸 **Exfiltration:** Ms. Marvel can use Hypersonic Speed, Plasticity, and Stealth.

#009 Gravity

🕸 **Gravity Control:** Gravity can use Incapacitate (as if he had a range of 8), Super Strength, and Telekinesis.

#010 Grey Gargoyle

🕸 **Petrify:** Grey Gargoyle can use Incapacitate. If he successfully hits a target using Incapacitate and the result of the attack roll is doubles, give the target two action tokens if it has zero action tokens.

★ **Petrified Protection:** Grey Gargoyle can use Barrier, but can put barrier terrain markers only in unoccupied squares containing objects, hindering terrain, or hindering terrain markers. This use of Barrier doesn't count toward your available actions for the turn.

#011 Arachne

★ **Psi-Webs:** Arachne can use Incapacitate as if she had a range of 8.


#012 Gee

🕸 **Gravity Manipulation:** Gee can use Force Blast. After the use of Force Blast is resolved (even if the Force Blast is ignored), Gee can use Incapacitate targeting the same target as a free action.


#014 Mass Master


🕸 **Cloudform:** Mass Master can use Smoke Cloud. When Mass Master is given a move action, after moving he can use Smoke Cloud as a free action but can place hindering terrain markers only in squares he occupied or moved through that turn.

#015 Energizer


 **Matter Absorption:** Once per turn as a free action, Energizer can remove from the game a single adjacent object (including an object carried by an adjacent character) or up to two barrier, debris, or hindering terrain markers that are 4 or fewer squares away from her and to which she has a clear line of fire at the time they are removed.

#016 Hercules


 **Wrestler:** Hercules can use Charge, Flurry, and Plasticity.

 **Godlike Strength:** Hercules can use Super Strength. He can carry two objects at the same time if they are both standard objects; he can use only one object per attack.


#017 Human Torch

 **Fireburst:** Human Torch can use Energy Explosion and Pulse Wave.


#018 Clea

 **Dark Disciple:** Clea can use Mind Control and Phasing/Teleport.


#020 Immortus

 **Agent of the Time-Keepers:** Immortus can use Outwit and Probability Control. Probability Control can't be used by opposing characters to which Immortus has a clear line of fire.


#021 Iron Man

 **Extremis:** Iron Man can use Outwit and Perplex. When Iron Man is not using Outwit, he can use Super Senses.


#022 Goliath

 **Throw:** Goliath can choose to knock back the target of any successful close combat attack he makes a number of squares equal to twice the damage dealt to the target.

#023 Hawkeye


 **Focused Training:** Hawkeye can use Perplex, but she can modify only her own combat values.


#024 Spider-Slayer


 **Tracking Systems:** Spider-Slayer can use Leap/Climb and Plasticity. Before the beginning of your first turn, choose an opposing character. When Spider-Slayer is given a move action, immediately after resolving the action it can move again as a free action (with its speed value halved until the end of the action) if it ends the second move adjacent to the chosen character.

 **Smash:** Spider-Slayer can use Flurry.


#028 Attuma


 **Tidal Wave:** Attuma can use Quake and Super Strength. If Attuma uses Quake while occupying water terrain, compare the attack total to adjacent opposing characters normally and to all opposing characters adjacent to (but not occupying) the area of water terrain occupied by Attuma. Characters adjacent to the water terrain are knocked back from Attuma in a direction of Attuma's choice away from him.


 **Waveborne:** When Attuma occupies water terrain, he can use Combat Reflexes and Toughness. When Attuma does not occupy water terrain, he can use Toughness.

 **Undersea Conqueror:** Attuma can use Leadership. He can use it normally, or on a result of 4–6 you can add two actions to your action total for the turn but both of these actions can be given only to friendly characters that possess the Atlantis keyword.


#029 Morbius

 **Gliding Shadow:** Morbius can use Leap/Climb and Stealth.


 **The Hunger:** Morbius can use Steal Energy, but Steal Energy heals Morbius of 1 damage or damage equal to the number of powers possessed by the target of the attack after it takes damage, whichever is greater.

 **Living Vampire:** Morbius can use Toughness and Super Senses, but when using Super Senses evades an attack only on a result of 6.


#030 Punisher


 **Chaingun:** Once per turn when the Punisher succeeds at a ranged combat attack against an opposing target character, after the attack resolves he can immediately make ranged combat attacks against any other opposing characters adjacent to the target to which he can draw a clear line of fire. (Each attack is rolled and deals damage separately). If the result of a successful ranged combat attack roll made by the Punisher is doubles, the damage dealt is penetrating damage.

#031 Mole Man


 **Lord of the Tunnels:** Mole Man can use Stealth and Phasing/Teleport. When Mole Man uses Phasing/Teleport, he can use the Carry ability and must put debris tokens into the squares where he begins and ends his move. Mole Man ignores the effects of debris tokens on movement.


#032a Dum Dum Dugan


 **Dum Dum Dugan** possesses the S.H.I.E.L.D. team symbol. (He doesn't possess the Skrulls team symbol.)

 **Monster Squad:** Modify the attack value of Dum Dum Dugan and all adjacent friendly characters by +1 when they are attacking characters that possess the Giant Size or Colossal Size ability.

#032b Dum Dum Dugan

 **Dum Dum Dugan** possesses the Skrulls team symbol. (He doesn't possess the S.H.I.E.L.D. team symbol.)

 **S.W.O.R.D.fall:** Before the beginning of the first round, choose one area of elevated terrain or blocking terrain on the map. This area is considered to be clear grounded terrain until the end of the game.

 **Shifty:** Dum Dum Dugan can use Plasticity and Running Shot.

#033 Dr. Strange

☆ **Eye of Agamotto:** Dr. Strange ignores the effects of characters and hindering terrain (including team abilities that give hindering terrain bonuses) when determining line of fire.

✎ **Winds of Watoomb:** Dr. Strange can use Phasing/Teleport and Quake.

☆ **Wand of Watoomb:** Dr. Strange can use Perplex. When Dr. Strange uses Perplex, you can roll a d6; on a result of 5 or 6, you can modify the target's chosen combat value by up to +2 or -2.

#034 Dr. Octopus

✎ **Tentacles:** Dr. Octopus can use Flurry, Leap/Climb, and Super Strength.

#036 Malice

✎ **You Cannot Stand Against Me:** Once during your turn, Malice can use Force Blast as a free action.

#037 Triton

✎ **Aquatic Scout:** Triton can use Charge. When Triton occupies water terrain, any line of fire drawn to him that crosses any square of that water terrain is treated as though it crosses blocking terrain.

☆ **Aquatic Ambush:** When Triton occupies water terrain at the end of your turn, deal 1 damage to each adjacent opposing character that occupies water terrain and hasn't been attacked by Triton this turn.

#038 Speedball

✎ **Bounce:** Speedball can use Charge and Leap/Climb, and automatically breaks away.

✎ **Speedball Effect:** Once per turn, if Speedball defeats an opposing character or hits an opposing character with doubles, after the attack resolves he can break away automatically, immediately move up to his full speed value, and make one close combat attack against a different opposing character as a free action.

#039 Cloak and Dagger

✎ **Cloak:** Cloak and Dagger can use Phasing/Teleport and Stealth.

✎ **Dagger:** Cloak and Dagger can use Energy Explosion. Damage Cloak and Dagger deal using Energy Explosion is penetrating damage.

#040 Doom

✎ **Away, Gnat:** When the result of the attack roll in a successful attack by Doom is doubles, immediately after the attack resolves you can put the target in any starting area other than the one used by Doom.

✎ **Doom Will Not Be Forgotten:** Doom can use Exploit Weakness and Psychic Blast.

☆ **Powerless:** Doom can use Outwit. When Doom uses Outwit, he can use it normally, or choose to counter all

powers or all abilities of a target character 6 or fewer squares away.

#041 Spider-Girl

✎ **Weblines:** Spider-Girl can use Charge, Leap/Climb, and Running Shot.

✎ **Bio-magnetic Field:** Spider-Girl can use Incapacitate. Immediately after the resolution of a successful close combat attack by Spider-Girl, Spider-Girl can use Force Blast against the same target as a free action, but the target can't be dealt knock back damage.

✎ **Spider-Sense:** Spider-Girl can use Combat Reflexes and Super Senses.

#042a Captain Mar-Vell

☆ **Captain Mar-Vell** possesses the S.H.I.E.L.D. team symbol. (He doesn't possess the Skrulls team symbol.)

✎ **Warden:** Captain Mar-Vell can use Super Strength and the Capture ability.

#042b Captain Mar-Vell

☆ **Captain Mar-Vell** possesses the Skrulls team symbol. (He doesn't possess the S.H.I.E.L.D. team symbol.)

#043 Psycho-Man

✎ **Mass Manipulation:** Psycho-Man can use Mind Control as if he had 🌀🌀🌀.

✎ **Control Box:** When he uses Mind Control, Psycho-Man does not take damage based on the point value of his target(s) when he uses Mind Control. Give Psycho-Man a power action and choose one of the following options: 1) Fear. Psycho-Man can use Quake as a free action. 2) Doubt. Choose a target opposing character. Until the beginning of your next turn, the target can't evade attacks, and damage dealt to the target can't be reduced to less than 1. 3) Hate. Choose a target opposing character 6 or fewer squares away to which Psycho-Man has a clear line of fire. Deal 1 damage to each other opposing character adjacent to the target.

#045 Namor

✎ **Avenging Son:** Namor can use Charge, Flurry, and the Flight ability.

✎ **Aquatic Rejuvenation:** If Namor occupies water terrain, he can use Regeneration.

☆ **Undersea Ruler:** Namor can use Leadership. He can use it normally, or on a result of 4-6 you can add two actions to your action total for the turn; both actions must be given to friendly characters that possess the Atlantis keyword.

#047 Adam Warlock

☆ **Him:** Adam Warlock can use Leadership, Perplex, and Support. When Adam Warlock uses Perplex, he can use it normally, or he can modify any combat value (except damage) of a target character by +2 or -2.

#048a Elektra

☆ *Elektra possesses the Hydra team symbol. (She doesn't possess the Skrulls team symbol.)*

🗡️ **Assassin:** *Elektra can use Charge, Flurry, Leap/Climb, and Stealth.*

#048b Elektra

☆ *Elektra possesses the Skrulls team symbol. (She doesn't possess the Hydra team symbol.)*

🗡️ **Hand of the Skrulls:** *Elektra can use Charge and Plasticity.*

#049 Ringmaster

🎩 **Top Hat:** *When Ringmaster uses Mind Control or Incapacitate, modify his attack value and range value by +2. Ringmaster can use Mind Control as if he possesses 🗡️🗡️, but all targets of successful attacks can be given only move actions.*

#051 Nick Fury

🕒 **L.M.D.:** *Nick Fury can use Mastermind. When Nick Fury is dealt damage, you can reduce the damage by 2. If you do, after the attack resolves immediately put Nick Fury in an unoccupied square in a corner of the map (or as close to the corner as possible) that does not share an edge with the starting area used by Nick Fury.*

☆ **Spymaster:** *Nick Fury can use Leadership, Outwit, and Perplex.*

#052 Impossible Man

☆ **Pest:** *The Impossible Man can use Outwit, Probability Control, and Shape Change.*

#053 Skrull Emperor

🎩 **Scheme:** *Skrull Emperor can use Outwit. He can use it normally, or choose a keyword and counter the same power or ability possessed by all opposing characters 10 or fewer squares away that possess the chosen keyword.*

☆ **Emperor:** *Skrull Emperor can use Enhancement and Leadership. When he uses Leadership, on a result of 3 or 4 add one action to your action total; on a 5 or 6, add two actions. Skrull Emperor can use Perplex, but he can target only characters with which he shares a keyword.*

#055 Mephisto

🎩 **Dark Bargain:** *Mephisto can use Incapacitate. When Mephisto successfully hits a target with Incapacitate, the controller of the target can choose either to give an action token to the target normally, or to roll a d6; on a result of 1-4, deal the target 1 unavoidable damage.*

☆ **Prince of Lies:** *Mephisto can use Leadership and Outwit. When Mephisto successfully uses Leadership, only he can be given the extra action.*

#058 Power Man and Iron Fist

🗡️ **Wallbuster:** *Power Man and Iron Fist can use Super Strength. When given a move action, during the move they*

can automatically destroy up to 2 squares of blocking terrain or the wall adjoining two squares; they can continue their move, if any, after destroying the blocking terrain or the wall.

#059 Sentry

🦋 **Uncertainty:** *(non-optional) Roll a d6 at the beginning of your turn. On a result of 3 or 4, Sentry can use Charge until the end of the turn. On a result of 5 or 6, Sentry can use Charge and Hypersonic Speed until the end of the turn.*

#061 Super Skrull: Illuminati

☆ **Infiltrator:** *Super-Skrull: Illuminati is a wild card on your turns; on opponent's turns, he can use only the Skrulls team ability.*

🦋 **Avenging Fury:** *Super-Skrull: Illuminati can use Charge, Flurry, and Plasticity. Once per turn before making a close combat attack roll for Super-Skrull: Illuminati, you can declare that damage from the attack will be penetrating damage.*

🎯 **Elastic Entanglements and Black Bolts:** *Super-Skrull: Illuminati can use Quake. When Super-Skrull: Illuminati succeeds at an attack, roll a d6. On a result of 4 or 5, if a target of the attack has no action tokens, give the target an action token after the attack is resolved. On a result of 6, damage from the attack is penetrating damage.*

🕒 **Iron Defense:** *Damage dealt to Super-Skrull: Illuminati is reduced to 1.*

☆ **Strange Magicks:** *Super-Skrull: Illuminati can use Perplex. He can use it normally, or he can modify any one of his own combat values by +2 or -2 until the beginning of your next turn.*

#099 Susan Richards

🦋 **Invisible:** *Any character that is 7 or more squares from Susan Richards can't draw a line of fire to her.*

🕒 **Force Fields:** *Susan Richards can use Barrier and Invulnerability.*

☆ **To the Negative Zone:** *Susan Richards can use Outwit. Modify Susan Richards' damage value by +2 when she makes a ranged combat attack. When making ranged combat attacks, Susan Richards ignores terrain, walls, and opposing characters' Stealth.*

#100 Spider-Woman


☆ **Infiltrator:** *Spider-Woman is a wild card on your turns; on opponents' turns, she can use only the Skrulls team ability.*


🗡️ **Wall-Creeper:** *Spider-Woman can use Leap/Climb and Stealth.*

☆ **Agent Provocateur:** *Spider-Woman can use Outwit. She can use it normally, or she can counter all standard powers and named powers of a chosen type (speed, attack, defense, or damage) of all adjacent characters.*


#101 Mr. Fantastic


🗡️ **Pliable:** *Mr. Fantastic can use Leap/Climb and Plasticity.*

 **Ductile:** Mr. Fantastic can use Super Senses and Barrier (as if he had a range of 0). When a Barrier terrain marker placed by Mr. Fantastic is destroyed, roll a d6; on a result of 1, deal 1 damage to Mr. Fantastic.


 **Inventive Genius:** Mr. Fantastic can use Perplex, but he can modify the target's combat values by +2 or -2 if he is targeting himself or another character with which he shares a keyword.


#102 Invisible Woman

 **Invisible:** Any character that is 7 or more squares from the Invisible Woman can't draw a line of fire to her.


 **Force Fields:** Invisible Woman can use Barrier and Invulnerability.


#103 Human Torch


 **Fiery Streak:** Human Torch can use Running Shot. When he does not use the Carry ability while moving, Human Torch does not have to end his movement if he enters a square adjacent to an opposing character.

 **Flame On!:** Human Torch can use Energy Shield/Deflection and Poison. When Human Torch is given a move action or power action, immediately after resolving the action, he can use Smoke Cloud as a free action, but can place hindering terrain only in squares he moved through or occupied this turn.


#104 The Thing


 **It's Clobberin' Time!:** The Thing can use Quake. Give the Thing a power action; he can move up to his speed value and then as a free action either (1) use Quake or (2) make a close combat attack.


 **Yancy Street:** The Thing can use Toughness and Willpower.


 **Yer Ever-Lovin' Pal:** At the beginning of your turn, if the Thing is adjacent to one or more friendly characters that have one or more action tokens, roll a d6. On a result of 5 or 6, you can remove an action token from one adjacent friendly character, or two adjacent friendly characters if they and the Thing all possess a single common keyword.

#105 Dr. Doom

 **None Shall Interfere with the Plans of Doom:** Dr. Doom can use Running Shot. Dr. Doom breaks away automatically.


 **Kneel Before Doom!:** Dr. Doom can use Energy Explosion, but deals damage equal to his damage value to the target of the attack. Characters adjacent to the target are dealt damage normally.

 **Armored Mastermind:** Dr. Doom can use Invulnerability and Mastermind.


 **Lord of Latveria:** Dr. Doom can use Outwit and Perplex. When Dr. Doom uses Outwit, he can use it normally, or you can roll a d6 instead; on a result of 4-6, counter a power


possessed by a single target opposing character anywhere on the battlefield.

#107 Doombot 5953


 **Self-Destruct Mechanism:** Doombot 5953 can use Pulse Wave. Immediately after a use of Pulse Wave by Doombot 5953 resolves, deal Doombot 5953 1 unavoidable damage.


#111 Reed Richards

 When Reed Richards or a friendly character with the Fantastic Four keyword 6 or fewer squares from Reed Richards to which he can draw a clear line of fire makes an attack, treat a result of double 2s or double 3s as double 4s.


 **Ultimate Nullifier:** Reed Richards can use Outwit. He can use it normally, or he can counter all standard powers and named powers of a target character and roll a d6; on a result of 1, immediately deal Reed Richards 1 unavoidable damage.


#112 Sue Storm

 Sue Storm and friendly characters with the Fantastic Four keyword 6 or fewer squares from Sue Storm to which she can draw a clear line of fire can use Super Senses if they can't already, but evade attacks only on a result of 6.


 **Get Away from Him!:** Sue Storm can use Quake. She can use it normally, or she can use it as if she occupied a square occupied by a friendly character 6 or fewer squares away to which Sue Storm can draw a clear line of fire, ignoring the effects of opposing characters on line of fire.

#113 Johnny Storm


 Move actions given to Johnny Storm and friendly characters with the Fantastic Four keyword that are adjacent to Johnny Storm don't count toward your available actions from the turn, and these characters don't take pushing damage from being given move actions.


 **Pour It On!:** Johnny Storm can use Energy Explosion; when he does, characters successfully hit are dealt damage equal to the number of times it was hit by this attack times two.

#114 Benjamin J. Grimm

 If damage dealt to Benjamin J. Grimm or a friendly character with the Fantastic Four keyword adjacent to Benjamin J. Grimm is not otherwise reduced, reduce the damage dealt by 1.

#115 Victor Von Doom

 **Mind Swap:** Victor Von Doom can use Running Shot and Mind Control (as if he had $\frac{1}{2}$).

 **Unquestioned:** Victor Von Doom can use Mastermind. He can choose to deal the damage to a friendly character that has a higher point value if that character shares a team ability or keyword with Victor Von Doom; damage transferred using Unquestioned can't later be dealt to Victor Von Doom.

Arkham Asylum

#002 Manhunter

✦ **Power Battery:** Manhunter can use Steal Energy, but is also healed when its ranged combat attack causes an opposing character to take damage.

✦ **No Man Escapes the Manhunters!:** Manhunter can use Incapacitate and Outwit. When Manhunter uses Outwit, it can't counter defense powers.

#003 Multiplex

☐ **Safety in Numbers:** Damage dealt to Multiplex is reduced by 1 if he is adjacent to a friendly Multiplex.

#004 The Question

✦ **Ask the Question:** Once during your turn, the Question can use Outwit or Perplex. When the Question uses Perplex, she can modify the combat values of only opposing characters.

#005 Floronic Man

✦ **Wild Plant Growth:** Floronic Man can use Smoke Cloud as if he has a range of 4; when he uses Smoke Cloud, he can place up to 8 hindering terrain markers if all markers are placed 2 or fewer squares from him.

✦ **In Touch with the Green:** Damage dealt by Floronic Man is increased by 1 if the target of the attack occupies or is adjacent to hindering terrain.

#007 Two-Face

✦ **Mercy or Murder:** The Coin Decides: Once per turn, before you give an action to Two-Face during your turn, roll a d6. On a result of 1–3, Two-Face can use Incapacitate until the end of the turn; on a 4–6, he can use Psychic Blast until the end of the turn. (Two-Face is not required to be given an action after you make this roll.)

#010 Gorilla Grodd

✦ **Your Will Is Mine:** Gorilla Grodd can use Leap/Climb and Mind Control (as if he had a range of 8).

#011 The Riddler

✦ **Riddle Me This:** The Riddler can use Incapacitate once per turn. He can use it normally or as a free action targeting a single opposing character if he has been given and will take no other free actions that turn. When he uses Incapacitate as a free action and successfully hits a target, choose a number from 1 to 6 and roll 2d6. If the chosen number comes up on either die, Incapacitate resolves normally; if the chosen number comes up on both dice, give the target enough action tokens so that it has two action tokens.

✦ **They'll Never Get This One:** The Riddler can use Outwit and Perplex. When the Riddler uses Perplex, he can only modify a combat value (other than damage) of an opposing character by –2.

#012 Amanda Waller

✦ **The Wall:** Amanda Waller can use Leadership and Outwit.

#013 Human Bomb

✦ **Trying to Keep It Under Control...:** Human Bomb can use Energy Explosion and Quake.

✦ **No... NO!:** When the Human Bomb uses Pulse Wave and targets two or more characters, you can choose not to replace his damage value (using his unmodified damage value for the attack); if you do, after the attack is resolved deal Human Bomb unavoidable damage equal to his unmodified damage value.

#015 Plasmus

✦ **Burning Touch:** Plasmus can use Poison and Quake.

#016 Batman

✦ **In Contact with Bruce Wayne:** Batman can use Outwit, but he can counter only standard and named powers. Batman can use Perplex, but he can target only himself.

#019 Lashina

☐ **Female Fury:** Lashina can use Combat Reflexes and Willpower.

#020 Anarky

✦ **Boom Tube:** Anarky can use Phasing/Teleport and the Carry ability.

✦ **Tools of Change:** Anarky can use Quake and Smoke Cloud. After Anarky uses Smoke Cloud, he can be given a move action as a free action.

✦ **The Essence of Anarchy Is Surprise:** Anarky can use Outwit. Anarky can use Probability Control if before using the power you remove an action token from an opposing character not currently taking an action.

#022 Hitman

☉ **Guns Blazing:** Give Hitman a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if he loses Guns Blazing before making the second attack, he can't make the second attack.


#023 Wonder Woman

✦ **Tie Up:** Wonder Woman can use Super Strength and Incapacitate (as if she had a range of 6). When she uses Incapacitate and successfully hits a target opposing character, you can give an action token to a second opposing character that has zero or one action token that is adjacent to the target, if the attack roll would also hit the second character.


☉ **Bullets and Bracelets:** Wonder Woman can use Invulnerability. When Wonder Woman is the target of a ranged combat attack, she can use Super Senses.


✦ **Ambassador:** Wonder Woman can use Leadership and Perplex (though she can target only other characters).

#024 Count Vertigo


 **The Vertigo Effect:** Count Vertigo can use Incapacitate. When he successfully hits a target opposing character with Incapacitate, also give an action token to up to two opposing characters that have zero action tokens and are adjacent to the target.

#025 Johnny Sorrow



 **Subspace Transfer:** Johnny Sorrow can use Phasing/Teleport and the Carry ability.

 **Visage of Sorrow:** Johnny Sorrow can use Pulse Wave (as if he had a range of 10); his damage value becomes 2 for the attack.

#026 Nightshade


 **From the Land of Nightshades:** Nightshade can use Smoke Cloud. If an opposing character ends its turn occupying a square containing a hindering terrain marker placed by Nightshade, that character is dealt 2 damage.

#027 Firefly


 **Flamethrower:** Firefly can use Energy Explosion. He can use it normally, or use it as if he possessed only one  and after the attack resolves use Smoke Cloud as a free action, but he must put the first hindering terrain marker in the same square that the target occupied at the time of the attack.

#028 Arkillo

 **Hungry for Battle:** Arkillo can use Charge and Flurry.


 **Outta My Face:** Arkillo can use Toughness. Once per turn, Arkillo can use Barrier (as if he had a range of 4) as a free action, but he can place only up to two blocking terrain markers.

#029 Per Degaton


 **I Will Watch You Die:** Per Degaton can use Psychic Blast. Once during your turn, Per Degaton can use Incapacitate as a free action if he has no action tokens.

 **Time Stealer:** Per Degaton can use Outwit and Probability Control.

#030 Amon Sur

 **Self Preservation:** Amon Sur can use Toughness. When Amon Sur takes damage, if he possesses Self Preservation after the attack resolves you can immediately move him up to half his speed value (he breaks away automatically).


#031 Captain Gordon


 **Summon the Bat:** Give Captain Gordon a power action and choose a target friendly character that is 6 or fewer squares from him and possesses the Batman Ally team ability or the Gotham City keyword (he does not need line of fire to the target). Put the target in an unoccupied square adjacent to Captain Gordon. The target can't be given an action until your next turn.

 **Cleaning Up Gotham:** Captain Gordon can use Enhancement. Give Captain Gordon a power action; he can


use Outwit but he can counter only standard and named powers.

#034 Robin


 **Batline:** Robin can use Charge and Leap/Climb. When Robin uses Charge, he ignores the effects of elevated terrain on movement.

 **Tear Gas Grenade:** Robin can use Smoke Cloud. When Robin uses Smoke Cloud, after he places all hindering terrain markers he can immediately use Incapacitate as a free action but can attack only a single opposing character occupying a square containing a hindering terrain marker he placed that turn; ignore the effects of hindering terrain on the attack.


#036 Zoom

 **I'LLMAAAKEYOUBETTTTTERRR:** Zoom can use Hypersonic Speed. He can use it normally, or instead of making a close combat attack he can use Flurry; Zoom can continue to use the rest of his movement (if any) after using Flurry, but he can't move between making attacks using Flurry.

#037 Element Lad


 **Transmute:** At the beginning of your turn as a free action, Element Lad can choose one of the following options: (1) Destroy up to two adjacent objects or squares of blocking terrain; or (2) one at a time, remove up to six hindering terrain markers, blocking terrain markers, and debris markers (in any combination) 4 or fewer squares from Element Lad to which he has a clear line of fire at the time they are removed; if a debris marker is removed that indicates a wall or area of terrain that was destroyed, it is no longer destroyed.

#038 The Penguin



 **Trick Umbrellas:** The Penguin can use Blades/Claws/Fangs and Smoke Cloud.

 **Information Broker:** The Penguin can use Leadership and Outwit.


#039 Cosmic King

 **Elemental Backlash:** Cosmic King can use Barrier. When Cosmic King is the target of a successful close combat attack, the attacker is dealt 1 damage after the attack resolves.


#040 Doctor Destiny

 **Dream Manipulation:** Doctor Destiny can use Mind Control as if he had . When he does, he takes no damage due to the point value of a successfully hit target if it had at least one action token when it was hit.

#042 Ventriloquist

 **Scarface:** Ventriloquist can use Incapacitate, but his damage value becomes 1 instead of 0 until the action is resolved.

#043 Calculator

 **In Contact with Calculator:** Calculator can use Perplex. He can use it normally, or he can modify the same combat value (except damage) of all friendly characters 6 or fewer

squares away by +1 or -1 until the beginning of your next turn.

★ **Obsessive:** Calculator can use *Outwit*. When he does, roll 2d6 and subtract the greatest number of characters on the opposing force that possess a common keyword; if the result is 4 or less, at the end of your turn deal Calculator 1 damage.

#044 Yellow Lantern

✎ **Me Go for Ride! Whee!:** Yellow Lantern can use *Plasticity* and *Running Shot*.

#045 Circe

✎ **Men Are Pigs:** Circe can use *Mind Control*, but the damage value of a successfully hit target becomes 2 (if it is greater than 2) until the end of the action; Circe takes a maximum of 1 damage due to the targets' combined point value when using *Mind Control*.

★ **Power Beyond Your Wildest Imaginings:** Circe can use *Perplex*. She can use it normally, or she can target herself and a friendly character 6 or fewer squares away to which she has a clear line of fire and modify the same combat value of the other character and herself by +1.



#047 Ultra-Humanite

✎ **Mental Might:** The Ultra-Humanite can use *Mind Control*, *Outwit*, and *Psychic Blast*.

#048 Bizarro #1

✎ **Me Miss You:** Any attack roll of doubles made by Bizarro (other than double 6s or double 1s) is considered to be double 5s. Attacks made by Bizarro don't deal knock back.

#049 Black Manta

★ **Pirate:** Black Manta can use *Perplex*, but he can target only himself or characters that possess the  or  speed symbol.

#050 Metron

✎ **The Price of Knowledge:** Metron can use *Quake*, *Psychic Blast*, and *Pulse Wave*. Immediately after the resolution of an action in which Metron uses any of these powers, roll a d6; on a result of 1 or 2, deal Metron 1 unavoidable damage.

★ **Mobius Chair:** Metron can use *Outwit* and *Probability Control*. Once per turn, Metron can use one of the following powers: *Leadership*, *Perplex*, or *Support*.

#051 Mad Hatter

✎ **Hypnotic Hats:** The Mad Hatter can use *Mind Control*. If he does and successfully attacks only one opposing character, he takes no damage due to the point value of the character. After the Mad Hatter resolves a successful use of *Mind Control* on a target character, until the end of the turn he and all friendly characters who can use the *Batman Enemy team ability* can consider that target character (for purposes of the team ability only) an adjacent friendly *Batman Enemy team member*.

#052 Batgirl

✎ **Trained by the Bat:** Batgirl can use *Flurry* and *Leap/Climb*.

#053 The Top

✎ **Whirling Gusts and Mental Centrifuge:** The Top can use *Flurry*, *Force Blast*, and *Mind Control*. When the Top uses *Force Blast*, roll 2d6 and divide the knock back result among all adjacent opposing characters (maximum 6 to any character).

#054 Despero

✎ **Psionics:** Despero can use *Mind Control* and *Telekinesis*.

✎ **Dangerous Game:** Despero can use *Psychic Blast*. Give Despero a power action and choose a target opposing character 6 or fewer squares from Despero to which he can draw a clear line of fire. Put the target in a square of clear unoccupied terrain 8 or fewer squares from Despero to which he has a clear line of fire.

★ **Tyrant:** Despero can use *Leadership* and *Outwit*.

#055 Sabbac

✎ **Demon's Rage:** Sabbac can use *Charge*. When he does, he can also use *Flurry*, but he must target different characters with each attack.

✎ **Burning Strength:** Sabbac can use *Energy Explosion* and *Super Strength*.

#056 The Flash

✎ **Cosmic Treadmill:** The Flash can use *Hypersonic Speed* and *Phasing/Teleport*. When the Flash uses *Phasing/Teleport*, he can use the *Carry* ability.

✎ **Supersonic Punch:** The Flash can use *Quake* as part of a close combat attack (instead of a close combat action), but targets of the attack are not knocked back.

☉ **Fastest Man Alive:** The Flash can use *Energy Shield/Deflection* and *Super Senses*.

#057 Saturn Queen

✎ **Mind Squeeze:** Saturn Queen can use *Incapacitate*. Immediately after the resolution of a use of *Incapacitate* by Saturn Queen that gives a second action token to a target opposing character, Saturn Queen can use *Mind Control* targeting that character as a free action.

#058 Chang Tzu

★ **Malicious Experiment:** Chang Tzu can use *Outwit* and *Perplex*. When Chang Tzu uses *Perplex*, he can use it normally, or he can modify a combat value by -2.

#060 Superman Prime

★ Superman Prime can't use the *Carry* ability.

✎ **I'm a Hero!:** Superman Prime can use *Charge* and *Flurry*. When he uses *Flurry*, he deals penetrating damage.



✎ **Get out of My Way!:** Superman Prime can use *Quake* and *Super Strength*.

Invincible: Damage dealt to Superman Prime is reduced to 1.


★ **Die, Already!:** Superman Prime can use Close Combat Expert and Ranged Combat Expert.


#061 Clown Prince of Crime

★ **The Joker's Wild!** Before the Clown Prince of Crime is placed in your starting area, roll a d6 and turn his dial to the starting line indicated by the result: 1 or 2—Crazy (red starting line), 3 or 4—Lunatic (blue starting line), or 5 or 6—Maniacal (yellow starting line).

★ **He's Escaped Again!** The Clown Prince of Crime begins the game with four Arkham Asylum tokens. When the Clown Prince of Crime's dial is turned so that  symbols appear, he is removed from the map and an Arkham Asylum token is given to the player who caused the dial to be turned. If the Clown Prince of Crime's player caused  symbols to appear via pushing damage, the last player to damage him gets the Arkham Asylum token. If you still have at least one Arkham Asylum token at beginning of your next turn, put the Clown Prince of Crime in your starting area (rolling to determine which starting line will be used). When the last Arkham Asylum token is given away, remove the Clown Prince of Crime from the game.


★ **Collect Your Reward:** At the end of the game, players receive 75 victory points for each Arkham Asylum token they were given. (Victory points are not awarded based on the Clown Prince of Crime's point value.)


 **Last Laugh:** The Clown Prince of Crime can use Charge. Once per turn when the Clown Prince of Crime moves via a power action or move action, he can make a close combat attack against a target opposing character. After the attack resolves, he can continue his move, if any (he breaks away automatically), but he can't attack that target again that turn.

 **Jokerfish:** Once per turn as a free action, the Clown Prince of Crime can put a Jokerfish token (a SPECIAL token) in an unoccupied adjacent square if there are fewer than four Jokerfish tokens on the map. At the beginning of your turn, if an opposing character is in the same square as, or adjacent to, a Jokerfish token, you can deal 1 damage to each opposing character in the same square as, or adjacent to, that Jokerfish token and then remove that token from the game. Remove all Jokerfish tokens from the map if the Clown Prince of Crime is removed from the map via the He's Escaped Again! trait.


★ **Killing Joke:** The Clown Prince of Crime can use Outwit and Incapacitate. He can use Incapacitate normally (but only as part of a close combat action), or he can target all adjacent opposing characters; if he does, modify the defense value of the targets by +1 for each opposing character (beyond the first) adjacent to him.


#099 Batman

 **From Among the Gargoyles:** Batman can use Charge and Leap/Climb. When Batman uses Stealth, he considers the rim of elevated terrain to be hindering terrain when he occupies the rim square and a line of fire is being drawn to him.

 **Dark Knight:** Batman can use Flurry and Smoke Cloud. If Batman has no action tokens when he uses Smoke Cloud, he can use it as a free action.

#100 Batman

 **Cloud of Yellow Bats:** Batman can use Running Shot and Stealth. Once per turn, Batman can use Smoke Cloud as a free action.

 **Yellow Constructs:** Batman can use Barrier, Incapacitate, and Super Strength.

#101 Crispus Allen

 **Vengeance Comes:** Crispus Allen can use Phasing/Teleport and Plasticity.

★ **Your Powers Will Not Save You:** Crispus Allen can use Outwit. He can use it normally, or he can counter all standard and named powers of up to two adjacent opposing characters.

#102 Harvey Dent


★ **Second Chance:** Harvey Dent can use Outwit and Willpower.


#103 Henchman

★ **You'll Hafta Wear Some Silly Costumes:** Henchman is a wild card.


★ **Do Whatever You're Told to Do:** Henchman can use Perplex, but he can modify only his own combat values.

#104 Grodd

 **Giant Yellow Paws:** Grodd can use Barrier, Force Blast, and Plasticity. Immediately after Grodd resolves a use of Force Blast against a target opposing character, Grodd can use Barrier as a free action, but he must place blocking terrain markers such that the line of fire from Grodd to the target character is blocked.


 **Weaponer's Ring:** Grodd can use Barrier, Ranged Combat Expert, Super Strength, and Telekinesis.

#105 Edward Nigma

 **A Man Reborn?:** Edward Nigma can use Enhancement and Mastermind. When an action token would be given to a character adjacent to Edward Nigma, you can instead give it to Edward Nigma and roll a d6; on a result of 1, deal 1 unavoidable damage to the adjacent character.

Hammer of Thor

#002 Kingpin

 **Criminal Mastermind:** Kingpin can use Super Sense and Mastermind. When he uses Mastermind, he can choose to deal damage to an adjacent friendly character with a point

value of 125 points. This damage cannot later be dealt to Kingpin.

★ **Hell's Kitchen is Mine:** Kingpin can use Leadership and Outwit.

#003 Hand Ninja

★ **From the Shadows:** Once during your turn, if Hand Ninja occupies hindering terrain and has no action tokens, he can make a close combat attack as a free action.

#004 Rock Troll

★ **Minion: We Follow the Strongest:** When a friendly character named Ulik is within 8 squares, Rock Troll can use Charge and modifies its attack value by +1.

#006 Rock Troll

🗡️ **Space Gem:** Pip the Troll can use Phasing/Teleport. He can use it normally, or if he is not using the Carry ability, you can instead **move him to place him in** any square that he has a clear line of fire to that is adjacent to both a friendly character and an opposing character. If you do, he can make a close combat attack as a free action.

#007 Marvel Boy

🦋 **Telepathic Projection:** Marvel Boy can use Mind Control. After a successful attack by Marvel Boy using Mind Control, he can use Incapacitate as a free action targeting the same character.

#008 Phalanx Soldier

★ **Phalanx Hive Mind:** When Phalanx Soldier attacks, you can modify its attack value by +1 for each other friendly character named Phalanx Soldier adjacent to it.

#009 Malekith

🦋 **Fruit of the Faerie:** Malekith can use Mind Control. When he does, he ignores hindering and elevated terrain and other characters for line of fire purposes.

👁️ **Lord of the Dark Elves:** Malekith can use Psychic Blast and Pulse Wave. When Malekith uses Pulse Wave, he can choose to use his unmodified damage value and be dealt one unavoidable damage after the action resolves.

#011 Enchantress

🦋 **Enchanting:** Enchantress can use Mind Control. If she does, she takes 1 damage for each 200 points of the successfully hit targets' combined point value, instead of 100 points.

👁️ **Devotion:** Enchantress can use Mastermind and Toughness.

#012 Valkyrie

★ **Minion: Today Is Not That Day:** When a friendly character with both the Asgardian and Deity keywords is within 8 squares, Valkyrie can use Support, and can use the Carry ability, but only to carry friendly characters that have the Asgardian keyword.

#014 Asgardian Warrior

★ **Minion: For Asgard!:** When a friendly character with both the Asgardian and Deity keywords is within 8 squares, Asgardian Warrior can use Charge and modifies its attack value by +1.

#015 Fire Demon

★ **Minion: March to Ragnarok!:** When a friendly character named Surtur **or Ragnarok Surtur** is within 8 squares, Fire Demon can use Charge and modifies its attack value by +1.

#016 Thor

★ Thor can use Super Strength.

#017 Balder

🦋 **Warrior of Light:** Balder can use Pulse Wave as if he had a range value of 6.

#018 Fandral

★ **Warriors Three:** Fandral modifies his attack value by +1 for each friendly character on the map that has the Warriors Three keyword.

🦋 **Fandral the Dashing:** Fandral can use Flurry and Leap/Climb.

#019 Chase Stein

🦋 **Leapfrog:** Chase Stein can use Leap/Climb. Chase Stein can use the Carry ability to carry up to eight friendly characters that must have the Kid, Runaways, or Teen keyword. Chase Stein can carry friendly characters with the Runaways keyword regardless of their attack and speed symbols. Chase Stein's speed value is not modified by the Carry ability.

🦋 **Flame:** Chase Stein can use Energy Explosion as if he had a range of 4.

#021 Ulik

🦋 **Uru Knuckle Bands:** Ulik can use Quake and Super Strength.

👁️ **Strongest of All Rock Trolls:** Damage dealt to Ulik is reduced to 1. This power cannot be countered or ignored.

#024 Namora

★ Namora also has the 🦋 speed symbol.

🦋 **Team Player:** When using the Carry ability, Namora can carry two friendly characters if they both share a keyword with her.

★ **Electroytes to the Rescue:** At the beginning of your turn, if Namora occupies water terrain, roll a d6 as a free action. Heal her of damage equal to half the result.

#025 Star-Lord

👁️ **Galactic Marksman:** Give Star-Lord a ranged combat action. If he targets a single opposing character, modify his attack value by +2. If he targets more than one opposing character, modify his damage value by +2.

#026 Pluto

🗡️ **Soul Syphon:** When a friendly character with 30 or higher point value is KO'd, Pluto may ~~move to~~ be placed in the square they occupied after any current actions are resolved. If Pluto does, he can immediately use Regeneration as a free action.

#027 Moondragon

🗡️ **Dragon of the Moon:** Moondragon has the 🗡️ damage symbol. Moondragon can use Blades/Claws/Fangs and Psychic Blast.

#030 Owl

🌟 **360 Degree Vision:** Owl can use Perplex, but can only modify defense values.

#031 Ronan the Accuser

🌟 **Ruler of the Empire:** All friendly characters with the Kree keyword modify their attack value by +1.

#032 Daredevil

🗡️ **Protector of Hell's Kitchen:** Daredevil can use Leap/Climb and Stealth. Daredevil ignores other characters' Stealth.

#033 Sif

🗡️ **Odin's Enchantment:** Sif can use Phasing/Teleport. If she does, she can use the Carry ability. Sif's speed value is not modified by the Carry ability.

#034 Hogun

🌟 **Warriors Three:** Hogun modifies his attack value by +1 for each friendly character on the map that has the Warriors Three keyword.

🗡️ **Hogun the Grim:** Whenever Hogun is given an action, for that action, modify his damage value by +1 for each action token on him at the beginning of that action.

#036 Heimdall

🗡️ **Gjallerhorn:** Give Heimdall a power action and choose a target friendly character that has the Asgardian keyword and to which Heimdall has a clear line of fire. Put the target in an unoccupied square adjacent to Heimdall. Any target so placed can't be given an action until your next turn.

🌟 **Sight to the Nine Worlds:** Characters using Charge, Running Shot, or Hypersonic Speed deal no damage to Heimdall. Heimdall ignores other characters' Shape Change and Stealth.

#037 Songbird

🗡️ **Screaming Mimi:** Songbird can use Running Shot and Force Blast.

🌟 **Punch Through!:** Songbird can use Barrier. Each time Songbird places a blocking terrain marker and before she places her next, remove all blocking terrain markers placed by other characters adjacent to the marker she placed.

#039 Destroyer

🌟 **Life-Force Possession:** Once during your turn, another friendly character adjacent to Destroyer can be given a power action. If you do, deal that character 1 unavoidable damage, and heal Destroyer of 1 damage and remove 1 action token from Destroyer.

#040 Captain America

🗡️ **Deflection Trajectory:** Captain America's line of fire is blocked only by walls and indoor blocking terrain.

#043 Penance

🗡️ **612 Souls:** Penance can use Force Blast. If he does, he can target all adjacent opposing characters and make a separate roll for each or choose a single target character up to 6 squares away to which he can draw a clear line of fire.

🌟 **Pain is My Power:** When Penance takes damage from an attack made by an adjacent opposing character, the attacker takes 2 damage. This is not an attack.

#045 Karolina Dean

🗡️ **Get Behind Me!:** Karolina Dean and friendly characters adjacent to her can use Energy Shield/Deflection if they can't already.

#046 Fenris Wolf

🗡️ **Devourer of All That Remains:** Fenris Wolf deals penetrating damage to characters with the Asgardian keyword.

#047 Nico Minoru

🗡️ **Staff of One:** Once during each of your turns, you may give Nico Munro a free action and choose a standard power that you didn't choose during your last turn. Nico can use that power until the beginning of your next turn.

#049 Ultron

🗡️ **Transfer Essence:** Ultron can use Mind Control. Ultron takes no damage from Mind Control if his target has the Armor or Robot keyword.

#050 Hela

🗡️ **Hand of Glory:** Any doubles rolled for any attack roll made by Hela are a critical hit, even double 1s, which are not a critical miss.

🗡️ **From the Depths of Hel:** Hela can use Psychic Blast and Energy Explosion.

🌟 **Touch of Life:** Whenever another friendly character is KO'd you may roll 2d6. This roll can't be rerolled or modified. On a result of 11 or 12, the character is not defeated; instead roll a d6 and heal that character of damage equal to the result.

#051 Odin

🌟 **Odin can use Super Strength.**

#052 Venus

👉 **All You Need Is Love:** Venus can use Incapacitate. She can use it normally, or instead be given a close combat action to use Incapacitate against all adjacent opposing characters.

#053 Seth

👉 **Snakeform:** (non-optional) Seth has the 🐍 damage symbol. Seth uses Battle Fury and Shape Change.

#054 Loki

👉 **Prince of Lies:** Loki can use Mastermind. When he does, he can treat any friendly character 4 or fewer squares away to which he has a clear line of fire as if it were adjacent.

👉 **God of Mischief:** Loki can use Outwit and Perplex.

#056 Surtur

👉 **Expendable Resources:** At the beginning of your turn, you may KO any number of friendly characters that have both the Asgardian and Monster keywords. For each character KO'd this way, Surtur can use Exploit Weakness and modifies his damage value by +1 until end of turn.

#057 Thor and Loki

👉 **Thor and Loki** can use Invulnerability.

👉 **Hammer and Glamer:** Thor and Loki can use Running Shot and Shape Change.

👉 **Brawn and Brains:** Thor and Loki can use Super Strength and Perplex.

👉 **Might and Mischief:** (non-optional) Thor and Loki uses Battle Fury and can use Exploit Weakness.

👉 **Destruction and Deceit:** Thor and Loki can use Quake and Outwit.

#058 Gertrude Yorkes and Old Lace

👉 **Arsenic:** Once per action when an opposing character moves into a square adjacent to Gertrude Yorkes and Old Lace, that character is immediately dealt 1 damage before it can make any attack.

👉 **Lend a Dino:** When an adjacent friendly character makes a close combat attack against a single opposing target, if Gertrude Yorkes and Old Lace are also adjacent to that target they can make a close combat attack against that target as a free action.

#059 Volstagg

👉 **Warriors Three:** Volstagg gets +1 to his attack value for each other friendly character on the map that has the Warriors Three keyword.

👉 **Volstagg the Enormous:** Volstagg can't be knocked back. Opposing characters adjacent to Volstagg get -1 to their break away roll results.

#060 Kurse

👉 **Relentless:** Kurse can use Leap/Climb. After he resolves a move action, if Kurse is within 2 squares of an opposing character to which he has a clear line of fire, you can move him adjacent to that character.

#100 Thor, Frog of Thunder

👉 **Among the Weeds:** Thor, Frog of Thunder can use Stealth. Lines of fire drawn to Thor, Frog of Thunder are blocked if he occupies water terrain.

👉 **Leader of the Frog and Alligator Army:** At the beginning of your turn, each opposing character within 6 squares of Thor, Frog of Thunder that is also adjacent to or occupying water terrain is dealt 1 damage.

👉 **Body of a Frog:** Thor, Frog of Thunder can use Shape Change and Exploit Weakness.

#101 Samantha Parrington

👉 **Minion: Manipulated by the Gods:** When a friendly character that has the Deity keyword is within 8 squares of Samantha Parrington, actions given to Samantha Parrington do not count toward your available actions for the turn.

👉 **Turn on Your Allies:** Friendly characters modify their damage values by +1 when they attack opposing characters that possess the same team ability they do.

#103 Gharskygt

👉 **The Eternal Glory of Asgard:** Gharskygt can use Perplex twice on your turn, but can target only other friendly characters that have the Asgardian keyword, and modify their attack values.

#101 Samantha Parrington

👉 **Fan the Flames:** At the beginning of your turn, roll a d6 for each opposing character adjacent to one or more friendly characters named Fire Demon. On a roll of 5 or 6, deal 1 damage to that opposing character.

#105 Thor, The Reigning

👉 **Odinsleep: (non-optional)** At the beginning of your turn, put a Sleep token on this card. When there are three Sleep tokens on this card, as a free action you must remove all of them and heal Thor, the Reigning of 5 damage. No action or game effect can cause Thor, the Reigning to move from the square he currently occupies. This power can't be countered or ignored.

👉 **Mjolnir Returned:** Thor, the Reigning can use the Flight ability and Ranged Combat Expert.

Section 12: Team Abilities



2000 AD†

At any time during the game, you may declare an opposing team or character as your target. Once the character or team is chosen, it may not be changed. All characters using the 2000 AD team ability increase their attack value by 1 when attacking the chosen team or character.



ARACHNOS†

When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack.



AVENGERS

When you give a character using the Avengers team ability a move action, it does not count toward your available actions for the turn.



BATMAN ALLY

A character using the Batman Ally team ability may use Stealth (though they do not possess the Stealth power).



BATMAN ENEMY

Before the attack roll of any attack made by a character using the Batman Enemy team ability, the character can replace its attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly character possessing the Batman Enemy team ability.



BROTHERHOOD OF MUTANTS

When you give a character using the Brotherhood of Mutants team ability a move action, it does not count toward your available actions for the turn.



BUREAU OF PARANORMAL RESEARCH AND DEFENSE

B.P.R.D. team members are wild cards.



CALCULATOR

Calculator team members are wild cards.



CRIME SYNDICATE

Crime Syndicate team members may use Probability Control (though they do not possess the Probability Control power). Whenever a Crime Syndicate team member uses Probability Control granted by this team ability, you must place an action token on that character or another friendly character on the battlefield that has zero or one action token. A character with one action token that is being given an action other than a free action can't have an action token placed on it by this team ability. If an action token can't be placed, this team ability can't be used. This team ability can't be used by wild cards.



CROSSGEN†

When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack.



CRUSADE†

All attack rolls made by characters using the Crusade team ability that result in doubles (except two 1s) cause knock back equal to the attacking character's damage value.



DANGER GIRL†

When a character using the Danger Girl team ability is chosen as the target of an attack, roll a d6. On a result of 6, the attack can't be made. The attacker must choose another target or be given a different action.



DEFENDERS

Before any attack roll, a character using the Defenders team ability can for the attack replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly character possessing the Defenders team ability.



FANTASTIC FOUR

When a character possessing the Fantastic Four team ability is defeated, each friendly character using the Fantastic Four team ability can be healed of 1 damage. If all remaining characters using the team ability are defeated as part of the resolution of the same action, this team ability cannot be used.



FREEDOM PHALANX†

Freedom Phalanx team members are wild cards.



GREEN LANTERN CORPS

A character using the Green Lantern Corps team ability that can carry other characters may carry up to eight friendly characters instead of one.



GUARDIANS OF THE GLOBE

When a character uses this team ability rolls doubles on the dice on a successful attack roll, the target is not knocked back. The attack deals damage normally. If the target has zero or one action token after the attack has been resolved, give the target an action token.



HYDRA

For each character using the Hydra team ability that is adjacent to a friendly character making a ranged combat attack, the friendly character's attack value can be modified by +1. All characters using the team ability to modify a friendly character's attack value must have a clear line of fire to the target, though the target needs to be within range of only the character making the attack.



HYPERTIME

Whenever an opposing character given a move action, power action, or free action attempts to move from a square that is not adjacent to the character using the Hypertime team ability to a square adjacent to the character using the Hypertime team ability, roll one d6 before moving the opposing character, even if it ignores the effects of characters on movement. On a result of 1 or 2, the opposing character can't move to any square adjacent to the character using the Hypertime team ability that turn. Characters with this team symbol and characters suffering knock back ignore this team ability.



INJUSTICE LEAGUE

When two or more friendly characters using the Injustice League team ability are adjacent to the same opposing character, each character may use this team ability to be given a close combat or ranged combat action which may target only that adjacent opposing character. The total number of actions given using this team ability during a turn requires only one action from your available actions for the turn, but each character given an action using this team ability receives an action token after the action has been resolved.



JUSTICE LEAGUE

When you give a character using the Justice League team ability a move action, it does not count toward your available actions for the turn.



JUSTICE SOCIETY

Before any attack roll, a character using the Justice Society team ability can for the attack replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly character possessing the Justice Society team ability.



KABUKI†

A character using the Kabuki team ability may use Stealth (though they do not possess the Stealth power).



LEGION OF SUPER HEROES

Legion of Super Heroes team members are wild cards.



MASTERS OF EVIL

A character using the Masters of Evil team ability can be given an action when it has two action tokens on it. If it does, do not give an action token to the character after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a character that has been given a non-free action and used this team ability during that turn.



MINIONS OF DOOM

Characters that possess the Minions of Doom team ability are wild cards.



MORLOCKS†

When this character makes a close combat attack, it receives +1 to its attack value for each friendly character that is both adjacent to this character and the target character.



MYSTICS

When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack.



OUTSIDERS

Once at the beginning of your turn as a free action, an Outsiders team member on your force may choose a target friendly or opposing character. The team member must be within 10 squares of the target and have a clear line of fire to the target. Until the beginning of your next turn, the target's combat values can't be modified by powers or team abilities. This team ability can't be used by wild cards.



POLICE

For each character using the Police team ability adjacent to a friendly character making a ranged combat attack, modify the friendly character's attack value by +1. All characters using the team ability must have a clear line of fire to the target, though the target does not need to be within range of only the character making the attack.



POWER COSMIC

Characters using the Power Cosmic team ability do not take pushing damage and their powers can't be countered. This team ability can't be used by wild card or be countered.



QUINTESSENCE

Members of this team do not take pushing damage and their powers and team abilities can't be countered. This team ability can't be used by wild cards.



S.H.I.E.L.D.

When a friendly character makes a ranged combat attack, you can give any number of friendly characters adjacent to the attack and using the S.H.I.E.L.D. team ability either a free action or a power action (but not both) before making the attack roll: For each character given a free action, modify the attacker's range by +1; for each character given a power action, modify the attacker's damage value by +1.



SERPENT SOCIETY†

A character using the Serpent Society team ability may use Phasing/Teleport (though they do not possess the Phasing /Teleport power)



SINISTER SYNDICATE

Before the attack roll of any attack made by a character using the Sinister Syndicate team ability, the character can replace its attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly character

possessing the Sinister Syndicate team ability.



SKRULLS

When a character using the Skrulls team ability is chosen as the target of an attack, roll a d6. On a result of 6, the attack can't be made. The attacker must choose another target or be given a different action.



SPIDER-MAN

Characters possessing the Spider-Man team ability are wild cards.



SUICIDE SQUAD

When a friendly character adjacent to a character using the Suicide Squad team ability is KO'd, roll one d6 and subtract 2 from the result, minimum result 1. The character using the team ability is healed of damage equal to the result. If the character using the team ability is KO'd by the resolution of the same action that KO'd the adjacent friendly character, this team ability can't be used.



SUPERMAN ALLY

A character using the Superman Ally ability ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.



SUPERMAN ENEMY

When two friendly characters using the Superman Enemy team ability are adjacent, the character with the highest point value may use Outwit. If that character already has Outwit, then this team ability has no effect. If the characters using the team ability have the same point value, their controller chooses which may use the Outwit power. Once this choice is made, it can't be changed until the chosen character can no longer use Outwit. This team ability is canceled at the end of an action in which the two characters using the Superman Enemy team ability are no longer

adjacent.



TITANS

At the beginning of an action during which two friendly characters using the Titans team ability are adjacent to each other, you can choose one of the characters, give it a power action, and roll a d6. Heal the other adjacent, friendly character of 1 damage, and on a result of 1-4, deal the character given the power action 1 unavoidable damage.



TOP COW†

When you give a character using the Top Cow team ability a move action, it does not count toward your available actions for the turn.



ULTIMATES

A character using the Ultimates team ability ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.



ULTIMATE X-MEN

At any time during the game, a character using the Ultimate X-Men team ability can choose an opposing character or team; this choice can be made only once per game even if the character has used another team ability. When this character attacks the chosen character or an opposing character using the team ability of the chosen team, modify this character's attack value by +1.



X-MEN

At the beginning of an action during which two friendly characters using the X-Men team ability are adjacent to each other, you can choose one of the characters, give it a power action, and roll a d6. Heal the other adjacent, friendly character of 1 damage, and on a result of 1-4, deal the character given the power action 1 unavoidable damage.

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Section 13: Battlefield Conditions

ALPHA STRIKE

Before the beginning of each player's first turn, that player chooses a team symbol possessed by an opposing character. The first opposing character with that team symbol that is defeated is worth additional victory points equal to half of that character's point value.

Availability: Supernova BF002

ANTIMATTER UNIVERSE

Critical hits do not increase damage dealt.

Availability: Crisis BF100

ARMOR WARS†

When damage dealt is reduced by any power or effect, increase the damage dealt by 1 after it is reduced by all other game effects.

Availability: Armor Wars BF001

ASSEMBLED†

When a force has more than four characters on it with the same team symbol but different names, each character gets +1 to its attack value when adjacent to a friendly character with the same team symbol.

Availability: Armor Wars BF004

ASTRAL PLANE†

Hindering terrain features become clear terrain for movement purposes.

Availability: Fantastic Forces BF001

ATLANTIS RISING

All clear grounded terrain is water terrain.

Availability: Fantastic Forces BF002†, Avengers BF005

BACK ALLEY BRAWL†

Characters who make close combat attacks using no powers, feats, or team abilities and who are not affected by the powers, feats, or team abilities of any friendly character get +2 to their attack values.

Availability: Sinister BF002

BIZARRO WORLD

A critical miss does not deal the attacker damage. Instead, after the attack resolves the target of the attack is healed of 1 damage.

After a critical hit is resolved, remove an action token from the target of the attack if it has one or more action tokens.

Availability: Arkham Asylum BF100

BLOOD CURSE

For each character that KOs or eliminates one or more opposing characters during a turn, roll a d6 at the end of the turn. On a result of 1-3, that character is dealt 1 damage.

Availability: Hellboy and the B.P.R.D. Action Pack BF001

BRIGHT LIGHTS†

When determining line of fire, ignore Stealth and team abilities that duplicate the effects of Stealth.

Availability: Legacy BF001

COMMUNICATION BREAKDOWN

Before the beginning of the game's first turn, the player playing Communication Breakdown chooses one combat value; that combat value cannot be modified during the game. When rolling a six-sided die for Leadership, subtract 1 from the result.

Availability: Origin BF004

COSMIC RADIATION INTERFERENCE

Hindering terrain markers and blocking terrain markers can't be placed. (Debris terrain markers and special markers are unaffected.)

Availability: Hammer of Thor BF002

CRITICAL STRIKE

At the beginning of each of the first player's turns, place a strike token on this card if there are fewer than six strike tokens on this card. When a friendly character is attacking a single opposing character and the result is a critical hit, you may choose to deal damage normally, or deal damage equal to the number of strike tokens on this card and then remove all strike tokens from this card.

Availability: Origin BF001

CROSSWINDS†

Characters with the wing speed symbol gain Earthbound. This ability may not be countered.

Availability: Mutant Mayhem BF003

DAMAGE CONTROL

Remove all objects from the game, none can be brought into the game. All debris tokens are ignored for all purposes except for movement. At the beginning of each player's turn, all destroyed walls and blocking terrain (except Barrier markers and terrain in occupied squares) are no longer destroyed.

Availability: Supernova BF001

DARKNESS†

Characters with a range value greater than 6 have a range value of 6 instead. Perplex may not be used to increase a range value to a number greater than 6. Powers and abilities that affect characters up to 10 squares away instead affect characters only up to 6 squares away.

Availability: Mutant Mayhem BF001

DEBRIS†

Each player contributed three additional objects to the object pile before objects are placed on the battlefield. Players must place all objects in the object pool on the battlefield.

Availability: Collateral Damage BF001

DEEP SHADOWS

Treat all non-blocking terrain as hindering terrain for line of fire purposes. Characters that have range values greater than 6 have range values of 6 instead, and range values can't be modified to a value more than 6. Powers, abilities, and effects able to affect characters more than 6 squares away instead can only affect characters up to 6 squares away.

Availability: Legacy BF002†, Monsters & Mutations BF001, Arkham Asylum BF002

DE-FEATED

At the beginning of each player's turn, that player must roll a d6. On a result of 1, feats assigned to characters controlled by that player are ignored until the beginning of the next player's turn.

Availability: Justice League BF001

DEFIANCE

When one of your characters makes a critical hit, remove an action token from a friendly character that has not been given an action (including a free action) this turn.

Availability: Legion of Super Heroes Starter Game BF001

DISBANDED!†

Ignore all team abilities.

Availability: Fantastic Forces BF006

DISRUPTION

Characters on a themed team cannot use the Probability Control granted by a themed team if they already have an action token placed on them. When a character on a themed team uses the Probability Control granted by a themed team, place two action tokens on the character; the character does not take pushing damage from the placement of these tokens.

Availability: Secret Invasion BF002

EARTHQUAKE†

At the beginning of each player's turn, that player rolls two six-sided dice. If the combined result is 2-3, remove this Earthquake from the game. Characters without the wing speed symbol are each dealt 3 damage.

Availability: Mutant Mayhem BF002

EXHAUSTION

Modify all pushing damage by +1.

Availability: Avengers BF003

EXTRAORDINARY DAY

A roll of 11 or 12 on any attack roll is a critical hit. A roll of 2 or 3 on any attack roll is a critical miss.

Availability: Supernova BF003

FEARLESS ASSAULT

Characters get +2 to their speed values when they begin move action in their starting areas.

Availability: Danger Room Starter Game BF001

FIMBULWINTER

Characters with two action tokens modify their defense value by -1.

Availability: Hammer of Thor BF001

THE GREAT ARENA

Any successful attack roll resulting in doubles is a critical hit.

Availability: Monsters & Mutations BF100

GROUND ZERO†

Whenever a character makes a successful close combat attack, roll a six-sided die before damage is dealt. On a result of 5 or 6, the attack deals 1 additional damage. On a result of 1 or 2, after the attack resolves the attacking character is dealt 1 unavoidable damage.

Availability: Sinister BF001

GROUNDING

The Carry ability can't be used.

Availability: Arkham Asylum BF001

HIGH GRAVITY

Light objects are considered to be heavy objects, and heavy objects are considered to be immobile objects. If a character carries another character during an action, deal the carrying character 1 damage after the action resolves.

Availability: Crisis BF003

INERTIAL INTERFERENCE FIELD†

When a character makes an attack using Running Shot, Charge, or Hypersonic Speed, reduce damage dealt by 2. Knockback damage is reduced by 1.

Availability: Armor Wars BF002

INFERNO

At the beginning of your turn, deal 1 damage to each friendly character occupying hindering terrain not generated by powers or abilities.

Availability: Avengers BF004

INFILTRATION†

When placing characters at the beginning of the game, characters that can use Phasing/Teleport, Smoke Cloud, or Stealth on their starting positions can be placed into hindering terrain up to half their unmodified speed values away from their starting areas.

Characters that can use the Swim ability on their starting positions can be placed in water terrain up to half their unmodified speed values away from their starting areas.

Availability: Icons BF001, Arkham Asylum BF003

INTERNAL STRIFE†

Characters get +1 to their attack values whenever they make a close or ranged combat attacks against opposing characters with which they share the same team symbol.

Availability: Icons BF003

ISOLATION

Combat values can't be replaced by higher values.

Availability: Armor Wars BF003‡, Crisis BF002

KNOCKOUT GAS

Characters occupying indoor terrain modify their speed values by -2. characters using Smoke Cloud can place up to eight hindering terrain markers.

Availability: Hammer of Thor BF004

KRAKOA THE LIVING ISLAND

Once at the end of each player's turn, he or she can choose a target opposing character adjacent to an unoccupied square of outdoor hindering, blocking, or elevated terrain and make an attack roll with an attack value of 9 and a damage value of 2 against the target; the target can't be knocked back by the attack. If the attack succeeds but the character target takes no damage from the attack and has zero or one action token, give the target an action token.

Availability: Monsters & Mutations BF002

LEGENDARY DAY

Abilities can't be countered. All characters can use Willpower if they can't already.

Availability: Hammer of Thor BF100

LOW GRAVITY†

Any standard character occupying clear terrain that is hit by an attack is knocked back equal to the damage taken.

Availability: Fantastic Forces BF003

LOYALTY

After forces are placed in their starting area but before the first player's first turn, each wild card must choose a team ability that can be copied by wild cards and is possessed by a friendly character. The wild card possesses the chosen team ability until the end of the game, and can't use any other team ability.

Availability: Supernova BF004

MADNESS†

Critical hits are critical misses instead, and vice versa. When a character uses Support, the target is healed on 1 fewer damage on a critical hit.

Availability: Icons BF002

MALICE

At the end of each player's turn, if none of his or her characters made an attack against an opposing character, that player chooses a friendly character and deals it 1 unavoidable damage.

Availability: Monsters & Mutations BF003

MALFUNCTION

Before the beginning of the first turn, starting with the player who played this battlefield condition, each player can remove one object from the game.

Availability: Hammer of Thor BF003

MISTRUST

When characters that have the same team symbol or team ability are adjacent to each other, modify their defense value by -1, to a maximum of -1.

Availability: Origin BF003

NOWHERE TO HIDE

Squares with objects in them are not hindering terrain.

Availability: Secret Invasion BF101

ORDINARY DAY

Cancel a single target battlefield condition.

Availability: Mutant Mayhem BF004‡, Legacy BF003‡, Icons BF005‡, Avengers BF001, Crisis BF004

OVERCONFIDENCE†

A character with Perplex may use it only on its own combat values.

Availability: Legacy BF004

PACIFICATION

When 4 or more damage would be dealt, reduce damage dealt by 1.

Availability: Justice League BF002

POOR TEAMWORK

Characters can't be carried. Characters that have Telekinesis can't target friendly characters with Telekinesis.

Availability: Legacy BF005‡, Fantastic Forces BF004‡, Supernova BF005

POWER DAMPENING FIELD†

Damage values higher than 3 become 3 instead.

Availability: Fantastic Forces BF005

PROTECT THE INNOCENT

Once per turn as a free action, you may choose to remove from the game a bystander token adjacent to a friendly character. No victory points are scored for the removed bystander token.

Availability: Origin BF002

PROXIMITY MINES†

At the end of a turn, if any character is in the same square as an uncarried object or in a square adjacent to an uncarried object, roll one six-sided die. On a result of 5 or 6, deal 1 damage (that ignores all effects that reduce damage) to all characters in the same square as or adjacent to the object, and then remove the object from the game.

Availability: Collateral Damage BF002

RADIATION LEAK†

When a character uses Regeneration or when a character is the target of Support, instead of following the rules for those abilities, roll one six-sided die and subtract 3 from the result. Treat a negative result as damage dealt to the character that may not be evaded or reduced.

Availability: Legacy BF006

RALLY†

Whenever the character with the heist point value remaining on your force is eliminated, remove one action token from all characters on your force, as applicable, and then remove the eliminated character from the game.

Availability: Icons BF004

RESISTANCE

Characters can't be the target of Outwit when they are adjacent to at least one friendly character with the same team symbol.

Availability: Days of Future Past BF001

RUSHED ASSAULT†

The first character to make an attack targeting an opposing character during a game gets -2 to its attack value until the attack resolves.



Availability: Sinister BF004

SABOTAGE

Before the beginning of the first round, the player who played this battlefield condition may place an action token on any one opposing character. Then, continuing clockwise around the table, each other player may choose to roll a d6; on a result of 4-6, that player may place an action token on any one opposing character that does not already have one.

Availability: Secret Invasion BF003

SHRUNK

All characters with the  damage symbol have the  damage symbol instead. All range values are halved, as is the range of all effects that have a range.

Availability: Justice League BF003

SKRULL KILL KREW

When a character with Plasticity rolls to break away, subtract two from the result (minimum result 1.) When a character using Super Senses or Shape Change rolls a d6, subtract one from the result (minimum result 1.)

Availability: Secret Invasion BF001

SKYSCRAPERS

Elevated terrain is blocking terrain.

Availability: Crisis BF001

TELEKINETIC STRAIN†

When Telekinesis is used to move a character or object 6 or more squares, the character using the Telekinesis is dealt 1 unavoidable damage after the movement is resolved.

Availability: Sinister BF003

WAR ZONE†

A character using Support does not roll one six-sided die when targeting another character; instead, it heals the target of damage equal to its unmodified damage value.

Availability: Mutant Mayhem BF005

WASTELAND

All elevated terrain is grounded hindering terrain. All walls are destroyed. All squares adjacent to walls are hindering terrain.

Availability: Avengers BF002

WHITE NOISE†



When a character is the target of Outwit or Perplex, its controller rolls one six-sided die. On a result of 4-6, the target ignores that use of Outwit or Perplex.

Availability: Mutant Mayhem BF006

Section 14: Feats

ALIAS

Cost: 3

Prerequisite:  and 

Choose a character. This character can use Shape Change, if it cannot already. After this feat is used, remove it from the game.

Availability: Secret Invasion F006

ALPHA FLIGHT†

Cost: 0

Prerequisite: Avengers team ability

All friendly characters with the Avengers team ability have the following team ability instead of the Avengers team ability: At any time during the game, choose an opposing team or character as your target. Once the character or team is chosen, it may not be changed. An Alpha Flight team member increases its attack value by 1 when attacking the chosen team or character.

Availability: Armor Wars F001

AMBIDEXTROUS

Cost: Twice the assigned character's unmodified range value.

Prerequisite: Range value of 6 or more and one .

Choose a character. The character now has .

Availability: Hammer of Thor F001

AMBUSH†

Cost: 5

Prerequisite: Stealth

Choose a character. The character gets +2 to its attack value when it makes a close combat attack while occupying hindering terrain. After the attack resolves, the character's Stealth is countered until the beginning of your next turn.

Availability: Collateral Damage F003

AND STAY DOWN

Cost: 6

Prerequisite: Exploit Weakness or Super Strength

Choose a character. When the character is not using an object as part of a close combat attack, an attack roll result of 11 or 12 is a critical hit.

Availability: Hellboy and the B.P.R.D. Action Pack F001

ARMOR PIERCING†

Cost: 10

Choose a character. Damage dealt by the character may not be reduced below 1.

Availability: Armor Wars F007, Legacy F001

AUTOMATIC REGENERATION†

Cost: 12

Prerequisite: Regeneration

Choose a character. Once, at the beginning of your turn, this character uses Regeneration as a free action.

Availability: Mutant Mayhem F001

BLOOD OATH

Cost: 10

Prerequisite: Battle Fury or Blades/Claws/Fangs or Willpower

Choose a character. Before the beginning of the first turn, choose an opposing character. The character modifies its attack value by +1 when attacking the chosen opposing character.

When the character makes a successful close combat attack against the chosen character and the attack roll is doubles, you can choose to treat the damage from the attack as penetrating damage. If you do, remove this feat from the game after the attack resolves.

Availability: Hammer of Thor F101

BOOK OF DESTINY

Cost: 4

Prerequisite: Probability Control or Super Senses

Choose a character. At the end of your turn, choose an opposing character 6 or fewer squares away from the character to which it can draw a clear line of fire. Until the beginning of your next turn, the chosen character can't use Outwit or Probability Control, and can't evade attacks.

At the beginning of your next turn, remove this feat from the game.

Availability: Arkham Asylum F101

BRILLIANT TACTICIAN

Cost: 20

Prerequisite: Outwit and Perplex

Choose a character. Outwit does not need to show in the character's stat slot in order for the character to use this feat. When the character uses Perplex, the character can affect every target friendly character that shares a team symbol or keyword with it. The character must have clear line of fire to each target.

Availability: Fantastic Forces F003‡, Icons F006‡, Justice League F003

CALL TO ARMS

Cost: 10

Prerequisite: Mastermind or Support

Choose a character. Give the character a power action. Make an attack roll (as though making a close combat attack) against an adjacent target friendly character that has one or more action tokens and that is not adjacent to an opposing character. Ignore all modifiers for the purpose of the attack. If the attack succeeds, remove all action tokens from the target and deal the target 1 unavoidable damage.

Availability: 2099 F001

CAMOUFLAGE

Cost: 8

Prerequisite: Shape Change

Choose a character. When the character is adjacent to a wall or blocking terrain, any line of fire for a ranged combat attack drawn to the character is blocked.

Availability: Sinister F008†, Secret Invasion F005

CANNONBALL

Cost: 4

Prerequisite: Impervious or Invulnerability or Super Strength

Choose a character. When the character is on elevated terrain, it can move to grounded terrain without using a ladder or stairs. When the character is knocked back off of elevated terrain, it ignores knock back damage.

Availability: Crisis F002

COMPEL

Cost: 15

Prerequisite: Mind Control

Choose a character. When the character uses Mind Control, it can target a single friendly character that has already been given an action this turn. If the attack succeeds, after the action is resolved deal 1 unavoidable damage to the target.

Availability: Origin F008

CONSTRUCT

Cost: 14

Prerequisite: Barrier

Choose a character. Any opposing character adjacent to a barrier marker placed by the character that attempts to move (or would be moved by a power, ability, or effect possessed by another character) must attempt to break away. The effect of this feat ignores powers, abilities and effects that allow a character to break away automatically.

Availability: Green Lantern F001

CONTINGENCY PLAN

Cost: 12

Prerequisite: Leadership or Mastermind

Choose a character. If the character's controller does not use all of his or her actions for a turn, put a contingency token on this card if there are two or fewer tokens on this card. When a friendly character is given an action, you can remove any number of tokens from this card: The character modifies the friendly character's speed, attack or range value by +1 for each token removed.

When the character loses Leadership or Mastermind, remove all contingency tokens from this card.

Availability: Justice League F007

COORDINATION

Cost: 6

Prerequisite: Any team symbol

Choose a character. Lines of fire to and from the character are not blocked by characters with the same team symbol.

Availability: Origin F004

DAMAGE SHIELD†

Cost: 10

Prerequisite: Close Combat Expert, Combat Reflexes, Energy Shield/Deflection, Flurry, Hypersonic Speed, Impervious, Invulnerability, or Poison

Choose a character. When the character is the target of a successful close combat attack, the attacker is dealt 1 damage after the attack resolves.

Availability: Legacy F002

DARKNESS WITHIN†

Cost: 15

Choose a character. (Optional) Once per turn before this character makes an attack, deal 1 pushing damage that ignores Willpower and team abilities to a single target friendly character adjacent to the character; this is not an attack: The character gets +1 to its damage value for that attack. The friendly target does not receive an action token for this pushing damage.

Availability: Icons F009

DISASSEMBLE

Cost: 3

Prerequisite: Force Blast or Energy Explosion or Exploit Weakness

Choose a character. When this character is given an action and begins or ends the action adjacent to or in the same square as a target special object or standard heavy object, you may remove one of the target object from the game after the action is resolved and replace it with a standard light object from outside the game.

Availability: Secret Invasion F102

DISINTEGRATE

Cost: 7

Prerequisite: Close Combat Expert or Exploit Weakness or Poison

Choose a character. When the character is given a close combat action, before making the close combat attack, remove from the game an object adjacent to the character or an object carried by a character adjacent to the character.

Availability: Origin F002

DISSENT

Cost: 18


Prerequisite: Outwit


Choose a character. When the character uses Outwit, it may choose to counter a team ability possessed by a single target opposing character as if that team ability were a power, instead of countering a power.

Availability: Origin F003

DIVEBOMB†

Cost: 10

Modifier:  -1

Prerequisite: 

Choose a character. When soaring, the character may make close combat attacks against grounded characters.

Availability: Icons F003

DOUBLE-TIME†

Cost: 5


Prerequisite: Transporter or  speed mode

Choose a character. When the character is not adjacent to an opposing character and is given a move action, it may move up to double its unmodified speed value; it may not make attacks during this move action. At the end of the move, if the character is not a transporter, deal it 1 pushing damage that ignores Willpower and team abilities.

Availability: Fantastic Forces F005

DRAG

Cost: 5

Prerequisite: 

Choose a character. Give the character a power action when it is adjacent to a target opposing character. If the character successfully breaks away, move the character up to half its speed value and then place the target in an unoccupied square adjacent to the character. If the target is not a flying character and occupied a square of elevated terrain, and then was placed in a square of grounded terrain, deal it 2 damage after being placed.

Availability: Legion of Super Heroes Starter Game F001

ELITE SNIPER

Cost: 20



Prerequisite: Ranged Combat Expert or Super Senses

Choose a character. Ranged combat attacks made by the character ignore other characters' Stealth. The character can use the Sharpshooter ability.

Availability: Hammer of Thor F004

ENDURANCE

Cost: 5

Prerequisite:  and 

Choose a character. When the character would be dealt pushing damage, you can instead choose to deal no damage to the character and put an endurance token on this card. If there are endurance tokens on this card when the character is given a non-free action, after the action resolves, roll a d6. on a result of 1 or 2, deal the character unavoidable damage equal to the result plus the number of tokens on this card, then remove all tokens from this card.

Availability: Justice League F002

ENERVATION

Cost: 7

Prerequisite: Defend or Support

Choose a character. During an opponent's turn, if an action token would be given to a friendly character adjacent to the character, roll 2d6; on a result of 9-12, the token is not given.

Availability: Arkham Asylum F102

ENTANGLE†

Cost: 8

Prerequisite: Plasticity

Choose a character. Opposing characters attempting to target the character with a close combat attack must roll one six-sided die before making the attack. On a result of 1 or 2, the opposing character cannot attack the character. It is not given an action token, but it cannot be given another action or make another attack that turn.

Availability: Sinister F003

ENTRENCH

Cost: 5

Prerequisite: Defend or Enhancement

Choose a character. Friendly characters adjacent to the character ignore knock back and critical hits.

Availability: Origin F009

EXTENDED RANGE†

Cost: 10

Prerequisite: Range greater than 0 and less than 9

Choose a character. Before making a ranged combat attack, the character's range may be increased for the duration of

the attack by a number of squares up to its unmodified damage value. For each square the range of an attack is increased, decrease the damage value by 1 (after all other modifiers and replacements) when resolving the attack. An attack using Incapacitate does not place any action tokens on the target.

Availability: Armor Wars F005

FALL BACK

Cost: 5

Prerequisite: Combat Reflexes, Super Senses, or Phasing/Teleport

Choose a character. When the character makes a close combat attack that would knock back a single target opposing character, the character can choose not to knock back the target. Instead after the attack is resolved move the character directly away from the target (the character breaks away automatically) for each 1 damage taken by the target.

Availability: Crisis F101

FANTASTIC FOUR†

Cost: 0




Prerequisite: Fantastic Four team ability

All friendly characters with the Fantastic Four team ability have the following team ability instead of the Fantastic Four team ability: Any member of this team may replace its defense value with the unmodified defense value of any other member before any attack roll.

Availability: Fantastic Forces F007

FASTBALL SPECIAL†

Cost: 12

Modifiers:  +2 (see text);   +1 (see text)

Prerequisite: Chosen characters must have the same team ability printed on their bases; see feat text

Choose two characters; if one of them is KO'd before this feat is used, remove the feat from the game.

Give both characters a power action when they are adjacent: The first character must have Super Strength and the second character must be a character without Flight, have Toughness and may not have a damage value higher than 3. The first character makes a ranged combat attack against a single opposing target within 6 squares. Place the second character in any square adjacent to the target to which the first character has clear line of fire. If the attack succeeds, the second character deals the damage.

Availability: Mutant Mayhem F002

FLASHBANG

Cost: 3

Prerequisite: Smoke Cloud

Choose a character. The character can use Smoke Cloud as a free action if it is given a move action immediately before or after using Smoke Cloud.

After this feat is used, remove it from the game.

Availability: Collateral Damage F002†, Arkham Asylum F006

FORCE FIELD†

Cost: 10


Prerequisite: Barrier, Defend, Energy Shield/Deflection, or Telekinesis

Choose a character with a power that reduces damage. The character gains Toughness.

Availability: Fantastic Forces F001

FORTITUDE

Cost: 25

Prerequisite: 

Choose a character. The character ignores other characters' Exploit Weakness. Outwit can't be used by other characters to counter the character's powers.

Availability: Legacy F004†, Avengers F003

GETAWAY

Cost: 4


Prerequisite: Mastermind

Choose a character. Following the resolution of an attack in which the character uses Mastermind, the character can immediately break away automatically and move 1 square for each damage that was dealt to a friendly character via that use of Mastermind.

Availability: Arkham Asylum F004

GIANT STRIDE

Cost: 9


Prerequisite: 

Choose a character. When the character has zero action tokens and is moved as part of a move or power action, it ignores the effects of other characters on movement, though it must break away normally.


Availability: Crisis F100

GREEN LANTERN CORPS

Cost: 0

Prerequisite: 

All character with the Green Lantern Corps team ability have the following team ability instead of the Green Lantern Corps team ability: When a character with this team ability makes

an attack against a target character, you can modify the character's attack value by +1 for each friendly character with the  team symbol that has attacked the target this turn.

Availability: Justice League F005

GUARDIANS OF THE GALAXY

Cost: 4 points per character on your force with the Guardians of the Galaxy keyword.

Prerequisite: Guardians of the Galaxy keyword.

All characters on your force with the Guardians of the Galaxy keyword are assigned this feat and have the following team ability instead of any other team ability:

Powers possessed by characters with this team ability can't be countered. This team ability can't be countered.

Availability: Hammer of Thor F104

HAYMAKER†

Cost: 10

Modifiers:  -1,   +2

Choose a character. Give this character a close combat action targeting a single opposing character. After resolving this action, this character takes 1 pushing damage that ignores Willpower and team abilities.

Availability: Mutant Mayhem F003

HEALING FACTOR

Cost: 6

Prerequisite: Regeneration

Choose a character. When this character uses Regeneration, it doesn't count toward your available actions for the turn.

Availability: Secret Invasion F101

HEIGHTENED REFLEXES†

Cost: 10

Prerequisite: Combat Reflexes or Energy Shield/Deflection

Choose a character. When the character is hit by an attack using Charge, Hypersonic Speed, Running Shot, or the transporter move and attack ability, roll one six-sided die before damage is dealt. On a result of 5 or 6, the character evades the attack.

Availability: Sinister F004

HOLD THE LINE

Cost:


Prerequisite: ,  and Leadership or Super Strength

Choose a character. Give the character a power action to make a close combat attack against an opposing character. If the attack succeeds, you may modify the character's attack value by -2 and make a close combat attack against a different opposing character as a free action.

Availability: Hellboy and the B.P.R.D. Action Pack F002

HOMING DEVICE†

Cost: 8

Modifiers:  -1

Choose a character. When this character hits an opposing character with a close combat attack, lines of fire drawn to that opposing character until the end of your turn are not affected by hindering terrain.

Availability: Armor Wars F004

IMMORTAL CONTEMPT

Cost: 10

Prerequisite: Deity keyword

Choose a character. The character modifies its attack value by +1 when attacking a character without the Deity or Cosmic keyword that has a point value less than its own.

Availability: Hammer of Thor F102

IMPROVISE

Cost: 7

Prerequisite: Close Combat Expert or Perplex or Ranged Combat Expert

Choose a character. Once per round, when one of the character's combat values would be modified such that the modified value is higher than the unmodified value, you can ignore the modifier and put an Improve token on this card, if there are fewer than three tokens on this card.

If there are three tokens on this card when the character makes an unsuccessful attack roll where the result of the roll is doubles, you can remove all tokens from this card and automatically hit the target of the attack (though this is not a critical hit.)

Remove all tokens from this card when the character makes a critical hit.

Availability: Secret Invasion F103

IN CONTACT WITH ORACLE†

Cost: 10 per character chosen

Choose two or more characters; Oracle may not be chosen. Chosen characters are Agents.

As long as it is not the target on Mind Control, when an Agent is given an action you may choose to give one of its combat values +1 until the beginning of your next turn.

If Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. At the beginning of any of your turns, you may assign a power action to any Agent with zero or one action token and turn Oracle's dial to any click. The Agent given the action may use any power showing on Oracle's dial until any Agent with zero or one action token is given a power action to turn Oracle's dial. If your last Agent is KOd while Oracle is on this card, Oracle is also KOd.

Availability: Legacy F003

INDOMITABLE†

Cost: 5

Prerequisite: Battle Fury or Willpower

Choose a character. When the character is the target of an Incapacitate or a Mind Control attack, it gets +2 to its defense value.

Availability: Sinister F007

INFILTRATE

Cost: 3

Prerequisite: Stealth or Shape Change

Choose a character. This character can ignore other characters for movement purposes, but it must end its movement adjacent to an opposing character.

Availability: Secret Invasion F002

INSIDE INFORMATION

Cost: 4

Prerequisite: The character must have at least one keyword.

Choose a character. When the character attacks an opposing character that has any of the keywords possessed by the character, modify the character's attack value by +2.

Availability: Mutations & Monsters F003

INSPIRING COMMAND†

Cost: 15

Prerequisite: Leadership or Mastermind

Choose a character. Characters with the same team symbol as the character and a lower point value than the character are not dealt pushing damage when a second token is placed upon them if they are adjacent to the character at the beginning of an action.

Availability: Collateral Damage F001

INVIGORATE

Cost: 10

Prerequisite: Support

Choose a character. When the character uses Support, remove one action token from adjacent friendly characters (maximum three total tokens removed.) Characters that have action tokens removed from them can't be given power actions the same turn this feat is used.

Availability: Secret Invasion F104

KNOCKDOWN†

Cost: 5

Prerequisite: Incapacitate

Choose a character. Once per turn, after the character resolves a successful close combat action using Incapacitate, if the target has only one action token, as a free action the character can immediately make a second close combat attack against the target, which gets +2 to its defense value

for the second attack. If the attack succeeds, deal no damage, instead, give the target a second action token. If the character loses Incapacitate before making the second attack, it may not make the second attack.

Availability: Sinister F002

LARGE OBJECT†

Cost: 3 per 100 points of the game's build total

Prerequisite: Super Strength or Telekinesis

When any character you control uses an object as a weapon, you may reduce the damage increase provided by the object, to a minimum of 1 damage. The character gets +1 to its attack value for that attack for each 1 damage reduced.

Availability: Legacy F005

LAZARUS PIT†

Cost: 20 (10 if Ra's Al Ghul)


Choose a character. When the character is KO'd, remove it from the battlefield, place it on this card on its first KO'd click, and then place a Special marker on the square where it was KO'd. At the beginning of each player's turn, you may either heal the character of 1 damage or return it to the battlefield on the square with the Special marker. If you return the character to the battlefield, remove this Lazarus Pit from the game; roll a one six-sided die at the beginning of each of your turns. On a result of 5 or 6, remove the Special marker from the battlefield. As long as the Special marker is on the battlefield, the character gains Battle Fury, Toughness, and Willpower; it may not use any of its other powers or its team ability.


When time expires, or if all other members of the character's force are KO'd while the character is on this card, the character is KO'd. The character awards victory points each time it is KO'd.

Availability: Legacy F006

LEGIONNAIRES

Cost: 0

Prerequisite: 

All character with the Legion of Super Heroes team ability have the following team ability instead of the Legion of Super Heroes team ability: Whenever the character with the highest point value and the  team symbol on your force is eliminated, remove one action token from all characters on your force with this team ability, as applicable, and then remove the eliminated character from the game.

Availability: Justice League F004

LIFE MODEL DECOY†

Cost: 12

Choose a character. This character may not be healed. Damage dealt to this character is reduced by 1 if it is not reduced by any other effect.

Availability: Armor Wars F002

LONER

Cost: 5

Prerequisite: Point value of 100 points or less.


Choose a character. If no other friendly character on the battlefield shares any of this character's keywords (or this character has no keywords), modify this character's defense value by +1 when this character has a clear line of fire to an opposing character 6 or fewer squares away.

Only one character on a force can be assigned this feat.

Availability: Secret Invasion F004

LOOK! UP IN THE SKY!†

Cost: 9



Prerequisite: 

Choose a character. When the character is given a move action, modify its speed value by +2 until the action is resolved. A character assigned this feat cannot carry other characters and automatically breaks away from other soaring characters.

Availability: Collateral Damage F007

LUCKY BREAK†

Cost: 5

Prerequisite:  or 

Choose a character. When you make an attack roll for the character, if the result on either of the two dice is a 1, you may reroll one die before determining the attack roll result. You may reroll only once per attack roll.

If you use this feat, remove this card from the game after the attack resolves.

Availability: Danger Room Starter Game F001

LUNGE

Cost: 5


Prerequisite: Close Combat Expert or Leap/Climb

Choose a character. When the character is given an action, but before it makes a close combat attack, it can break away automatically and move up to 2 squares.

Availability: Arkham Asylum F002

MANEUVER

Cost: 8

Prerequisite: , Close Combat Expert or Combat Reflexes

Choose a character. When the character makes a close combat attack against a single target opposing character, after the attack is resolved, put the target in any unoccupied square adjacent to the character.

Availability: Crisis F102

MENTAL SHIELDS

Cost: 15

Prerequisite: Mind Control or Willpower

Choose a character. The character is not affected by other character's Mind Control. When the character uses Mind Control, it can target only a single opposing character; the character takes no damage due to the point value of the target.

Availability: Supernova F007

MERCENARY

Cost: 25 minus 5 for each friendly character with the chosen team ability, min 10


Prerequisite: No team symbol



Choose a character. Before the beginning of the game's first turn, choose a team ability possessed by a friendly character. The friendly character cannot be a wild card, and cannot possess a team ability that cannot be used by wild cards or possess a team ability that is granted by a feat. The character can use the chosen team ability when adjacent to a friendly character with that team ability and a higher point value.

Availability: Origin F001

MONSTER HUNTER

Cost: 3

Prerequisite: 

Choose a character. Modify the character's attack value and damage value by +1 when it is given a close combat or ranged combat action targeting a character with the  or  damage symbol or the Monster keyword.

Availability: Mutations & Monsters F004

MONSTER SOCIETY OF EVIL

Cost: 0

Prerequisite:  team symbol

All characters with the Superman Enemy team ability have the following team ability instead: At the beginning or end of your turn (choose once per turn for all friendly characters with this team ability), roll a d6 for each character that has this team ability. On a result of 5 or 6, deal 1 damage to each opposing character adjacent to that character. A character can be dealt damage by this team ability only once per turn.

Availability: Crisis F001

MOVETHROUGH†

Cost: 8

Prerequisite: Charge

Choose a character. The character ignores other characters for movement purposes, but it must still break away, as normal.

Availability: Collateral Damage F005

NANOARMOR

Cost: 6

Prerequisite: ✨

Choose a character. The character ignores damage dealt by objects as well as all modifiers to damage dealt to or taken by this character due to objects.

Availability: 2099 F002

NANOBOTS†

Cost: 10

Prerequisite: Damage value of 2 or less

Choose a character. When this character is the only character adjacent to an object not being carried by a character, give the character a free action and remove the object from the game. Heal the character of 2 damage.

Availability: Armor Wars F009

NOVA BLAST†

Cost: 10

Prerequisite: Pulse Wave

Choose a character. When the character uses Pulse Wave, its damage does not become 1 for the attack. Use the character's unmodified damage value for the attack, regardless of how many clear lines of fire can be drawn. After resolving this action, the character takes 2 pushing damage that ignores Willpower and team abilities; remove this Nova Blast from the game.

Availability: Fantastic Forces F004

OPPORTUNIST

Cost: 10

Prerequisite: Charge or Running Shot or Willpower; point value of 50 points or more.

Choose a character. If the character has zero action tokens at the end of your turn (before tokens are removed from characters), put an opportunist token on this card if there are four or fewer opportunist tokens on this card.

When the character or an adjacent friendly character makes an attack, after making the roll you can remove any number of opportunist tokens from this card and modify the result of the attack roll by +1 for each token removed. If opportunist tokens are removed when another character makes an attack, deal the character 1 unavoidable damage after the action resolves.

Availability: Crisis F003

OUTSMART

Cost: 10

Prerequisite: Mastermind or Outwit

Choose a character. When a power possessed by the character or an adjacent friendly character would be countered by an opposing character's power or ability, you

and the opposing character's controller each roll 2d6. If your result is more, the power is not countered instead.

Availability: Mutations & Monsters F005

PASSENGER†

Cost: 5

Prerequisite: Leap/Climb or Phasing/Teleport

Choose a character. When this character uses Leap/Climb or Phasing/Teleport, it may use the Carry ability. After this character resolves an action using Passenger, it takes 1 pushing damage that ignores Willpower and team abilities.

Availability: Mutant Mayhem F004

POINT BLANK

Cost: 4

Prerequisite: Ranged Combat Expert

Choose a character. Give the character a ranged combat action and modify its attack value by +1 if the target of the attack is 4 or fewer squares away.

Availability: Justice League F001

POUNCE

Cost: 15

Modifiers: 🐾 +1 / ✨ +1

Prerequisite: Leap/Climb and damage value 1 or 2

Choose a character. Give this character a power action. Move the character up to its speed value and makes a close combat attack as a free action. After resolving the attack, the character takes 1 unavoidable damage.

Availability: Mutant Mayhem F005†, Origin F006

PRECISION DEMOLITION

Cost: 5

Prerequisite: Close Combat Expert or Super Strength

Choose a character. When the character destroys a wall or blocking terrain, do not place debris markers; instead place SPECIAL markers to indicate that the wall or blocking terrain has been destroyed.

Availability: Arkham Asylum F104

PROTECTED

Cost: 8

Choose a character. (Optional) If the character does not already have two action tokens on it, damage dealt to the character as a result of a single action is ignored. After that action is resolved, give the character an action token and remove this feat from the game. If the character already had one action token on it, giving it a second action token deals pushing damage normally.

Availability: Armor Wars F003†, Mutations & Monsters F102

PUMMEL†

Cost: 10

Prerequisite: *Combat Reflexes or Close Combat Expert or Super Senses*


Choose a character. Once per turn, when the character has zero action tokens and is given a close combat action, you can ignore the result of one attack roll made for the character and reroll the dice to obtain a new result.

Availability: *Sinister F001*

PYM PARTICLES

Cost: 6


Prerequisite:  

Choose a character. Once per game, choose one – the character has the  damage symbol; or the character modifies its defense value by +1 against ranged combat attacks. The chosen effect lasts until the end of the game.

Availability: *Hammer of Thor F005*

REPULSOR

Cost: 10

Modifier:  -1

Prerequisite: *Force Blast*

Choose a character. When the character succeeds at a ranged combat attack against a single target opposing character, after the action is resolved the target is knocked back.

Availability: *Origin F007*

REPULSOR SHIELD†


Cost: 25

Choose a character. The character ignores other characters' Force Blast, Psychic Blast, and Ranged Combat Expert.

Availability: *Armor Wars F010*

RETALIATION

Cost: 5

Prerequisite:  Leap/Climb or Blades/Claws/Fangs or Outwit or Super Senses, point value of 60 or greater

Choose a character. When the character takes damage but isn't defeated by a close combat attack made by an opposing character, after the resolution of the attack you can roll 2d6. on a result of 9-11, deal the attacker 1 damage; on a result of 12, deal the attacker 2 damage.

After this feat is used, remove it from the game.

Availability: *Arkham Asylum F103*

REVENGE

Cost: 2 per character on your force

Prerequisite: *Battle Fury or Willpower*

Choose a character. When the character makes a close or ranged combat attack, modify its attack value by +1 for each friendly character with a higher point value that has been knocked out.

After this feat is used, remove it from the game.

Availability: *Days of Future Past F001*

RIP IT UP†

Cost: 20

Prerequisite: *Super Strength*

Before a target character begins a move as part of a move, power, or free action, give it a light object token from outside of the game.

Availability: *Mutant Mayhem F006*

RUNAWAYS

Cost: 3 points per character on your force with the Runaways keyword.

Prerequisite: Runaways keyword.

All characters on your force with the Runaways keyword are assigned this feat and have the following team ability instead of any other team ability:

Whenever a character with this team ability makes an attack, modify their attack value by +1 for each other friendly character with this team ability that dealt damage to an opposing character this turn.

Availability: *Hammer of Thor F103*

RUNNING START†

Cost: 5

Prerequisite: *Plasticity or Stealth*

Choose a character. Do not halve the character's movement when it begins a move action in hindering terrain.

Availability: *Collateral Damage F006*

SABOTEUR†

Cost: 20

Prerequisite: *Any non-wild card team ability.*

Choose a character. Opposing figures with wild card team abilities may only copy the team ability of this character when copying team abilities. If this feat is assigned to two or more members of your force, this feat is cancelled.

Availability: *Armor Wars F006*

SCATTER!

Cost: 8

Prerequisite: Defend or Leadership or Super Senses

Choose a character. When the character is the target of an attack, immediately after the attack resolves you can move up to three friendly characters adjacent to the character up to half their unmodified speed values. The moved characters must break away normally and can't end their movement adjacent to any opposing character.

Availability: Arkham Asylum F001

SHAKE OFF†

Cost: 10


Prerequisite: Transporter or giant character

Choose a character. When the character successfully breaks away, it deals 1 damage to all adjacent opposing characters.

Availability: Fantastic Forces F002

SHELLHEAD†

Cost: 10

Modifier:  +2


Prerequisite: Impervious, Invulnerability, or Toughness

Choose a character. The ability modifier for Shellhead applies only when the character has two action tokens placed upon it.

Availability: Armor Wars F008

SHOCKWAVE

Cost: 8

Prerequisite: , Quake

Choose a character. Give the character a power action. Make a single attack roll and compare the result to the defense values of all adjacent opposing characters. Characters against which the attack succeeds are dealt no damage, but are knocked back 4 squares.

Availability: Mutations & Monsters F101

SIDEKICK†

Cost: 10


Choose two characters: The first character must have a point value at least twice that of the second character. The two characters must be adjacent in order to use this feat. Neither character may carry the other.

(Optional) The second character uses the first character's unmodified defense value instead of its own when it is attacked by an opposing character.

Availability: Icons F004

SIDESTEP

Cost: 10

Prerequisite: 

Choose a character. When using the Duo Attack special ability, before making the second attack the character can attempt to move up to 4 squares (it must still break away, if necessary). If it moves, it must be able to attempt the second attack after the move.

Availability: Crisis F004

SIPHON POWER†

Cost: 20

Prerequisite: Wild card team ability

Choose a character. This character has the following team ability instead of any team ability for team symbols printed on its base: Once at the beginning of each player's turn, this character may choose and use on that turn any team ability that any figure on the battlemat possess. This team ability follows all other rules for the wild card team ability.

Availability: Icons F007

SKULLDUGGERY

Cost: 5

Prerequisite: Exploit Weakness or Poison

Choose a character. Once per turn when the character deals damage to a target opposing character you can roll 2d6; on a result of 9-12, you can give an action token to the target if it has zero action tokens.

Availability: Arkham Asylum F005

SLIPPERY†

Cost: 15

Prerequisite: Combat Reflexes or Defend or defense value greater than 17

Choose a character. The character ignores other characters' Plasticity, and it fails to break away only on a result of 1.

Availability: Icons F002

SNEAK

Cost: 5

Prerequisite: Stealth or Super Senses

Choose a character. When the character is given a move action, it is not required to end its movement when it becomes adjacent to an opposing character. Otherwise it must break away normally.

Availability: Supernova F002

THE SOCIETY†

Cost: 0

Prerequisite:  team symbol

All friendly characters with the Injustice League team symbol have the following team ability instead of the Injustice

League team ability: When a character attempts to Outwit a power possessed by a member of this team, roll one six-sided die. On a result of 1-3, Outwit cannot be used by that character on this team member that turn.

Availability: Collateral Damage F004

SPOTTER

Cost: 5


Prerequisite: Ranged Combat Expert

Choose a character. When another friendly character makes a ranged combat attack against a target opposing figure, modify the friendly character's attack value by +1 if this character has a clear line of fire to the target and the target is within this character's range.

Availability: Secret Invasion F001

SQUADRON SUPREME

Cost: 5 per team member

Prerequisite: 

All friendly characters with the Defenders team ability have the following team ability instead of the Defenders team ability: When at least two friendly members of this team are adjacent, their controller chooses one of them to gain the Mind Control power, if it does not already possess it. Once the choice is made, it can't be changed until the chosen character loses Mind Control. This team ability is canceled at the end of an action in which the two team members are not adjacent.

This team ability can't be used by wild cards.

Availability: Supernova F001

STARSTRUCK ADMIRER

Cost: 4

Prerequisite: Celebrity keyword.

Choose a character. The character can use Incapacitate with a range of 8, if it can't already. After this feat is used, remove it from the game.

Availability: Hammer of Thor F02

STREAK OF LUCK

Cost: 5

Prerequisite:  

Choose a character. Each time an attack roll fails against the character, put a luck token on this card if there are fewer than three tokens on this card.

If there are luck tokens on this card when the character makes a critical miss, the character is not dealt unavoidable damage; after the attack is resolved, remove all luck tokens from this card. If there are luck tokens on this card when the character makes a critical hit, modify the character's damage value by +X, where X equals the number of luck tokens on this card; after the attack is resolved, remove all luck tokens from this card.

Availability: Mutations & Monsters F001

STUNNING BLOW

Cost: 10


Prerequisite: Incapacitate

Choose a character. When the character makes a successful attack using Incapacitate, in addition to the normal effect of Incapacitate the character may deal damage equal to its unmodified damage value. The attacker may choose how to divide damage dealt among the successfully hit targets.

Availability: Legacy F007†, Avengers F001

SUBMERGED†

Cost: 5

Prerequisite: 

Choose a character. (Optional) When the character occupies water terrain, lines of fire drawn to it are blocked.

Availability: Icons F001

SUNDER

Cost: 3

Prerequisite: Blades/Claws/Fangs

Choose a character. When the character succeeds at a close combat attack targeting blocking terrain, a wall, or an object, it deals 3 damage.

Availability: Supernova F004

SUPPRESSIVE FIRE

Cost: 5

Prerequisite: Enhancement or Ranged Combat Expert or Sharpshooter


Choose a character. At the end of your turn, you can choose a target opposing character 8 or fewer squares away to which the character can draw a clear line of fire; give the chosen character a Suppression token. Until the beginning of your next turn, if the chosen character would be given a ranged combat action or make a ranged combat attack, its controller must roll a d6; on a result of 1 or 2, the attack can't be made or the action can't be given (the action can still be given to another character, if possible).

At the beginning of your next turn after the character uses this feat, remove all Suppression tokens from opposing characters and then either remove this feat from the game or roll a d6; on a result of 1-4 give an action token to this character (the token deals pushing damage normally).


Availability: Arkham Asylum F003

SWINGLINE†

Cost: 10

Prerequisite: 

Choose a character. The character ignores hindering terrain for movement purposes. If the character succeeds at a ranged combat attack against a target opposing character with the

 speed symbol, the target gains Earthbound until the beginning of its controller's next turn.

Availability: Icons F008

TACTICS

Cost: 20


Prerequisite: Leadership and any team symbol

Choose a character. When the character uses Leadership, on a result of 3-6 add an extra action to the other action granted by Leadership to your available actions for the turn. This extra action can be used only by a friendly character with the same team symbol as the character.

Availability: Supernova F005

TAUNT†

Cost: 15

Modifier:  +1

Prerequisite: Range value greater than 0

Choose a character. Give this character a power action; it makes a ranged combat attack targeting a single opposing character to which it has a clear line of fire within 6 squares. If the attack succeeds, it deals no damage. The target must either attempt to move adjacent to or attack this character next turn.

Availability: Mutant Mayhem F007

TAKEDOWN

Cost: 6

Prerequisite: Incapacitate or Plasticity

Choose a character. If an opposing character makes an unsuccessful close combat attack against the character, after the action is resolved give the opposing character an extra action token if it has zero or one action token. If the opposing character already has one action token on it, giving it a second action token deals pushing damage normally.

Availability: Mutations & Monsters F006

TELEKINETIC REACH

Cost: 12

Prerequisite: Telekinesis


Choose a character. The character may use option 2 and 3 of Telekinesis on objects within 6 squares of the character. For option 2, the object can be moved up to 10 squares, but must be placed in a target square within 10 squares of this character. For option 3, the attack can target an opposing character up to 4 squares away from the object, or a soaring character up to 2 squares away from the object. For both options, the character must have a clear line of fire to that object and the target. All other rules for Telekinesis apply normally.

Availability: Avengers F002

TERRIFY

Cost: 6

Prerequisite: Battle Fury or Incapacitate or Mind Control

Modifier:  -1

Choose a character. Give the character a power action and make a single close combat attack as a free action (the attack deals no damage). Compare the result to the defense values of all adjacent opposing target characters, maximum four targets. Each target against which the attack succeeds is knocked back a number of squares equal to half its speed values (targets are not dealt knock back damage). If the attack roll is doubles and succeeds against the target, also give an action token to the target if it has zero or one action token (the target is not dealt pushing damage for this token).

Availability: Mutations & Monsters F002

THUNDERING BLOW

Cost: 20

Prerequisite:  attack value 11 or higher

Choose a character. After the resolution of a successful attack by the character that causes an opposing character to take 3 or more damage, the damage value of all friendly characters attacking that opposing character during that turn is modified by +1 until an attack against that opposing character is unsuccessful. If this feat is assigned to two or more characters on your force, this feat is canceled.

Availability: Supernova F008

THUNDERBOLTS†

Cost: 5 per friendly Avengers team member

Prerequisite: Avengers team ability

All friendly characters with the Avengers team ability have the following team ability instead of the Avengers team ability: After placing your force in your starting area, choose any one team ability other than a wild card team ability or a team ability that can't be copied by wild card team abilities. Members of this team gain the chosen team ability instead of the Avengers team ability, but their team affiliation does not change.

Availability: Fantastic Forces F008

THWART

Cost: 15

Prerequisite: Mastermind or Outwit

Choose a character. Give the character a power action. Place a thwart token on a target feat card assigned to a character that is 10 or fewer squares from the character and to which the character has a clear line of fire. The target feat is ignored until a character to which it is assigned is given a power action specifically to remove the thwart token.

Availability: Origin F010

TOXIC BURST

Cost: 10

Prerequisite: Poison

Choose a character. For purposes of resolving its Poison power, the character is adjacent to opposing characters up to two squares away to which it has a clear line of fire. After dealing damage with Poison, using Toxic Burst, the character is dealt 1 unavoidable damage.

Availability: Supernova F003

TRIAGE

Cost: 10

Prerequisite: Support

Choose a character. When the character succeeds at the attack roll for Support, the resulting healing can be divided among the target and any other friendly characters (none of which may be adjacent to an opposing character) to which the character is adjacent and that the attack roll would hit (ignore all combat valule modifiers). The target must be healed of at least 1 damage.

Availability: Origin F005

TRICK SHOT†

Cost: 20

Prerequisite: Plasticity or Ranged Combat Expert

Choose a character. When making an attack from a square that is not adjacent to an opposing character, the character ignores Stealth and team abilities that duplicate the effects of Stealth, and it ignores characters and hindering terrain for line of fire purposes.

Availability: Mutant Mayhem F008, Legacy F008

UNSTOPPABLE

Cost: 5

Prerequisite: Super Strength

Choose a character. The character ignores the effects of hindering terrain for movement purposes. Once when given a move action, the character can make a close combat attack targeting blocking terrain or a wall as a free action. If the attack succeeds, the character can continue the rest of its movement, if any, after making the attack.

Availability: Fantastic Forces F006†, Icons F005†, Justice League F006

VAMPIRISM

Cost: 12

Prerequisite: Blades/Claws/Fangs

Choose a character. The character can use Steal Energy if it can't already.

Availability: Hammer of Thor F003

VAULT†

Cost: 3

Prerequisite: Combat Reflexes or Leap/Climb

Choose a character. After the character resolves a close combat action, it may be placed in any square in which it may legally be placed adjacent to a target of the action at the same elevation as the target.

Availability: Sinister F005

VENDETTA

Cost: 6

Prerequisite:  and  and 

Choose a character. At the beginning of your first turn, choose an opposing character with a point value greater than this character. Modify the attack value of this character by +1 when it is making a close or ranged combat attack against the chosen character.

If this character defeats the chosen character, you score additional victory points equal to half the chosen character's point value. If the chosen character defeats this character, the chosen character's controller scores additional victory points equal to half this character's point value.

Availability: Sinister F006†, Secret Invasion F003

WARBOUND

Cost: 5 per character on your force with the chosen keyword

Prerequisite: A single, common keyword.

Choose a character. Choose a keyword. All characters on your force that have the keyword are assigned this feat. When a target friendly character assigned this feat is given an action, instead of giving it an action token, you can give the action token for the action to an adjacent friendly character that has the chosen keyword, has zero action tokens, and has a point value equal to at least half of the target's point value.

Availability: Mutations & Monsters F100

WHIRLWIND

Cost: 6

Prerequisite: Force Blast



Choose a character. When the character uses Force Blast, the result of the six-sided die roll can be split among multiple target adjacent opposing characters. The targets are otherwise affected normally by Force Blast.

Availability: Supernova F006

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Section 15: Objects

AERIAL BAFFLER†

Light: Any character with the  or  speed mode that is 3 or fewer squares from this object games Earthbound. Any character it carries takes no damage and is placed in the nearest square it can occupy.

Availability: Collateral Damage S002

BOOKCASE†

Light: Increase the attacker's attack value by 1.

Availability: Heroclix Indoor Adventure Kit

BROKEN DRONE

Light: Continual. While a character is carrying this object, you may choose to either (1) use this object normally in an attack, or (2) give this character a ranged combat action (treating the character's range value as 4) and make a ranged combat attack against a single target opposing character. An attack using option 2 deals 1 damage but does not destroy this object.

Availability: Legion of Super Heroes Starter Game

CRATE†

Light: A character may throw this object 8 squares.

Availability: Heroclix Indoor Adventure Kit

COM DISH

Heavy: Continual. When this object is used in an attack, modify the attacker's damage value by +1 for the attack.

Availability: Legion of Super Heroes Starter Game

COMPUTER†

Heavy: Increases the attacker's attack value by 1.

Availability: Heroclix Indoor Adventure Kit

DARK CAULDRON

Immobilized: Characters 4 or fewer squares from this object can't be healed.

Availability: Supernova Avengers S002

DUMPSTER†

Heavy: This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.

Availability: Heroclix Indoor Adventure Kit

DYNAMOSTAT

Heavy: This object acts as blocking terrain for movement and line of fire purposes.

Availability: Crisis S004

ELEHA'AL VINE

Light: Give a character occupying the same square as this object a power action. Roll a d6 and subtract 4 from the result, minimum result 1. Heal the character of damage equal to the result

Availability: Monsters & Mutations S100

FORCE FIELD GENERATOR

Immobilized: This object allows an adjacent character to use Barrier as if the character had a range value of 0. If this object is destroyed, any barrier terrain markers placed using Barrier granted by this object are removed from the game.

Availability: Avengers S001

FUEL TANK†

Heavy: Continual. A character may throw this object up to 6 squares. If this object is used as part of a successful attack, also deal 1 damage to all figures adjacent to the target.

Availability: Collateral Damage S006

GENERATOR†

Heavy: Continual. This object is not destroyed when used in an attack. After the Generator is used as part of an attack, the attacker places it in any square adjacent to the target after the attack resolves.

Availability: Danger Room Starter Game

KINETIC ABSORBER†

Light: All clear and water terrain 2 or fewer squares from this object is hindering terrain for movement purposes.




Availability: Collateral Damage S002

KINETIC ACCELERATOR

Heavy: When a character occupying the same square as this object is given a move or power action, roll a d6 and replace the character's speed value with its speed value plus the result; on a result of 5 or 6, remove this object from the game after the action resolves. This object is not considered hindering terrain for movement purposes.

Availability: Crisis S100

LASER TURRET†

Heavy: (optional) Once during your turn (but not during another action) when a character friendly to you occupies this object's square, give this object a free action to make a ranged combat attack (, , ) against any opposing figure.

Availability: Collateral Damage S004

LIGHT POST†

Heavy: Acts as a heavy object. A target with 0 or 1 action tokens that is successfully hit with this object also receives an action token, which can result in pushing damage.

Availability: Heroclix Indoor Adventure Kit

MAILBOX†

Light: Increases the attacker's damage dealt by 1.

Availability: Heroclix Indoor Adventure Kit

MASS ABSORBER

Light: Continual. If a character using this object as part of a close combat attack is 3 or fewer squares from blocking terrain, modify the character's damage value by +2 (instead of +1).

Availability: Crisis S002

METEORITE

Heavy: Continual. When this object is used in a successful close combat attack, roll one six-sided die and subtract 2 from the result, minimum result 1. add the result to the attacker's unmodified damage value for the attack. The damage dealt can't otherwise be modified.

Availability: Supernova S001

MJOLNIR

Immobile: This object can't be destroyed. Once per game per character, give a character occupying the same square as this object a power action and roll a d6. this roll can't be rerolled or modified. On a result of 6, remove this object from the game and place it on that character's card. Modify that characters' attack and damage values by +2, and that character can use Quake, Energy Explosion, and the Flight ability. If that character is KO'd, place this object in the square that character last occupied.

Availability: Hammer of Thor S101

NEWSBOT

Light: Continual. When you give a character an action to attack using this object, it does not count toward your available actions for the turn.

Availability: Legion of Super Heroes Starter Game

OFFICE DESK†

Light: May be used as a normal light object, or may increase the carrying character's defense value by 2. when either option is used, the object is destroyed when an attack roll is made.

Availability: Heroclix Indoor Adventure Kit

OPENED HYDRANT

Immobile: Clear grounded terrain 3 or fewer squares from this object is water terrain.

Availability: Crisis S003

SATELLITE

Light: Continual. Give a character carrying this object a power action. Remove this object from the game and place a debris token in the square occupied by the character and in any two adjacent, unoccupied squares.

Availability: Supernova S002

SEPARATION FIELD GENERATOR†

Immobile: A character carrying an object of a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying character may continue its move. Objects can not be picked up by characters that are 3 or fewer squares from this object.

Availability: Collateral Damage S003

SHIELD DISRUPTOR

Light: Damage dealt to characters 4 or fewer squares from this object can't be reduced.

Availability: Mutations & Monsters S002

SODA MACHINE†

Heavy: Continual. Increase the attacker's damage dealt by 1.

Availability: Heroclix Indoor Adventure Kit

STATUE†

Light: Continual. This object deals 3 damage when thrown as part of an attack targeting terrain or a wall.

Availability: Sinister S002

STEPLADDER†

Light: When this object occupies a square of grounded terrain adjacent to a square of elevated terrain, the squares are connected by a ladder. This object is not hindering terrain for movement purposes.

Availability: Sinister S001

STRUCTURAL INTEGRITY FIELD

Heavy: Blocking terrain and walls 6 or fewer squares from this object can't be destroyed.

Availability: Justice League S002

TELEPHONE BOOTH

Light: Once per turn, a character occupying the same square as this object can be dealt 1 unavoidable damage as a free action.

Availability: Justice League S001

TELEPORT PAD†

Immobile: (optional) If a character friendly to you is adjacent to this object, give the character a power action and move it up to 6 squares, ignoring characters and terrain features for movement purposes.

Availability: Collateral Damage S001

TOMBSTONE

Heavy: Continual. The defense value of a character carrying a Tombstone is modified by +2. after the resolution of an unsuccessful attack against a character carrying a Tombstone, remove Tombstone from the game.

Availability: Mutations & Monsters S001

TRAPPED DUMPSTER

Heavy: Continual. When this object is picked up, roll a d6. On a result of 1, deal the character that picked up this object 1 damage immediately after the action resolves (even if the character no longer holds the object).

Availability: Crisis S001

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