



# Player's Guides

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Any game elements indicated with the † symbol may only be used with the Golden Age format.

Any game elements indicated with the ‡ symbol may only be used with the Star Trek: Tactics game.

Items labeled with a  are available exclusively through Print-and-Play.

Any page references refer to the HeroClix 2013 Core Rulebook.

All Player's Guides can be found at <http://www.heroclix.com/downloads/rules>

# Feats: Errata and Clarifications

## General Clarifications

**Print and Play:** For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element.

While the points for feats add to the overall force build total, they do not add to a character's point value.

A copy of each feat card that requires you to choose a character must be included on your force.

Any Feat cards that are published with the same name as a previous one override all of the text on the previously published card.

The following feat cards are banned as they have been replaced by an Additional Team Ability card: Alpha Flight, Amazon, Checkmate, Fantastic Four, Green Lantern Corps, Guardians of the Galaxy, Justice League International, League of Assassins, Legionnaires, Monster Society of Evil, Runaways, The Society, Squadron Supreme, and Thunderbolts

## 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.

## AMBIDEXTROUS

The cost of this feat reads "Cost: Twice the assigned character's printed range value. (Minimum cost 12)"

## AND STAY DOWN

The feat reads: "When the character makes a close combat attack without using an object, an attack roll result of 11 or 12 is a critical hit."

## 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 can't 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 can't 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.

## CANNONBALL

The first sentence reads: "When the character is on elevated terrain, it can move to the next lowest elevation without using a ladder or stairs."

## COMPEL

The figure that is the target of the mind control must have taken a non-free action this turn in order for it to be a target. Free actions would not qualify.

A character with multiple targets can't 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 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.

Contingency Tokens are only removed from the card when they are used.

## 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 something the character can use 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 immediately 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...”.

## DISINTEGRATE

The text reads: "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 held by a character adjacent to the character."

## 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 (unless there is another friendly character from whom they can be using that team ability).

This card does not include the phrase “as if that team ability were a power, instead of countering a power.”

## DIVEBOMB

This feat is based around the Soaring rules, which have been removed from supported HeroClix play.

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

## DRAG

The last sentence reads: "If the target is not a flying character and occupied a square of elevated terrain, and then was placed in a square on a lower elevation, deal it 2 damage after being placed."

## ELITE SNIPER

This feat includes the line: “The character can use the Sharpshooter ability.”

## 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.

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), but the locking of the damage value (as per the power) ignores this modifier making the normal damage dealt 1. Other factors can come into play (e.g., critical hits) to increase this.

## 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 holding an object can't be “thrown” as part of the Fastball Special.

## FORCE FIELD

This feat reads: “When this character can't use a power or ability that reduces damage, this character may use Toughness.”

The character that meets the prerequisites and is assigned the feat is the one that can use Toughness.

## HEIGHTENED REFLEXES

Replace the phrase “transporter move and attack ability” with “Move and Attack ability” in the first sentence.

## 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

The second effect of In Contact with Oracle reads: “If  #085 Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. If Oracle is on the 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.”

Free actions may not be used to give an Agent the +1 to its combat values.

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 causes the Agent to possess the power that is showing on her dial. If the Agent is KOd, the effects of the power are lost.

## INFILTRATE

Characters using this feat would not need to roll break away because they begin to move while adjacent to an opposing character.

## 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 can't have its token removed. It also means that a character with a token removed can't 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 multi-based character assigned the Lazarus Pit Feat Card is KOd, place a Special marker in each of the squares that the character occupied when it was KOd.

## LIFE MODEL DECOY

The last sentence says “Damage dealt to this character is reduced by 1 if it is not reduced or ignored by any other effect.”

## LOOK! UP IN THE SKY

The part of this feat referring to soaring refers to an obsolete mechanic and has no current effect.

## LUCKY BREAK

If Lucky Break is used, the player using it can't 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 include a close combat attack for step 3. (2) Move the character from its current square to another square up to 2 squares away. (3) Perform the close combat attack.

The word “immediately” appears before the phrase “before it makes a close combat attack”.

The 2 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.

## MANEUVER

This feat begins “When the character makes a close combat attack against a single target opposing character.”

The prerequisites for this feat 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 last two sentences of this feat reads: “The team ability can’t be a wild card, must be usable by wild cards and can’t be an Additional Team Ability. The character is a wild card that can only use the chosen team ability when adjacent to a friendly character possessing that team ability and a higher point value.”

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 can’t 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

See Section 1, Modifiers

## NANOARMOR

The damage dealt to a character when an object “explodes” from Proximity Mines is not from an object and can’t 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 can’t 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 can’t use Nanobots to remove it nor would they prevent another character from using Nanobots to remove the object.

The text reads: "Choose a character. When this character is the only character adjacent to an object not being held by a character, give the character a free action and remove the object from the game. Heal the character of 2 damage."

## 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 do not alter a character’s damage value until it is used in a successful attack. Therefore, objects – held or picked up during the action that includes the attack – would not violate the prerequisite 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 – can't be used with Pounce (which only grants a close combat attack)

If the action has been given, the unavoidable damage will be given to the figure even if the action ends without an attack taking place.

## POWER BARRAGE

The second sentence of this feat reads: "This character may make a close or ranged combat attack as a free action with its attack and damage values modified by -1 for the attack if it deals damage to an opposing character using any of the following powers: Blades/Claws/Fangs, Energy Explosion, Pulse Wave, Quake, Incapacitate, Penetrating/Psychic Blast or Telekinesis."

## 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 can't be used to ignore the damage as it is not the result of an action.

The first two sentences of the effect reads "If the character does not already have two action tokens on it, you may choose to ignore damage dealt to the character as a result of a single attack. If you do, after that action is resolved, give the character an action token and remove this feat from the game."

## REPULSOR

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

## RIP IT UP

Special Object tokens and 3D objects can't be given to a character when using Rip It Up.

## SABOTEUR

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

When a character with an ATA is assigned this feat, only the team ability granted by the character's team symbol can be copied by the opposing wild cards.

An ATA does not meet the prerequisite for this feat card.

## 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 can't be used by characters with the  damage symbol.

## 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 can't "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 can't use team abilities that wild cards can't 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 can't 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 (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.

## STARSTRUCK ADMIRER

This feat includes the line: "After this feat is used, remove it from the game."

## SUBMERGED

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

This feat reads: “Choose a character. When it is not your turn, if the character occupies water terrain, lines of fire drawn to it are blocked.”

## TACTICS

A roll of 3-4 would grant one action that must be used by a character with the same team symbol.

A roll of 5-6 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 KO’d 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.

Colossal figures can be affected by Taunt.

## TELEKINETIC REACH

The body of this feat reads: “When using Telekinesis, if A is within 6 squares and is an object, B may be up to 10 squares from A. All other rules for Telekinesis apply normally.”

## 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 Thwart is KO’d or loses the prerequisites for this feat, then the Thwart token(s) remain on the target cards.

A player can choose to 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.

## TRIAGE

This feat reads: “When the character uses Support and succeeds, the resulting healing....”

## 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.”

## VAMPIRISM

This feat reads: “Choose a character. The character can use Steal Energy if it can’t already.”

## WARBOUND

Once a character has been given a non-free action, they can’t 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.

# Battlefield Conditions: Errata and Clarifications

## General

**Print and Play:** For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element.

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.

Battlefield Condition cards which provide a limit on a combat values continuously check the relevant combat value.

## 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 KO’d as the result of a single action, the additional victory points are awarded for all characters KO’d 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.

## ASSEMBLED

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

## ATLANTIS RISING

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.

## BLOOD CURSE

This card does not include the phrase “or eliminated”.

## CROSSWINDS

This card says: “Character that can use the Flight ability can’t use the Flight or Carry ability.”

## 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 area of effect is calculated for the Pulse Wave attack, it would then be 3.

## DEBRIS

The text of this card reads: “Each player must place three additional standard objects in addition to those included in their force.”

The three objects each player adds to the game must be standard objects and can be of any combination of heavy and light.

## 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 area of effect is calculated 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 can’t be used to reroll dice rolled for the Earthquake BFC.

Damage reducing powers still function as normal.

Super Senses can't 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 can't 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.

## 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 can't 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 KO'd.

Wild card characters would choose their team ability regardless to any feats (like Siphon Power, Saboteur, additional 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).

## MERCENARY

The second sentence reads "The team ability can't be a wild card, must be usable by wild cards and can't be an Additional Team Ability."

## 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).

## PROXIMITY MINES

The first sentence reads: "At the end of a turn, if any character is in the same square as a non-held object or in a square adjacent to a non-held object, roll one six-sided die."

## 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.

If Radiation Leak is in play when someone uses Regeneration or Support within the special object Indigo Lantern's area of effect, players would subtract 2 from their dice roll (i.e., the two effects cancel each other out).

## RALLY

This card reads "defeated" instead of "eliminated".

## 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 limited by Deep Shadows and then halved by Shrunk.

## SKYSCRAPERS

This card can't be played if any of the starting areas is made up exclusively of elevated terrain.

## TELEKINETIC STRAIN

This card begins: "When Telekinesis is used to place a character or object 6 or more squares away from its starting square, the character using Telekinesis is dealt 1 unavoidable damage after the action resolves."

## 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 can't be used to force a reroll of a die roll caused by the White Noise Feat card.

## Feats: Reference

### ALIAS

Cost: 3

Prerequisite:  and 

Choose a character. This character can use Shape Change, if it can't already. After this feat is used, remove it from the game.

Availability: Secret Invasion F006

### AMBIDEXTROUS<sup>2</sup>

Cost: Twice the assigned character's printed range value. (Minimum cost 12)

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 makes a close combat attack without using an object, 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 the next lowest elevation 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.

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 immediately 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 the target object from the game 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 held 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.

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 on a lower elevation, deal it 2 damage after being placed.

Availability: Legion of Super Heroes Starter Game F001

## ELITE SNIPER<sup>■</sup>

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 can't attack the character. It is not given an action token, but it can't 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

## 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 it 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. When this character can't use a power or ability that reduces damage, this character may use 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

## FROG LEGS<sup>2</sup>

Cost: 3

Prerequisite:  and a point value of 150 or less.

Choose a character. This character can use the Swim ability.

Availability: Web of Spider-Man F101

## 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

## 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 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: 4

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 of 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  #085 Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. If Oracle is on the 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: 2

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 KOd, remove it from the battlefield, place it on this card on its first KOd click, and then place a Special marker on the square where it was KOd. 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 KOd while the character is on this card, the character is KOd. The character awards victory points each time it is KOd.

Availability: Legacy F006

## 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 or ignored 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 can't 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 immediately 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 team ability can't be a wild card, must be usable by wild cards and can't be an Additional Team Ability. The character is a wild card that can only use the chosen team ability when adjacent to a friendly character possessing 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

## 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 held 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

## NOT SO SPECIAL

Cost: 3

Prerequisite: None

Choose a character. Whenever this character attacks an opposing character possessing a Special Power, if this character currently possesses no Special Power or Traits, modify this character's attack value by +1.

Availability: The Brave and the Bold F003

## 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

## POWER BARRAGE<sup>2</sup>

Cost: 6

Prerequisite: 

Choose a character. This character may make a close or ranged combat attack as a free action with its attack and damage values modified by -1 for the attack if it deals damage to an opposing character via any of the following powers: Blades/Claws/Fangs, Energy Explosion, Pulse Wave, Quake, Incapacitate, Penetrating/Psychic Blast or Telekinesis.

Availability: The Brave and the Bold F002

## 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, you may choose to ignore damage dealt to the character as a result of a single attack. If you do, 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<sup>2</sup>

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

## RECHARGE<sup>2</sup>

Cost: 5

Prerequisite: Energy Explosion

Choose a character. Whenever a total of 2 or more damage is taken by opposing characters while this character is using Energy Explosion, heal this character of 1 damage after actions resolve.

Availability: The Brave and the Bold F004

## 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 resolve 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

## 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

## SHOW OFF<sup>■</sup>

Cost: 6

Prerequisite: 

Choose a character. When using the Duo Attack ability, if this character KO's an opposing character with the first attack, you may choose to not give this character a free action for the second attack. Instead, do not give this character an action token for the action, though the action still counts towards your available actions.

Availability: The Brave and the Bold F001

## 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

## 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

## STARSTRUCK ADMIRER<sup>■</sup>

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 F002

## 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 to divide damage dealt among the successfully hit targets.

Availability: Legacy F007, Avengers F001

## SUBMERGED

Cost: 5

Prerequisite: 

Choose a character. When it is not your turn, if 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: 

Modifier:  +1

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

## 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

## 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

## TELEKINETIC REACH

Cost: 12

Prerequisite: Telekinesis

Choose a character. When using Telekinesis, if A is within 6 squares and is an object, B may be up to 10 squares from A. 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

## 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 uses Support and succeeds, 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 value 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

## Battlefield Conditions: Reference

### 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

### BLACKEST NIGHT<sup>2</sup>

*Characters can't be healed by standard powers or team abilities unless they possess the Black Lantern Corps keyword.*

Availability: Blackest Night BF001

### BLOOD CURSE

*For each character that KOs 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

### BRIGHTEST DAY<sup>2</sup>

*Characters do not take pushing damage for receiving a second token to use Regeneration or Support.*

Availability: DC 75<sup>th</sup> Anniversary BF001

### COMMUNICATION BREAKDOWN

*Before the beginning of the game's first turn, the player playing Communication Breakdown chooses one combat value; that combat value can't be modified during the game. When rolling a six-sided die for Leadership, subtract 1 from the result.*

Availability: Origin BF004

### COSMIC RADIATION INTERFERENCE<sup>2</sup>

*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

*Character that can use the Flight ability can't use the Flight or Carry ability.*

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

## DAY OF DISCORD<sup>■</sup>

Combat values can't be replaced by the combat values of other characters.

Availability: The Brave and the Bold BF001

## DEBRIS

Each player must place three additional standard objects in addition to those included in their force.

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 can't 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 actions in their starting areas.

Availability: Danger Room Starter Game BF001

## FIMBULWINTER<sup>■</sup>

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

## GROUNDED

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 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<sup>2</sup>

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 of 1 fewer damage on a critical hit.

Availability: Icons BF002

## MALFUNCTION<sup>2</sup>

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

## 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

## MISTRUST

When characters that have the same team symbol or team ability are adjacent to each other, modify their defense values 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 a non-held object or in a square adjacent to a non-held 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 highest point value remaining on your force is defeated, remove one action token from all characters on your force, as applicable, and then remove the defeated 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 place a character or object 6 or more squares away from its starting square, the character using Telekinesis is dealt 1 unavoidable damage after the action resolves.

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