



# HERO CLIX™

The Collectable Miniatures Game

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## EXPANDED POWERS AND ABILITIES DOCUMENT

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This document includes all the information from Marvel and DC Powers and Abilities Cards, FAQs and Corrections. Editing, cross-referencing and formatting by Michael Wyatt.

Notes:

- All powers are in boldfaced **ALLCAPS** for ease in finding. (I intend to change them to their respective colors throughout the document later.)
- Team powers that are exactly the same have been combined in the FAQ sections under the powers but not in the team power description section.
- The author, Michael Wyatt, is not an employee of WizKids, at least other than being a Volunteer Judge. This is a personal project and an effort to make it easier for fellow Judges of the game to have a document that is easier to research on the fly at tournaments.
- **3/18/2003: Updated to include the Marvel and DC FAQs released on 3/14/2003. Added Sinestro and combined exact Sinestro and Sentinel listings to one entry.**



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## Explanation of the Powers Formatting

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### [Power Type] Powers – [Color]

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#### Power Name

*Optional or NOT Optional*

#### Brief description of power.

Full description of power.

#### From Frequently Asked Questions file released commonly from WizKids

- Full descriptions and explanations of powers from the WizKids FAQ file.

#### From [Other power] cross-references

- Full descriptions from other power descriptions or FAQ references.

#### From other cross-references

- Full descriptions from other general descriptions or FAQ references.

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## SPEED Powers - RED

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### FLURRY

*Optional*

#### This character can make 2 close combat attacks with 1 action.

Give this character a close combat action. This character can make 2 attacks (making 2 separate attack rolls) targeting either a single figure or 2 adjacent figures. This close combat attack does not cost an extra action, and this character may use any of his or her powers that require a close combat action.

#### From FAQ

- Use of this power counts as only a single action for the figure. However, each attack is separate, and must be resolved one at a time. This means the target may be KO'ed or knocked out of range after the first attack. The second attack can be used against a different target if the controlling player wishes.
- If a character using **FLURRY** gets a critical miss on the first attack, resolving the attack includes applying the critical miss damage. If this damage causes the attacker to lose **FLURRY**, then the second attack can not be made.

#### From INCAPACITATE

- **INCAPACITATE** may be used on the same figure twice in a round. This will only happen if a character has both **INCAPACITATE** and **FLURRY** or if the same character is attacked twice in the same round by two different characters that both use **INCAPACITATE** on the same target.

#### From CLOSE COMBAT EXPERT

- This power does not work with other powers (such as **SUPER STRENGTH** or **ENHANCEMENT**).



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## SPEED Powers - ORANGE

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### LEAP/CLIMB

*Optional*

#### **This character can leap or climb over characters and terrain.**

When you give this character a move action, he or she can ignore the effects of other characters or hindering terrain on movement. This character may end his or her movement on top of outdoor blocking terrain, but not on top of a **BARRIER**. This character may make a close combat attack against a figure in an adjacent square, regardless of the target's elevation.

#### **From FAQ**

- Ground based figures with **LEAP/CLIMB** can attack figures on elevated terrain, but cannot attack soaring figures.
- Figures with this ability can move onto, and off of, outdoor blocking terrain, but cannot end their move on a **BARRIER**.
- A charging character with **SUPER STRENGTH** cannot pick up an object as he/she comes into a square adjacent to an opposing character.
- Elevated figures with **LEAP/CLIMB** can attack grounded figures.

#### **From Blocking Terrain**

- The various air-conditioners, vents, etc., are considered blocking terrain. These objects are defined as squares on rooftops surrounded by thick black lines. Only flying characters and characters with the **LEAP/CLIMB** power can enter these spaces.
- A **LEAP/CLIMB** or hovering figure that ends its move on top of outdoor blocking terrain may attack another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the attacker occupies. A **LEAP/CLIMB** or hovering figure that ends its move on top of outdoor blocking terrain can be attacked by another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the target occupies.
- A **LEAP/CLIMB** or hovering character that ends its move on top of outdoor blocking terrain is not considered to be adjacent to any other figure that is not also on top of outdoor blocking terrain.

#### **From Breakaway**

- Figures with **LEAP/CLIMB** and **PHASING** do not have to roll for breakaway; they can always break away.

#### **From Hindering Terrain**

- A grounded figure that begins its move in a square containing hindering terrain can move only half its speed value (round up). The normal exceptions apply (i.e. **LEAP/CLIMB**, **PHASING**, and flying.)



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## SPEED Powers - YELLOW

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### PHASING

*Optional*

**This character may phase into another plane of reality and reappear someplace else on the battlefield.**

Give this figure a move action. Move this character in any direction a number of squares up to his or her speed value. Ignore the effects of all characters and terrain features on movement.

#### From FAQ

- A flying character with **PHASING** can carry a friendly figure while **PHASING**. For the purposes of this move, both figures are considered to be **PHASING**.
- **PHASING** only works for the duration of a figure's move. The figure must be in a legal position at the end of his move.
- **PHASING** characters may change elevation during their movement with no additional cost to movement.

#### From TELEKINESIS

- You can't telekinetically levitate a **PHASING** figure through a wall, for two reasons: 1) You need to give the **PHASING** figure a move action to use the **PHASING** power, which you can't do while activating the Telekinetic figure. And 2) you need to be able to see your target space with **TELEKINESIS**, and you can't see through walls.

#### From Breakaway

- Figures with **LEAP/CLIMB** and **PHASING** do not have to roll for breakaway; they can always break away.

#### From Flying

- A flier with the **PHASING** power can phase and carry a friendly figure at the same time.

#### From Hinderling Terrain

- A grounded figure that begins its move in a square containing hinderling terrain can move only half its speed value (round up). The normal exceptions apply (i.e. **LEAP/CLIMB**, **PHASING**, and flying.)





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## SPEED Powers - GREEN

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### CHARGE

*Optional*

**This character can move and then make a close combat attack using the same action.**

When you give this character a move action, he or she may move up to half his or her speed value and then make a close combat attack as if he or she had been given a close combat action. This close combat attack does not cost an extra action. This character may use any of his or her powers that require a close combat action except **CLOSE COMBAT EXPERT**. This character does not suffer knockback.

#### From FAQ

- A figure with **SUPER STRENGTH** can pick up an object during their **CHARGE**, and use it during their attack.
- A figure with the **CHARGE** power that begins its action in a square adjacent to an opposing figure must break away before using the power.
- Fliers can carry friendly figures with them while performing a **CHARGE**. They must, however, drop the friendly figure off before attacking.
- The "move portion" of a character's **CHARGE** action consists only of a "move up to half his speed value."
- A **CHARGE** out of hindering terrain works at 1/4 the figure's initial speed. First the figure's move is halved (providing it does not have any powers or abilities that allow it to ignore the effects of terrain on movement) because it begins its move in hindering terrain, then the move is halved again if the figure chooses to use **CHARGE**.
- A charging character with **SUPER STRENGTH** cannot pick up an object as he/she comes into a square adjacent to an opposing character.

#### From FORCE BLAST

- Characters with the **CHARGE** super power are not immune to the knockback caused by **FORCE BLAST**.

#### From CLOSE COMBAT EXPERT

- Characters with both powers can't use **CHARGE** and **CLOSE COMBAT EXPERT** in the same turn.

#### From Flying

- Fliers can carry friendly figures with them while performing a **CHARGE** or a **RUNNING SHOT**. They must, however, drop the friendly figure off before attacking.



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## SPEED Powers - BLUE

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### MIND CONTROL

*Optional*

**This character may make a ranged combat attack to assign an action to an opposing figure.**

Give this character a close combat or ranged combat action. If the attack is successful, give an action to the target figure as if that figure were a part of your force. The target figure receives an action token, if applicable. An action assigned by a successful **MIND CONTROL** attack does not count against your action total for the turn. A successful attack does no damage to the target figure. This character takes 1 click of damage for each full 100 points of the target's point value. If a character with this power has a range value of 0, his or her range value is 4 for the purposes of this power.

#### From FAQ

- If a **MIND CONTROLLED** Figure KO's a figure, or is KO'ed itself, the **MIND CONTROLLING** player earns the points. If the KO'ed figure (either **MIND CONTROLLED**, or the defender of a **MIND CONTROLLED** character's attack) is an Archenemy of the **MIND CONTROLLER**, the current player earns points as if he KO'ed his Archenemy.
- A **MIND CONTROL** attack will cause one point of critical hit damage if the player rolls a 12 for the successful attack. If the successfully controlled figure is pushed, it takes a click of damage for the push as well.
- The damage from the critical hit and the knockback (if there is damage) is applied before the target of **MIND CONTROL** is assigned an action.
- **MIND CONTROL** assigns an action to an opposing figure. **MIND CONTROL** ends as soon as the action is completed.
- **MIND CONTROL** cannot be used against a "pushed" figure (a figure with two action tokens on it).
- The target figure is considered "friendly" to your team for all purposes during the assigned action except that you still score points for them if they are eliminated.
- **MIND CONTROL** is a two-step process. First, use your figure with **MIND CONTROL** to make a ranged or close combat attack against an opponent. If successful, you may give that figure an action, as though it were yours.
- The damage is 1 click for each full 100 points. If the target is less than 100 points or if the attack is unsuccessful, the **MIND CONTROL** figure won't take any damage.
- When a figure is **MIND CONTROLLED**, all its powers and abilities are at the controller's disposal, even if the owning player had turned off optional ones before the MC attack.
- The damage from using **MIND CONTROL** on a character with a point cost of 100 or more cannot be prevented (even by super powers that normally prevent/reduce damage caused by super powers).



## Mind Control (continued)

- Mind control may be used on multiple targets if the character has multiple ranged attacks indicated on its base (by multiple lightning bolts next to its range value). This works as follows:
  1. Player 1 declares a Mind Control Attack using a unit that has 2 lightning bolts next to its range value, on two characters to which he has a clear line
  2. Player 1 rolls the dice once and compares the attack roll result to the defense value of each character targeted. A target with a low defense value may be affected, while others with higher defense values may not be.
  3. Once successful targets have been determined, Player 1 may assign an action to whichever figures he's mind-controlled in any order, but the first figure's action must be resolved before he may assign an action to the second, and so on.
  4. The mind-controlled figure is considered a friendly figure to Player 1's force during the assigned action. As soon the assigned action is finished the figure is no longer considered friendly to Player 1's force.
  5. Player 1 totals the number of points-worth of characters on which he's successfully used Mind Control during his action and gives his mind-controller 1 click of damage for each full 100 points of characters controlled (e.g. Player 1 mind controls R Thor and U Super Skrull. They total (109 + 127) 236 points, so Player 1's mind controller takes 2 clicks of damage.).
  6. All other Mind Control rules are as normal.
- A critical hit while attempting to control an opposing character causes 1 click of damage for the critical and knockback, to be taken immediately, before the controlled character is assigned an action.

**EXAMPLE #1:** Player 1 has Prof. X, Player 2 has Spider-Man, neither has tokens, or damage.

  1. Player 1 declares a **MIND CONTROL** Attack from Prof. Xavier.
  2. Player 1 rolls a 9 making his attack total a 20, a successful attack.
  3. Player 1 decides to have the Spider-Man run away using **LEAP/CLIMB**. No break away is needed, Spider-Man is considered friendly to Prof. X at this point.
  4. Spider-Man reaches his 10 speed limit and stops.
  5. Player 1 puts one of his action tokens on Prof. X.
  6. Player 1 gives Prof. X a click of damage for each full hundred points of the character he controlled (in this case, 1 click).
  7. Player 2 puts one of his action tokens on Spider-Man. If Spider-Man had a previous token on him, after step 4, he would have taken a click of push damage and after step 6, Spider-Man would have two tokens. Player 1 only uses one action to **MIND CONTROL** Spider-Man, he does not use any of his actions to move (or attack) with the Spider-Man. Player 2 uses none of his actions.

**EXAMPLE#2:** Player 1 has a 200 point force. At the beginning of his turn, he assigns a **MIND CONTROL** action to Puppet Master. Puppet Master is successful and can assign an action to player 2's Hulk. Player 2's Hulk clocks Player 2's Bullseye upside the head with a dumpster. Action tokens are placed on Player 1's Puppet Master and Player 2's Hulk. Player 1 still has his second action and can assign it to his Wolverine, who KO's Player 2's Bullseye. Player 2 whimpers and crawls under the table.

### From BATTLE FURY:

This character is also immune to **MIND CONTROL** and cannot be carried.



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## SPEED Powers - DARK BLUE

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### PLASTICITY

*Optional*

**This character can stretch his or her body into any shape.**

This character fails to break away only on a die roll result of 1. Opponents trying to break away from a character with **PLASTICITY** must roll a 6 to successfully break away. If two opponents with **PLASTICITY** are in adjacent squares, they use standard breakaway rules.

#### From FAQ

- If a figure with the **PLASTICITY** power is attempting to break away from another figure with the **PLASTICITY** power, treat it as a normal break away roll (fails on a 1, 2, or 3; succeeds on a 4, 5, or 6.)

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## SPEED Powers - PURPLE

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### FORCE BLAST

*Optional*

**This character can knock other characters back with a forceful blast.**

Give this character a move action but do not move him or her. Instead, move one adjacent enemy figure directly away a number of spaces equal to the damage value of the attacking figure. This attack does not inflict damage, but the opposing character may suffer damage from hitting an object or falling from a building. The damage is the same as if the figure were knocked back per the knockback rules.

#### From FAQ

- Use of this power does not require a breakaway roll.
- Treat a **FORCE BLASTED** figure just as you would the target of a successful attack that generates knockback. The only damage that is assigned to this figure is the damage that occurs as a result of the knockback (i.e. hitting a wall or falling off a building.)
- **FORCE BLAST** is not an attack.
- Characters with the **CHARGE** super power are not immune to the knockback caused by **FORCE BLAST**.

#### From Impervious:

- **IMPERVIOUS** has no effect on knockback damage generated by a **FORCE BLAST**, “splash” damage generated by an **ENERGY EXPLOSION** attack, or **POISON** damage. In none of these cases is the **IMPERVIOUS** figure the target of an attack.



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## SPEED Powers - BROWN

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### HYPERSONIC SPEED

*Optional*

#### **This character moves incredibly fast.**

This character may move through squares adjacent to opposing characters and never needs to break away. This character may make a ranged or close combat attack at any time during his or her movement. He or she can continue to use the rest of his or her movement after making the attack. He or she is allowed only one attack per the standard rules. If this character does not move, he or she may perform a close combat **HYPERSONIC SPEED** attack. Give the character a combat action, but reduce his or her damage value to 1. If the attack is successful, do not click the target's base. Instead, the attacker may continue to attack. Each additional attack after the first adds 1 to the defense value showing on the target's base; for each attack, compare the total attack value to the increased defense value. Keep track of the number of points of damage inflicted. As long as the character with **HYPERSONIC SPEED** continues to make successful attacks, he or she can continue to attack. The attack ends when the attacking player declares an end to the attacks, an attack misses, or the attack roll generates knockback. When the attack ends, click the target's base a number of clicks equal to the number of points of damage the target received during the attack.

#### **From FAQ**

- A close-combat **HYPERSONIC SPEED** attack will cause one point of critical hit damage if the player rolls a 12 for the successful attack.
- If a close-combat **HYPERSONIC SPEED** attack generates knockback, add up the total damage inflicted by the attack--this is the number of spaces that target figure is knocked back.
- Since any roll of doubles generates knockback (14), any roll of doubles ends a **HYPERSONIC SPEED** attack.
- A **HYPERSONIC SPEED** attack is one attack. All damage occurs simultaneously in total at the end of the attack. This is the exception to the rule that **TOUGHNESS** and **INVULNERABILITY** "re-set" with each roll of the dice.

#### **From Flying**

- Fliers cannot carry friendly figures with them if the Flyer chooses to use **HYPERSONIC SPEED** option to both move and attack in the same action.

#### **From Walls**

- Characters with **HYPERSONIC SPEED** attacks may destroy a wall section if they roll three consecutive non-critical misses against the wall section.



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## SPEED Powers - BLACK

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### STEALTH

*Optional*

#### **Hindering terrain blocks line of fire to this character.**

Any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain.

#### **From FAQ**

- An elevated figure can fire "over" hindering terrain, and thus can shoot a **STEALTH** figure through intervening hindering terrain, except if the target **STEALTH** figure is actually in a square containing hindering terrain.
- A figure with the **OUTWIT** power cannot cancel the **STEALTH** power of a figure that is in hindering terrain. **OUTWIT** requires a clear line of fire and the **STEALTH** power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Since a clear LOF cannot be drawn to a **STEALTH** figure that is in hindering terrain, that figure cannot be **OUTWITTED**. The same applies to **PROBABILITY CONTROL**.
- A figure with **STEALTH** that is in the same square as an object is considered to be in hindering terrain.

#### **From Outwit**

- A figure with the **OUTWIT** power cannot cancel the **STEALTH** power of a figure that is in hindering terrain. **OUTWIT** requires a clear line of fire and the **STEALTH** power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Since a clear LOF cannot be drawn to a **STEALTH** figure that is in hindering terrain, that figure's **STEALTH** cannot be **OUTWITTED**.



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## SPEED Powers - GRAY

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### RUNNING SHOT

*Optional*

**This character can move and then make a ranged combat attack in the same action.**

When you give this character a move action, he or she may move up to half his or her speed value and then make a ranged combat attack as if he or she had been given a ranged combat action. This ranged combat attack does not cost an extra action. This character may use any of his or her powers that require a ranged combat action except **RANGED COMBAT EXPERT**.

#### From FAQ

- A figure with the **RUNNING SHOT** power that begins its action in a square adjacent to an opposing figure must break away before using the power.
- Fliers can carry friendly figures with them while performing a **RUNNING SHOT**. They must, however, drop the friendly figure off before attacking.
- The "move portion" of a character's **RUNNING SHOT** action consists only of a "move up to half his speed value."
- A **RUNNING SHOT** out of hindering terrain works at 1/4 the figure's initial speed. First the figure's move is halved (providing it does not have any powers or abilities that allow it to ignore the effects of terrain on movement) because it begins its move in hindering terrain, then the move is halved again if the figure chooses to use **RUNNING SHOT**.

#### From Flying

- Fliers can carry friendly figures with them while performing a **CHARGE** or a **RUNNING SHOT**. They must, however, drop the friendly figure off before attacking.

#### From Ranged combat expert

- This power does not work with other powers (such as **RUNNING SHOT**, **SUPER STRENGTH**, or **ENHANCEMENT**).
- In addition he can't use **RUNNING SHOT** and **RANGED COMBAT EXPERT** in the same turn.

#### From Sentinel

- A Sentinel may not use **RUNNING SHOT** in conjunction with its special multiattack. **RUNNING SHOT** requires a move action. Multi-attack allows the Sentinel to make two attack actions.



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## ATTACK Powers - RED

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### BLADES/CLAWS/FANGS

*Optional*

**This character can use a close combat action to deliver 1 to 6 clicks of damage.**

Give this character a close combat action. If the attack succeeds, roll 1 six-sided di.e. This is the number of clicks of damage inflicted on the target figure instead of this character's normal damage value.

#### From Walls

- Characters with **BLADES/CLAWS/FANGS** may destroy a wall section if the damage rolled is 3 or more.

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## ATTACK Powers - ORANGE

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### ENERGY EXPLOSION

*Optional*

**The character's ranged combat attack can affect all figures in base contact with the target.**

Give this character a ranged combat action and reduce his damage to 1. Make only one attack dice roll. Compare that result to the defense value of the target figure and every figure in base contact with the target figure. A successful ranged combat attack inflicts 1 click of damage on each figure hit.

#### From FAQ

- If you miss the primary target of an **ENERGY EXPLOSION** attack, you miss the adjacent figures as well. The "splash damage" effect is triggered by a successful attack on the declared target.
- **ENERGY EXPLOSION** works like this: I target an opposing figure A that is adjacent to a couple other figures, B and C. A's defense is 17, B's 16, C's 18.
  1. My roll + my attack value equals 18--a successful ranged combat attack (as A's defense is lower than my 18). I compare this 18 to the defense values of B and C, since it is equal to or higher than both values; I have hit them as well. I give one click of damage to each A, B, and C.
  2. My roll + my attack value equals 17--a successful ranged combat attack (as A's defense is equal to my 17). I compare this 17 to the defense values of B and C, and it is higher than B's but lower than C's. I hit A and B, but not C, for one click of damage each.
  3. My roll + my attack value equals 16--a failed ranged combat attack (as A's defense is higher than my 16). I miss A, B, and C.
- **ENERGY EXPLOSION** does not affect objects or terrain it only affects characters. A character with the **ENERGY EXPLOSION** power that wishes to destroy a square of terrain or an object must turn off **ENERGY EXPLOSION** in order to affect it.
- All figures that take damage from this attack will suffer knockback, if it occurs. They all must move away from the figure that attacked, starting with those furthest away from the attacker.
- If a figure with this power can attack multiple targets, **ENERGY EXPLOSION** can be used to target all of them. All the damage done by each "explosion" takes place at the same time, so **TOUGHNESS & INVULNERABILITY** can only stop part of the total damage.





## ENERGY EXPLOSION (CONTINUED)

- **ENERGY EXPLOSION** with multiple attacks and using S.H.I.E.L.D. agents--an example: Two opposing figures, A and B, are adjacent to each other. I have a character with two lightning bolts and the **ENERGY EXPLOSION** power. I use **ENERGY EXPLOSION** on both A and B, then my adjacent S.H.I.E.L.D. agent enhances the damage. I roll high enough to hit both, so A gets hit for 2 (1 + 1 for S.H.I.E.L.D.) B, adjacent, gets "splash damage" for 2 (1 + 1 for S.H.I.E.L.D.) B gets hit for 2 (1 + 1 for S.H.I.E.L.D.) A, adjacent, gets hit for 2 (1 + 1 for S.H.I.E.L.D.) A and B receive a total of 4 damage each.

### From Impervious

- **IMPERVIOUS** has no effect on knockback damage generated by a **FORCE BLAST**, "splash" damage generated by an **ENERGY EXPLOSION** attack, or **POISON** damage. In none of these cases is the **IMPERVIOUS** figure the target of an attack.

### From Knockback

- Any successful attack that rolls doubles will generate knockback. In the case of an attack that hits multiple targets, start the knockback effects with the figure furthest from the attacker (i.e. due to **PULSE WAVE** or **ENERGY EXPLOSION**.)

### From Sentinel

- A Sentinel's multi-attack reduces its damage by 1 click even if it is using its **ENERGY EXPLOSION** power. The reduction, however, is applied as follows: The Sentinel declares a multi-attack. The Sentinel's damage is reduced by 1, then **ENERGY EXPLOSION** kicks in (if it's being used) and reduces the damage to 1 click.

### From Skrull Team Ability

- If an **ENERGY EXPLOSION** attack succeeds on the primary target, a Skrull cannot avoid "splash" damage using his team ability because he is not the target of the attack. For the same reason, the Skrull team ability cannot be used to avoid a **PULSE WAVE** attack.



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## ATTACK Powers - YELLOW

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### PULSE WAVE

*Optional*

**This character's ranged combat attack can affect every figure within half of his or her range value.**

Give this character a ranged combat action. Reduce his or her range value by half. Draw lines of fire to every figure (friendly and opposing) within range in every direction. These lines of fire are never blocked by figure bases, but are affected normally by terrain. If clear lines of fire can be drawn to two or more figures within range, Energy Pulse will inflict 1 click of damage on each figure successfully hit. If there is a clear line of fire to only a single figure, Energy Pulse will deliver this character's normal damage if the target is successfully hit.

#### From FAQ

- **PULSE WAVE** does not target characters. The Skrull team ability does not work against **PULSE WAVE**.
- **IMPERVIOUS** does not work against **PULSE WAVE**
- When only a single figure is in range of a **PULSE WAVE**, that figure is the target, and that target may use **IMPERVIOUS** or **SUPER SENSES** to dodge it/reduce the damage. The Skrull team ability still will not work, as **PULSE WAVE** doesn't distinguish between friendly and opposing figures.

#### From Knockback

- Any successful attack that rolls doubles will generate knockback. In the case of an attack that hits multiple targets, start the knockback effects with the figure furthest from the attacker (i.e. due to **PULSE WAVE** or **ENERGY EXPLOSION**.)

#### From Skrull Team Ability

- If an **ENERGY EXPLOSION** attack succeeds on the primary target, a Skrull cannot avoid "splash" damage using his team ability because he is not the target of the attack. For the same reason, the Skrull team ability cannot be used to avoid a **PULSE WAVE** attack.



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## ATTACK Powers - GREEN

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### SUPER STRENGTH

*Optional*

**This character can pick up objects and use them as weapons to inflict additional damage.**

During a move action, this character may pick up and carry an object in an adjacent square at no additional cost. Objects increase the damage of a close combat attack and can be thrown (see the Objects section of the rulebook). If a character loses this power while holding an object, immediately place the object in the square he or she occupies. A character cannot choose to cancel this power while carrying an object.

#### From FAQ

- If figure with **SUPER STRENGTH** is carrying an object, that figure's **SUPER STRENGTH** power is not optional (it cannot be "turned off.>").
- A flying figure with **SUPER STRENGTH** can carry an object and a character at the same time.

#### From CHARGE

- A figure with **SUPER STRENGTH** can pick up an object during their **CHARGE**, and use it during their attack.
- A charging character with **SUPER STRENGTH** cannot pick up an object as he/she comes into a square adjacent to an opposing character.

#### From CLOSE COMBAT EXPERT

- This power does not work with other powers (such as **SUPER STRENGTH** or **ENHANCEMENT**).

#### From RANGED COMBAT EXPERT

This power does not work with other powers (such as **RUNNING SHOT**, **SUPER STRENGTH**, or **ENHANCEMENT**).

#### From Knockback

- If a figure holding an object loses **SUPER STRENGTH** as a result of knockback damage, the object drops in the square the figure was in when it lost **SUPER STRENGTH**.

#### From Objects

- An opposing figure is standing in a square "on top of" an object token (not carrying the token.) Can a figure with **SUPER STRENGTH** or **TELEKINESIS** pick up or move the object out from under the opposing character? Yes, you can TK the object away or pick it up with **SUPER STRENGTH**. Nothing happens to the figure that was standing "in" the object.

#### From Object Figures (Adventure Kit)

- The special rules for object figures apply to their use in both **TELEKINESIS** and **SUPER STRENGTH** attacks.



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## ATTACK Powers - BLUE

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### INCAPACITATE

*Optional*

**This character may use either a close or ranged combat attack to add an action token to a target figure.**

Give this character a close combat or ranged combat action. Reduce his or her damage value to 0. When this character successfully hits a target figure and the target has 0 or 1 action tokens, place an action token on the target figure. Treat the target as if it was given a nonpass action. If a target figure is given its second action token, it is considered pushed and takes 1 click of pushing damage. This power has no effect on characters that already have 2 action tokens.

#### From FAQ

- **INCAPACITATE** may be used on the same figure twice in a round. This will only happen if a character has both **INCAPACITATE** and **FLURRY** or if the same character is attacked twice in the same round by two different characters that both use **INCAPACITATE** on the same target.
- A critical hit with **INCAPACITATE** will cause 1 click of damage to the target.

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## ATTACK Powers - DARK BLUE

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### PSYCHIC BLAST

*Optional*

**This character fires a mental blast.**

Ranged combat attacks made by this character ignore any power that reduces damage.

#### From FAQ

- **PSYCHIC BLAST** attacks ignore the effects of **IMPERVIOUS**.

#### From MASTERMIND

- **MASTERMIND** can deflect damage generated by a **PSYCHIC BLAST**. **MASTERMIND** does not reduce the damage. It just transfers it.



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## ATTACK Powers - PURPLE

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### SMOKE CLOUD

*Optional*

#### **This character generates a cloud of smoke or darkness.**

Give this character a move action, but do not move him or her. This character creates 4 squares of hindering terrain anywhere within the character's range; if the character's range is 0, the markers must be placed adjacent to the character. Place 4 hindering terrain markers on the map using the following guidelines: All 4 squares of hindering terrain markers must be in squares adjacent to each other, and they cannot be placed in the same space as a character, object, or terrain feature. Any line of fire that goes through these squares—including the diagonal corner where two hindering terrain markers are adjacent—is subject to hindering terrain modifiers for combat and for movement. This terrain is not elevated and can be flown over. This cloud remains in place until the beginning of your next turn.

#### **From FAQ**

- The 4 squares of hindering terrain can be placed "anywhere in the character's range" regardless of line of fire. You must place all 4 tokens.
- A soaring figure may use this power.
- Characters are affected by **SMOKE CLOUD** markers per the normal rules for hindering terrain.
- Characters with **SMOKE CLOUD** and a range of zero may only place the **SMOKE CLOUD** in squares adjacent to the character.

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## ATTACK Powers - BROWN

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### POISON

*Optional*

#### **This character has a POISON or toxin that damages his or her target.**

At the beginning of your turn, this character delivers 1 click of damage to each adjacent opposing character.

#### **From IMPERVIOUS**

- **IMPERVIOUS** has no effect on knockback damage generated by a **FORCE BLAST**, "splash" damage generated by an **ENERGY EXPLOSION** attack, or **POISON** damage. In none of these cases is the **IMPERVIOUS** figure the target of an attack.

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## ATTACK Powers - BLACK

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### STEAL ENERGY

*NOT Optional*

#### **This character heals himself or herself with a successful close combat attack.**

Give this character 1 click of healing when he or she applies clicks of damage to a figure during a close combat attack.



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## ATTACK Powers - GRAY

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### TELEKINESIS

*Optional*

**This character can use a close combat attack to move another figure or object. The object can be used as a weapon.**

Give this character a close combat action. The attack does no damage. If the attack is successful, move the target figure up to 10 squares in any direction, ignoring hindering terrain and figure bases. This character must have a clear line of fire to the destination square. This character may also move adjacent friendly figures and objects in squares adjacent to him or her (without making an attack roll). The target figure or object may not be placed in blocking terrain. This character may use **TELEKINESIS** in order to use an object as a weapon (see the Objects section of the rulebook).

#### From FAQ

- **TELEKINESIS** (adds line of fire information) "A character that uses **TELEKINESIS** must have line of fire to the target figure or location."
- Figures moved with **TELEKINESIS** do not suffer damage as a result of the square they are moved into. I.E. **TELEKINESIS** cannot be used to slam a figure into a wall, or knock them off a building.
- You do have to make an attack roll when attempting to hit someone with a levitated object.
- You must have a clear line of fire to the target of a **TELEKINESIS** attack or to the target square of a **TELEKINESIS** move.
- Figures or objects that are at different elevation levels are not adjacent, so a figure on elevated terrain cannot levitate an object that is on the ground.
- You can't telekinetically levitate a **PHASING** figure through a wall, for two reasons: 1) You need to give the **PHASING** figure a move action to use the **PHASING** power, which you can't do while activating the Telekinetic figure. And 2) you need to be able to see your target space with **TELEKINESIS**, and you can't see through walls.
- A roll of doubles in a successful attack to move an opposing figure using **TELEKINESIS** does not generate knockback. A critical hit does (just as with **MIND CONTROL**) inflict one click of damage.
- A character with **TELEKINESIS** may use that power to move a figure that is holding an object.

#### From Objects

- An opposing figure is standing in a square "on top of" an object token (not carrying the token.) Can a figure with **SUPER STRENGTH** or **TELEKINESIS** pick up or move the object out from under the opposing character? Yes, you can TK the object away or pick it up with **SUPER STRENGTH**. Nothing happens to the figure that was standing "in" the object.

#### From Object Figures (Adventure Kit)

- The special rules for object figures apply to their use in both **TELEKINESIS** and **SUPER STRENGTH** attacks.

#### From Soaring

- Soaring characters can only be adjacent to other soaring characters. This means that a soaring character cannot pick up an object or character and can only use **TELEKINESIS** on another soaring character.



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## DEFENSE Powers - RED

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### SUPER SENSES

*Optional*

#### **This character can avoid being hit in combat.**

When this character is successfully hit by a ranged or close combat attack, roll 1 six-sided di.e. On a result of 5 or 6, the attack misses this character instead.

#### **From PULSE WAVE**

- When a only a single figure is in range of a **PULSE WAVE**, that figure is the target, and that target may use **IMPERVIOUS** or **SUPER SENSES** to dodge it/reduce the damage. The Skrull team ability still will not work, as **PULSE WAVE** doesn't distinguish between friendly and opposing figures.

#### **From PROBABILITY CONTROL**

- **PROBABILITY CONTROL** can be used once on your turn and once on an opponent's turn. You can use **PROBABILITY CONTROL** on an opponent's turn to re-roll a dice roll that you made (i.e. **SUPER SENSES** or the Skrull team ability.)

#### **From Critical Hits**

- Rolling a critical hit means that you hit regardless of what you needed to roll; it does not bypass powers like **SUPER SENSES** and **IMPERVIOUS**, nor does it ignore damage reduction/prevention super powers.



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## DEFENSE Powers - ORANGE

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### TOUGHNESS

*NOT Optional*

**This character reduces damage delivered to him or her by 1 click.**

Subtract 1 from any damage inflicted on this character by ranged or close combat attacks, or by power effects that deliver damage. **TOUGHNESS** does not reduce pushing or critical-miss damage.

#### From FAQ

- **TOUGHNESS** stops 1 point of damage per attack, so any time a die roll is made to hit the character with **TOUGHNESS**, it “resets” and stops another point of incoming damage.

#### From HYPERSONIC SPEED

- A **HYPERSONIC SPEED** attack is one attack. All damage occurs simultaneously in total at the end of the attack. This is the exception to the rule that **TOUGHNESS** and **INVULNERABILITY** “re-set” with each roll of the dice.

#### From ENERGY EXPLOSION

- If a figure with this power can attack multiple targets, **ENERGY EXPLOSION** can be used on all of them. All the damage done by each “explosion” takes place at the same time, so **TOUGHNESS & INVULNERABILITY** can only stop part of the total damage.

#### From Critical Hits

- Rolling a critical hit means that you hit regardless of what you needed to roll; it does not bypass powers like **SUPER SENSES** and **IMPERVIOUS**, nor does it ignore damage reduction/prevention super powers.

#### From Defenders / Justice Society Team Ability

- Defenders / Justice Society figures can use the highest defense value of any Defender / Justice Society team member in an adjacent square. A Defender / Justice Society team member can use its own defense power, but can never use the defense power of another Defender / Justice Society team member.
  1. Example: Defender / Justice Society team member A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Defender / Justice Society team member B (defense 16, no defense power). Defender / Justice Society team member B could use A's printed defense value, 18, but cannot benefit from A's **ENERGY SHIELD/DEFLECTION** power.
  2. Example: Defender / Justice Society team member A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Defender / Justice Society team member B (Defense 16 with **TOUGHNESS**). Defender / Justice Society team member B can use Defender / Justice Society team member A's printed defense value, 18, cannot use Defender / Justice Society team member A's **ENERGY SHIELD/DEFLECTION** power, but can still use his own **TOUGHNESS** power.





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## DEFENSE Powers - YELLOW

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### DEFEND

*Optional*

**This character can share his or her defense value with friendly figures in adjacent squares.**

Any friendly figure in a square adjacent to this character may use this character's defense value instead of his or her own.

#### From FAQ

- The transitive property of **DEFEND** illustrated:  
ABC  
A has **DEFEND**, his defense is 18  
B has **DEFEND**, his defense is 17  
C does not have **DEFEND**, his defense is 15.  
A can share his defense with B, making B's defense 18. B can share his defense (now 18) with C, making C's defense 18 as well.

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## DEFENSE Powers - GREEN

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### ENERGY SHIELD/DEFLECTION

*NOT Optional*

**This character's defense is improved against ranged combat attacks.**

Increase this character's defense value by 2 versus ranged combat attacks that target or can affect him or her.

#### From Defenders / Justice Society Team Ability

- Defenders / Justice Society figures can use the highest defense value of any Defender / Justice Society team member in an adjacent square. A Defender / Justice Society team member can use its own defense power, but can never use the defense power of another Defender / Justice Society team member.
  1. Example: Defender / Justice Society team member A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Defender / Justice Society team member B (defense 16, no defense power). Defender / Justice Society team member B could use A's printed defense value, 18, but cannot benefit from A's **ENERGY SHIELD/DEFLECTION** power.
  2. Example: Defender / Justice Society team member A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Defender / Justice Society team member B (Defense 16 with **TOUGHNESS**). Defender / Justice Society team member B can use Defender / Justice Society team member A's printed defense value, 18, cannot use Defender / Justice Society team member A's **ENERGY SHIELD/DEFLECTION** power, but can still use his own **TOUGHNESS** power.



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## DEFENSE Powers - BLUE

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### BARRIER

*Optional*

#### **This character can create up to 4 squares of blocking terrain.**

Give this character a move action, but do not move him or her. This character creates 4 squares of blocking terrain anywhere within the character's range; if the character's range is 0, the markers must be placed adjacent to the character. Place 4 blocking terrain markers on the map using the following guidelines: All 4 squares of blocking terrain markers must be in squares adjacent to each other, and they cannot be placed in the same space as a character, object, or terrain feature. A character cannot move or fire through the diagonal corner where two **BARRIER** markers are touching. This **BARRIER** uses all the standard rules for blocking terrain. This terrain is not elevated and can be flown over. This **BARRIER** remains in place until the beginning of your next turn.

#### From FAQ

- A clear line of fire is not required to use this ability. At least one **BARRIER** marker placed must be within this character's range.
- A soaring figure may use this power. Soaring, hovering and grounded characters are affected by **BARRIER** markers per the rules for blocking terrain.
- A character cannot move or fire through the diagonal corner where a **BARRIER** marker and blocking terrain are touching.
- This can be created *anywhere* within the figures range, whether they can see the spaces or not.
- A **BARRIER** can be destroyed. Per the PAC description: "This **BARRIER** uses all the standard rules for blocking terrain."
- While it does require a move action to create a **BARRIER**, the figure using it does not need to roll to break away.
- A character using the **BARRIER** power MUST create 4 squares of blocking terrain—the summary sentence on the PAC, which says "up to 4 squares" is incorrect.
- No attacks - either close or ranged - can be made through a **BARRIER**, and since both figures are on opposite sides of blocking terrain (i.e., the **BARRIER**), no break away roll will be needed.
- Figures with the **LEAP/CLIMB** power cannot end their move on top of a **BARRIER**.

#### From LEAP/CLIMB

- Figures with this ability can move onto, and off of, outdoor blocking terrain, but cannot end their move on a **BARRIER**.

#### From OUTWIT

- **BARRIERS** cannot be **OUTWITTED**, only the ability to make them.

#### From Avengers / Brotherhood / Justice League Team Ability

- If using the Avengers, the Brotherhood or the Justice League team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a **BARRIER** or **REGENERATION**). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.



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## DEFENSE Powers - DARK BLUE

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### MASTERMIND

*Optional*

**This character can deflect damage onto a teammate in an adjacent square.**

When this character is the target of a successful attack (either close or ranged combat), all the damage it would normally receive from the attack can be inflicted instead on any friendly character with a lower point value in an adjacent square. Any damage reducing powers possessed by the character receiving the damage reduce this damage per the standard rules.

#### From FAQ

- **MASTERMIND** can deflect damage generated by a **PSYCHIC BLAST**. **MASTERMIND** does not reduce the damage, it just transfers it.

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## DEFENSE Powers - PURPLE

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### WILLPOWER

*Optional*

**This character takes no damage from a push.**

A character with **WILLPOWER** takes no damage from pushing. He or she still receives 2 tokens to indicate that a push has happened, but takes no damage.

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## DEFENSE Powers - BROWN

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### IMPERVIOUS

*Optional*

**This character reduces damage delivered to him or her.**

When this character is the target of a successful attack (either close or ranged combat), roll 1 six-sided die. On a roll of 5 or 6, the attack misses completely and the character takes no damage. On a roll of 1 to 4, the attack hits, but reduce the damage by 2.

#### From FAQ

- **IMPERVIOUS** has no effect on knockback damage generated by a **FORCE BLAST**, “splash” damage generated by an **ENERGY EXPLOSION** attack, or **POISON** damage. In none of these cases is the **IMPERVIOUS** figure the target of an attack.
- The dodging part of **IMPERVIOUS** will work against attacks that don’t normally do damage, but otherwise affect the target (such as **INCAPACITATE**).
- When attacked by a character using **PSYCHIC BLAST**, a character with **IMPERVIOUS** would not be able to use any of the benefits of **IMPERVIOUS**.

#### From PULSE WAVE

- **IMPERVIOUS** does not work against **PULSE WAVE**
- When a only a single figure is in range of a **PULSE WAVE**, that figure is the target, and that target may use **IMPERVIOUS** or **SUPER SENSES** to dodge it/reduce the damage. The Skrull team ability still will not work, as **PULSE WAVE** doesn’t distinguish between friendly and opposing figures.

#### From PSYCHIC BLAST

**PSYCHIC BLAST** attacks ignore the effects of **IMPERVIOUS**.

#### From Critical Hits

Rolling a critical hit means that you hit regardless of what you needed to roll; it does not bypass powers like **SUPER SENSES** and **IMPERVIOUS**, nor does it ignore damage reduction/prevention super powers.



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## DEFENSE Powers - BLACK

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### REGENERATION

*Optional*

**This character can heal himself or herself up to 4 clicks.**

Give this character a move action, but do not move him or her. Roll 1 six-sided die and subtract 2 from the result. Treat a negative result as 0. The result is the number of clicks that are healed on this character's combat dial.

#### From Avengers / Brotherhood / Justice League Team Ability

- If using the Avengers, the Brotherhood or the Justice League team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a **BARRIER** or **REGENERATION**). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.

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## DEFENSE Powers - GRAY

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### INVULNERABILITY

*NOT Optional*

**This character reduces damage delivered to him or her by 2 clicks.**

Subtract 2 from any damage inflicted on this character by ranged or close combat attacks, or power effects that deliver damage. **INVULNERABILITY** does not reduce pushing or critical-miss damage.

#### From FAQ

- **INVULNERABILITY** stops 2 points of damage per attack, so any time a die roll is made to hit the invulnerable character, it "resets" and stops 2 more points of incoming damage.

#### From HYPERSONIC SPEED

- A **HYPERSONIC SPEED** attack is one attack. All damage occurs simultaneously in total at the end of the attack. This is the exception to the rule that **TOUGHNESS** and **INVULNERABILITY** "re-set" with each roll of the dice.

#### From ENERGY EXPLOSION

- If a figure with this power can attack multiple targets, **ENERGY EXPLOSION** can be used on all of them. All the damage done by each "explosion" takes place at the same time, so **TOUGHNESS & INVULNERABILITY** can only stop part of the total damage.

#### From Critical Hits

- Rolling a critical hit means that you hit regardless of what you needed to roll; it does not bypass powers like **SUPER SENSES** and **IMPERVIOUS**, nor does it ignore damage reduction/prevention super powers.



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## DAMAGE Powers - RED

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### RANGED COMBAT EXPERT

*NOT Optional*

**This character adds 2 to his or her damage for successful single-target ranged combat attacks.**

This power does not work with other powers (such as **RUNNING SHOT**, **SUPER STRENGTH**, or **ENHANCEMENT**).

#### From FAQ

- This character adds 2 to their damage for successful single-target ranged combat attacks. (Optional) This power does not work with other powers (such as **SUPER STRENGTH** or **ENHANCEMENT**).
- This power does not work with any other powers except **PROBABILITY CONTROL**, even if the other power's description suggests otherwise. To elaborate:
- The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers.
- If a character has **RANGED COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX**, **ENHANCEMENT**, or other Power.) in that turn. A friendly figure may use **SUPPORT** on the figure with **RANGED COMBAT EXPERT** because the printed values are not being altered.
- In addition he can't use **RUNNING SHOT** and **RANGED COMBAT EXPERT** in the same turn.
- Finally, he cannot use any Attack Super Powers in the same turn as he uses **RANGED COMBAT EXPERT**.
- While **RANGED COMBAT EXPERT** cannot be used in connection with other powers, it can be used in connection with team abilities. Thus, while a **RANGED COMBAT EXPERT** attack cannot be ENHANCED, a S.H.I.E.L.D. figure could add a click of damage to that attack by using the S.H.I.E.L.D. team ability.

#### From RUNNING SHOT

- This character may use any of his or her powers that require a ranged combat action except **RANGED COMBAT EXPERT**.

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## DAMAGE Powers - ORANGE

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### BATTLE FURY

*NOT Optional*

**This character may not be given a ranged combat action.**

This character is also immune to **MIND CONTROL** and cannot be carried.

#### From FAQ

- **BATTLE FURY** prevents a figure from being given a ranged combat action. It does not prevent that figure from being the target of a ranged combat action.
- **BATTLE FURY** does not prevent a figure from being captured.



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## DAMAGE Powers - YELLOW

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### SUPPORT

*Optional*

#### **This character can heal friendly figures.**

Give this character a close combat action with a friendly figure as the target. Neither figure may be adjacent to an opposing figure. Ignore all modifiers to the close combat attack. If the attack succeeds, roll 1 six-sided die and heal that many clicks to the target figure.

#### **From RANGED COMBAT EXPERT**

- If a character has **RANGED COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX**, **ENHANCEMENT**, or other Power.) in that turn. A friendly figure may use **SUPPORT** on the figure with **RANGED COMBAT EXPERT** because the printed values are not being altered.

#### **From CLOSE COMBAT EXPERT**

- If a character has **CLOSE COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX** or other Power) in that turn. A friendly figure may use **SUPPORT** on the figure with **CLOSE COMBAT EXPERT** because the printed values are not being altered.

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## DAMAGE Powers - GREEN

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### ENHANCEMENT

*Optional*

#### **This character increases the damage delivered by friendly ranged combat attacks.**

Any friendly figure given a ranged combat action while in a square adjacent to this character will inflict 1 extra click of damage to any opposing figure(s) successfully hit by the attack.

#### **From RANGED COMBAT EXPERT**

- This power does not work with other powers (such as **RUNNING SHOT**, **SUPER STRENGTH**, or **ENHANCEMENT**).

#### **From CLOSE COMBAT EXPERT**

- This power does not work with other powers (such as **SUPER STRENGTH** or **ENHANCEMENT**).
- If a character has **CLOSE COMBAT EXPERT** and wants to use it to attack he can't have his combat values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX**, **ENHANCEMENT**, or other Power.) in that turn. A friendly figure may use **SUPPORT** on the figure with **CLOSE COMBAT EXPERT** because the printed values are not being altered.

#### **From Hovering**

- The Police, S.H.I.E.L.D. and Hydra team abilities and the **ENHANCEMENT** power are included under the rule: "a hovering character is floating near the ground and interacts with non-flying characters as if he were on the ground."



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## DAMAGE Powers - BLUE

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### PROBABILITY CONTROL

*Optional*

**This character allows you to reroll a dice roll or force an opponent to reroll a dice roll each turn.**

This character allows you to reroll a dice roll or force an opponent to reroll a dice roll once during your turn and once during an opponent's turn. Use the rerolled result instead of the original result. This character must be within 10 squares of the figure performing the action and have a clear line of fire to that figure. In multiplayer games, you may use this power only once when it is not your turn. This power does not cost an action to use.

#### From FAQ

- **PROBABILITY CONTROL** allows you to re-roll (or force the re-roll of) "a dice roll." "A dice roll" can consist of either one or two dice. You must reroll the entire roll--if you rolled two dice the first time, you must roll two the second time.
- **PROBABILITY CONTROL** requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: when used against a soaring figure, **PROBABILITY CONTROL** is subject to the same half range reduction as a ranged attack (see Marvel and DC rules, p. 15)
- **PROBABILITY CONTROL** does not require an action. **PROBABILITY CONTROL** can be used if the figure has 0, 1 or 2 action tokens, and can be used even after the figure has been given an action for the turn.
- A figure with **PROBABILITY CONTROL** may use that power on itself. For example: Scarlet Witch misses an attack roll, she can use her own power to re-roll, if she hasn't used it already this turn.
- **PROBABILITY CONTROL** can be used once on your turn and once on an opponent's turn. You can use **PROBABILITY CONTROL** on an opponent's turn to re-roll a dice roll that you made (i.e. **SUPER SENSES** or the Skrull team ability.)

#### From OUTWIT

- A figure with the **OUTWIT** power cannot cancel the **STEALTH** power of a figure that is in hindering terrain. **OUTWIT** requires a clear line of fire and the **STEALTH** power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Since a clear LOF cannot be drawn to a **STEALTH** figure that is in hindering terrain, that figure cannot be **OUTWITTED**. The same applies to **PROBABILITY CONTROL**.

#### From RANGED COMBAT EXPERT

- This power does not work with any other powers except **PROBABILITY CONTROL**, even if the other power's description suggests otherwise. To elaborate:
- The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers.
- If a character has **RANGED COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX**, **ENHANCEMENT**, or other Power.) in that turn. A friendly figure may use **SUPPORT** on the figure with **RANGED COMBAT EXPERT** because the printed values are not being altered.





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## DAMAGE Powers - DARK BLUE

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### SHAPE CHANGE

*NOT Optional*

**This character can change his or her shape to fool opponents.**

When this character is chosen as the target of an attack, roll 1 six-sided die. On a result of 6, the attack cannot be made; the character has fooled the attacker by appearing as a friendly figure. The attacker must choose another target or take a different action (even a pass action) with that figure instead.

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## DAMAGE Powers - PURPLE

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### CLOSE COMBAT EXPERT

*Optional*

**This character adds 2 to his or her damage to successful single-target close combat attacks.**

This power does not work with other powers (such as **SUPER STRENGTH** or **ENHANCEMENT**).

#### From FAQ

- This character adds 2 to their damage for successful single-target close combat attacks. (Optional) This power does not work with other powers (such as **SUPER STRENGTH** or **ENHANCEMENT**).
- This power does not work with any other powers, even if the other power's description suggests otherwise. To elaborate:
  - The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers.
  - If a character has **CLOSE COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX** or other Power) in that turn. A friendly figure may use **SUPPORT** on the figure with **CLOSE COMBAT EXPERT** because the printed values are not being altered.
  - In addition he can't use **CHARGE** and **CLOSE COMBAT EXPERT** in the same turn.
  - Finally, he cannot use any Attack Super Powers in the same turn as he uses **CLOSE COMBAT EXPERT**.

#### From CLOSE COMBAT EXPERT

- This power does not work with any other powers except **PROBABILITY CONTROL**, even if the other power's description suggests otherwise. To elaborate:
  - The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers. See the example under "**RANGED COMBAT EXPERT**."
  - If a character has **CLOSE COMBAT EXPERT** and wants to use it to attack he can't have his combat values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX**, **ENHANCEMENT**, or other Power.) in that turn. A friendly figure may use **SUPPORT** on the figure with **CLOSE COMBAT EXPERT** because the printed values are not being altered.
  - In addition he can't use **CHARGE** and **CLOSE COMBAT EXPERT** in the same turn.
  - He cannot use any attack powers in the same turn as he uses **CLOSE COMBAT EXPERT**.

#### From CHARGE

- This character may use any of his or her powers that require a close combat action except **CLOSE COMBAT EXPERT**.



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## DAMAGE Powers - BROWN

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### PERPLEX

*Optional*

**By behaving in a misleading or unpredictable fashion, this character makes opponents less effective in combat.**

Once during your turn, this character may add or subtract 1 to any combat value (including range) for any character in the game. This effect lasts for the duration of your turn. This character must be within 10 squares of the affected character and have a clear line of fire to that character. If the **PERPLEXED** character is damaged or healed during the turn, the effect ends.

#### From FAQ

- **PERPLEX** does not require an action. **PERPLEX** can be used if the figure has 0, 1 or 2 action tokens, and can be used even after the figure has been given an action for the turn.
- **PERPLEX** requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: when used against a soaring figure, **PERPLEX** is subject to the same half range reduction as a ranged attack (see DC rules, p. 15)
- A figure with **PERPLEX** may use that power on itself.
- **PERPLEX** must be used either before or after another action. You cannot use **PERPLEX** in the middle of another action.
- **PERPLEX** can be stacked.
- **PERPLEX** can affect range, attack, defense, speed, and damage values.

#### From RANGED COMBAT EXPERT

- If a character has **RANGED COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX**, **ENHANCEMENT**, or other Power.) in that turn. A friendly figure may use **SUPPORT** on the figure with **RANGED COMBAT EXPERT** because the printed values are not being altered.

#### From CLOSE COMBAT EXPERT

- If a character has **CLOSE COMBAT EXPERT** and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via **PERPLEX** or other Power) in that turn. A friendly figure may use **SUPPORT** on the figure with **CLOSE COMBAT EXPERT** because the printed values are not being altered.



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## DAMAGE Powers - BLACK

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### OUTWIT

*Optional*

**This character can use intelligence, experience, and luck to cancel one power of another character.**

Once during your turn, this character may cancel a power on a target opposing character; treat the target as if it does not have the canceled power. That power remains canceled until the beginning of your next turn. This character must be within 10 squares of the target and have a clear line of fire to that figure. Instead of a power, you may choose to cancel an opposing flying figure's ability to soar. The soaring figure is considered to be hovering for that turn. If this character loses **OUTWIT** or is defeated, the canceled power returns immediately. This power does not cost an action to use.

#### From FAQ

- The second sentence of the **OUTWIT** power now reads: "Once during your turn, this character may "turn off" a power on a target OPPOSING character; treat the target as if it does not have the cancelled power."
- If a figure loses or "turns off" **OUTWIT** for any reason any power they were currently **OUTWITTING** is immediately re-activated.
- **OUTWIT** does not require an action. **OUTWIT** can be used if the figure has 0, 1 or 2 action tokens, and can be used even after the figure has been given an action for the turn.
- **OUTWIT** requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: when used against a soaring figure, **OUTWIT** is subject to the same half range reduction as a ranged attack (see Marvel and DC rules, p. 15)
- A figure with the **OUTWIT** power cannot cancel the **STEALTH** power of a figure that is in hindering terrain. **OUTWIT** requires a clear line of fire and the **STEALTH** power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Since a clear LOF cannot be drawn to a **STEALTH** figure that is in hindering terrain, that figure's **STEALTH** cannot be **OUTWIT**ted.
- **OUTWIT** cannot be used in the middle of an action.
- **OUTWIT** cannot turn off Team Abilities.
- **BARRIER**s cannot be **OUTWIT**ted, only the ability to make them.

#### From STEALTH

- A figure with the **OUTWIT** power cannot cancel the **STEALTH** power of a figure that is in hindering terrain. **OUTWIT** requires a clear line of fire and the **STEALTH** power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Since a clear LOF cannot be drawn to a **STEALTH** figure that is in hindering terrain, that figure cannot be **OUTWIT**TED. The same applies to **PROBABILITY CONTROL**.

#### From Sentinel

- A Sentinel's ability to capture is not a power, and thus cannot be turned off by **OUTWIT**.



## OUTWIT (continued)

### From Superman Enemy Team Ability

- The ability grants the **OUTWIT** power, so if the above conditions are met, it would be possible for an opposing character to **OUTWIT** this newly granted **OUTWIT** power.
- If both adjacent Superman Enemies have the same point value, the controlling player chooses which one of them is granted the **OUTWIT** power.
- The **OUTWIT** power is granted only while the conditions of the team ability are met. If the two Superman Enemies are no longer adjacent, the ability no longer functions and the power goes away.
- This team ability does not change during an action, but only at the beginning/end of an action. Ex. Two Superman enemies of equal point value are adjacent. One of them moves 3 squares away, and then back as one move. The figure that had gained **OUTWIT** does not lose it, and they do not constitute a new pair, since they were only not adjacent for the duration of the move (at the beginning and end of the action, they were adjacent).
- This power, works for each different pair of adjacent Superman Enemies. For example, if I have three Superman Enemies all adjacent to one another with point values 75, 60, and 44, there are three potential pairs: a) 75-60, b) 75-44, c) 60-44.
  - a) 75 is higher than 60, 75 gets **OUTWIT**.
  - b) 75 is higher than 44, but 75 already has **OUTWIT**--he cannot get it again.
  - c) 60 is higher than 44. 60 gets **OUTWIT**.

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## DAMAGE Powers - GRAY

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### LEADERSHIP

*NOT Optional*

#### **This character may add an action to your action total for the turn.**

At the beginning of your turn, roll 1 six-sided die. On a result of 4, 5, or 6, add one extra action to your normal action allotment for that turn. You may gain only one extra action each turn with this power, even if you have more than one figure with **LEADERSHIP**.



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## Team Ability - Avengers

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*Same as Brotherhood, Justice League Team Abilities*  
*Does NOT require more than one team member*



**Avengers may perform a move action without using one of your actions for the turn. Mark any character who moves this way with an action token.**

- If using the Avengers team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a **BARRIER** or **REGENERATION**). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.
- This ability can be used even if the figure fails a breakaway roll.

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## Team Ability - Batman Ally

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*Same as STEALTH*  
*Does NOT require more than one team member*



**Any line of fire drawn to this character that passes through hindering terrain, including the square that this figure occupies, is treated as though it has been drawn through blocking terrain.**

- An elevated figure can fire "over" hindering terrain, and thus can shoot a Batman Ally through intervening hindering terrain, except if the target Batman Ally figure is actually in a square containing hindering terrain.
- Batman Ally that is in the same square as an object is considered to be in hindering terrain.

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## Team Ability - Batman Enemy

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*Same as Sinister Syndicate Team Ability*  
*Requires more than one team member*



**A Batman enemy can use the highest attack value of any other Batman enemy in an adjacent square.**

- The transitive property of Batman Enemy attack values illustrated:
  - ABC all are members of the Batman Enemy team
  - A has an attack value of 10
  - B has an attack value of 9
  - C has an attack value of 7
  - B can use A's attack value, making B's attack value 10. C can use B's attack value (now 10), making C's attack value 10 as well.



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## Team Ability - The Brotherhood

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*Same as Avengers, Justice League Team Abilities  
Does NOT require more than one team member*



**Brotherhood members may perform a move action without taking one of your actions for the turn. Mark any character who moves this way with an action token.**

- If using the Brotherhood team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such as **BARRIER** or **REGENERATION**). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.
- This ability can be used even if the figure fails a breakaway roll.

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## Team Ability - Defenders

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*Same as Justice Society Team Ability  
Requires more than one team member*



**A Defender can use the highest defense value of any Defender in an adjacent square.**

- To use this ability, the characters must be adjacent.
- The "Transitive property of **DEFEND**" (above) also applies to the Defenders team ability. The number value, unenhanced or aided by any power is the only value shared among these figures.
- Defender figures can use the highest defense value of any Defender in an adjacent square. A Defender can use its own defense power, but can never use the defense power of another Defender.
- Example: Defender A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Defender B (defense 16, no defense power). Defender B could use A's printed defense value, 18, but cannot benefit from A's **ENERGY SHIELD/DEFLECTION** power.
- Example: Defender A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Defender B (Defense 16 with **TOUGHNESS**). Defender B can use Defender A's printed defense value, 18, cannot use Defender A's **ENERGY SHIELD/DEFLECTION** power, but can still use his own **TOUGHNESS** power.



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## Team Ability - Fantastic Four

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*Requires more than one team member*

**When a member of the Fantastic Four team is defeated (shows 3 KOs in the stat slot), every other friendly Fantastic Four team member receives 1 click of healing.**

- Characters with wildcard team abilities (i.e. Spider-Man and Minions of Doom) benefit normally from the FF team ability if the player declared the character(s) were FF members after the attack, but before the character takes clicks of damage from the attack.

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## Team Ability - Green Lantern Corps

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*Does NOT require more than one team member*

**A member of the Green Lantern Corps can carry up to 8 friendly figures when they move by either soaring or hovering.**

- This power functions just like a normal carrying move (only with more potential passengers.) The Green Lantern Corps team member must begin and its move in hovering mode adjacent to the carried figures.

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## Team Ability - Hydra

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*Same as Police Team Ability*

*Does NOT require more than one team member*

**For each Hydra member adjacent to a friendly figure making a ranged combat attack, add +1 to the attacker's attack value. The adjacent Hydra members must also have a clear line of fire to the target.**

- The Hydra figure has to have a clear Line of Fire to the target, but the target does not need to be within the Hydra figure's range.
- The Hydra team ability does NOT give the Hydra figure an action counter.

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## Team Ability - Injustice League

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*Same as Masters of Evil Team Ability*

*Requires more than one team member*

**When two or more members of the Injustice League are adjacent to an opposing figure, they can all attack using only one of your actions. Mark any character that attacks this way with an action token.**

- When two or more members of the Injustice League are adjacent to the SAME opposing figure, they can all attack that opposing figure using only one of your actions. Mark any character who attacks this way with an action token. All other rules governing attack actions apply as normal.



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## Team Ability - Justice League

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*Same as Avengers, Brotherhood Team Abilities  
Does NOT require more than one team member*

**Justice League members may perform a move action without using one of your actions for the turn. The character may not use this action to make an attack. Mark any character that moves this way with an action token.**

- If using the Justice League team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a **BARRIER** or **REGENERATION**). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.
- This ability can be used even if the figure fails a breakaway roll.

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## Team Ability - Justice Society

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*Same as Defenders Team Ability  
Requires more than one team member*

**A member of the Justice Society can use the highest defense value of any Justice Society member in an adjacent square.**

- To use this ability, the characters must be adjacent.
- Justice Society figures can use the highest defense value of any Justice Society team member in an adjacent square. A Justice Society team member can use its own defense power, but can never use the defense power of another Justice Society team member.
- Example: Justice Society team member A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Justice Society team member B (defense 16, no defense power). Justice Society team member B could use A's printed defense value, 18, but cannot benefit from A's **ENERGY SHIELD/DEFLECTION** power.
- Example: Justice Society team member A (defense 18 with **ENERGY SHIELD/DEFLECTION**) is adjacent to Justice Society team member B (Defense 16 with **TOUGHNESS**). Justice Society team member B can use
- Justice Society team member A's printed defense value, 18, cannot use Justice Society team member A's **ENERGY SHIELD/DEFLECTION** power, but can still use his own **TOUGHNESS** power.
- The transitive property of the Justice Society team ability illustrated:
  - ABC, all are Justice Society team members
  - A's defense is 18
  - B's defense is 17
  - C's defense is 15.
  - A can share his defense with B, making B's defense 18. B can share his defense (now 18) with C, making C's defense 18 as well. The number value, unenhanced or aided by any power is the only value shared among these figures.





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## Team Ability - Legion of Super Heroes

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*Same as Minions of Doom, Spiderman Team Abilities*  
*Does NOT require more than one team member*

**Members of the Legion of Super Heroes act as a wild card. They can use any team ability that any friendly figure in play possesses. They can use multiple abilities on any one turn.**

- Figures with the Legion of Super Heroes team ability count as members of any friendly figures team. So, if a Legion of Super Heroes figure is working with Batman Enemy figures, he can use the highest attack value of any adjacent Batman Enemy.
- A "wildcard" figure can only use one team ability at a time.
- When using another team's ability, you are only considered part of that team for team ability purposes; for anything else, you are a member of the team printed on your base.

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## Team Ability - Masters of Evil

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*Same as Injustice League Team Ability*  
*Requires more than one team member*

**When two or more members of the Masters of Evil are adjacent to an opposing character, they can all attack using only one of your actions. Mark any character who attacks this way with an action token.**

- When two or more members of the Masters of Evil are adjacent to the SAME opposing figure, they can all attack that opposing figure using only one of your actions. Mark any character who attacks this way with an action token. All other rules governing attack actions apply as normal. The MoE members must be adjacent to the opposing figure at the beginning of the action, and all attacks must be resolved before moving on to the next action.

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## Team Ability - Minions of Doom

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*Same as Legion of Super Heroes, Spiderman Team Abilities*  
*Does NOT require more than one team member*

**Members of the Minions of Doom act as a wild card. They can use any team ability that any friendly figure in play possesses. They can use multiple abilities on any one turn.**

- Figures with the Minions of Doom team ability count as members of any friendly figures team. So, if Dr. Doom is working with Defender figures, he can use one of their defense values if adjacent to them, or vice-versa.
- A "wildcard" figure can only use one team ability at a time.
- When using another team's ability, you are only considered part of that team for team ability purposes; for anything else, you are a member of the team printed on your base.



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## Team Ability - Mystic

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*Does NOT require more than one team member*

**When this figure takes damage from any attack, it retaliates with a magical blast that does one click of damage to the attacker. This point of damage is not reduced by toughness, invulnerability or impervious. All other special abilities act as normal.**

- The Mystic team ability is not an attack, and therefore will not trigger if the Mystic team ability is used on another Mystic team member.

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## Team Ability - Police

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*Same as Hydra Team Ability*

*Does NOT require more than one team member*

**For each police force member adjacent to a friendly figure making a ranged combat attack, add +1 to the attacker's attack value. The adjacent police force member members must also have a clear line of fire to the target.**

- The Police figure has to have a clear line of fire to the target, but the target does not need to be within the Police figure's range.
- The Police team ability does NOT give the Police figure an action counter.

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## Team Ability - S.H.I.E.L.D.

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*Same as ENHANCEMENT*

*Does NOT require more than one team member*

**A friendly figure occupying a square adjacent to a SHIELD agent delivers 1 extra click of damage when it hits with a ranged combat attack. This counts as a move action for the SHIELD agent, though the character does not move.**

- Multiple S.H.I.E.L.D. agents can be used to provide multiple bonuses to a single friendly figure.
- This ability activates at the same time as the ranged combat action of the adjacent friendly figure. Use of this ability is declared before the dice are rolled. The S.H.I.E.L.D. figures being used are assigned actions and tokens whether or not the attack succeeds.
- The S.H.I.E.L.D. figure does not have to be able to see the target that the friendly figure is shooting at, nor do they have to be within the S.H.I.E.L.D. figure's range.
- The S.H.I.E.L.D. agent must be given one of your actions, and does get an action token.

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## Team Ability - Sinister Syndicate

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*Same as Batman Enemy Team Ability  
Requires more than one team member*



**Sinister Syndicate members can use the highest attack value of any Sinister Syndicate member in an adjacent square.**

- The transitive property of SS attack values illustrated:
  - ABC all are members of the Sinister Syndicate team
  - A has an attack value of 10
  - B has an attack value of 9
  - C has an attack value of 7
  - B can use A's attack value, making B's attack value 10. C can use B's attack value (now 10), making C's attack value 10 as well.

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## Team Ability - Skrull

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*Same as SHAPE CHANGE  
Does NOT require more than one team member*



**When this character is chosen as the target of an attack, roll 1 six-sided die. On a result of 6, the attack cannot be made; the character has fooled the attacker by appearing as a friendly figure. The attacker must choose another target or take a different action with that figure instead.**

- If a character is prevented from attacking a Skrull figure because of a successful use of the Skrull team ability, that character may be assigned a pass action (do not place a token or count this action toward the number of actions allotted for your turn.)
- If an **ENERGY EXPLOSION** attack succeeds on the primary target, a Skrull cannot avoid "splash" damage using his team ability because he is not the target of the attack. For the same reason, the Skrull team ability cannot be used to avoid a **PULSE WAVE** attack.

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## Team Ability - Spider-man

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*Same as Legion of Superheroes, Minions of Doom Team Abilities  
Does NOT require more than one team member*



**Members of the Spider-Man team act as a wild card. They can use any team ability that any friendly figure in play possesses. They can use multiple abilities on any one turn.**

- Figures with the Spider-man and Minions of Doom team abilities count as members of any friendly figures team. So, if Spider-Man is working with Defender figures, he can use one of their defense values if adjacent to them, or vice-versa.
- A "wildcard" figure can only use one team ability at a time.
- Wild Card Team Ability
- When using another team's ability, you are only considered part of that team for team ability purposes; for anything else, you are a member of the team printed on your base.



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## Team Ability - Superman

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Does NOT require more than one team member

**Characters on this team ignore the effects of hindering terrain (including team abilities that grant hindering terrain bonuses) on movement and combat.**

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## Team Ability - Superman Enemy

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Does NOT require more than one team member

**If two of Superman Enemies are adjacent, the figure with the highest point value has the Outwit super power. If that figure already has Outwit, this special ability does not work.**

- This team ability is in effect whenever the conditions are met (i.e. whenever two Superman Enemies are adjacent.)
- The ability grants the **OUTWIT** power, so if the above conditions are met, it would be possible for an opposing character to **OUTWIT** this newly granted **OUTWIT** power.
- If both adjacent Superman Enemies have the same point value, the controlling player chooses which one of them is granted the **OUTWIT** power.
- The **OUTWIT** power is granted only while the conditions of the team ability are met. If the two Superman Enemies are no longer adjacent, the ability no longer functions and the power goes away.
- This team ability does not change during an action, but only at the beginning/end of an action. Ex. Two Superman enemies of equal point value are adjacent. One of them moves 3 squares away, and then back as one move. The figure that had gained **OUTWIT** does not lose it, and they do not constitute a new pair, since they were only not adjacent for the duration of the move (at the beginning and end of the action, they were adjacent).
- This power, works for each different pair of adjacent Superman Enemies. For example, if I have three Superman Enemies all adjacent to one another with point values 75, 60, and 44, there are three potential pairs: a) 75-60, b) 75-44, c) 60-44.
  - a) 75 is higher than 60, 75 gets **OUTWIT**.
  - b) 75 is higher than 44, but 75 already has **OUTWIT**--he cannot get it again.
  - c) 60 is higher than 44. 60 gets **OUTWIT**.

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## Team Ability - Titans

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Same as X-Men Team Ability

Requires more than one team member

**Two Titans occupying adjacent squares can exchange 1 click of damage. Give one Titan 1 click of damage and give the other Titan 1 click of healing. This counts as a move action for the Titan who takes damage, though the character does not move.**

- In order to use the Titans team ability, a click must be *exchanged* from one Titan to another, You cannot simply apply a click of damage to one of them.
- This ability may be used once per turn per pair of Titan figures.



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## Team Ability - X-Men

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*Same as Titans Team Ability*  
*Requires more than one team member*

**Two X-Men occupying adjacent squares can exchange 1 click of damage. Give one X-Men 1 click of damage and give the other X-Men 1 click of healing. This counts as a move action for the X-Men who takes damage, though the character does not move.**

- In order to use the X-Men team ability, a click must be *exchanged* from one X-Men to another, You cannot simply apply a click of damage to one of them.
- This ability may be used once per turn per pair of X-men figures.

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## Actions, General

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- A Move Action, Ranged Combat Action, or Close Combat Action can only be used to trigger one effect that requires its use.
- Picking things up (figures, objects), does not require the figure to be *\_given\_* a Move Action, however. They take place *\_during\_* a Move Action, so you can pick someone up & phase through a wall with them.

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## “Adjacent”

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- Squares on different elevations are not adjacent to each other.
- Characters on different elevations are not adjacent to each other.

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## Blocking Terrain

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- The various air-conditioners, vents, etc., are considered blocking terrain. These objects are defined as squares on rooftops surrounded by thick black lines.
- Only flying characters and characters with the **LEAP/CLIMB** power can enter these spaces.
- They can be destroyed, each space requires a different attack, and only a single rubble tile is placed in the destroyed space.
- All walls on the Indoor Map are considered indoor blocking terrain.
- All walls are assumed to stop exactly at the edges of squares. So, even if it looks like a wall "sticks out" into a doorway, it isn't, and thus diagonal attacks can pass through without being blocked.
- A **LEAP/CLIMB** or hovering figure that ends its move on top of outdoor blocking terrain may attack another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the attacker occupies. A **LEAP/CLIMB** or hovering figure that ends its move on top of outdoor blocking terrain can be attacked by another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the target occupies.
- A **LEAP/CLIMB** or hovering character that ends its move on top of outdoor blocking terrain is not considered to be adjacent to any other figure that is not also on top of outdoor blocking terrain.

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## Breakaway

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- A break away roll is required only when physically moving a figure adjacent to an opposing figure into a different square.
- Figures with **LEAP/CLIMB** and **PHASING** do not have to roll for break away, they can always break away.
- Failure to break away is considered a move action, and ends that unit's action.
- Hovering figures do need to break away—they interact with non-flying characters as if they were on the ground.
- Do not roll for breakaway unless you are actually attempting to move the figure.

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## Building Your Force

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- If two figures have the same name, they are *not* Arch-Enemies, even if they have an arch-enemy base.
- The same figure can be on opposing teams, even if they are Unique. They are not arch-enemies unless they have arch-enemy bases (an outer ring color other than black) and do not have the same name. Identically named figures can be on the same team, even if they have arch-enemy bases.
- The following has been added to the "build your force" section of the rules:
- "A force can consist of two or more of the same character. The only exception is that only one Unique of any given character can be chosen for a force. A Unique figure can be teamed-up with non-unique figures with the same name. Two players may have the same figures in their force including Uniques. A Unique figure has a silver or gold experience ring.

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## Carrying figures

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(see Flight)

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## "Choosing Sides"

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- In a two player game, players are required to choose different but not necessarily opposite starting areas in which they will set up their characters.

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## Critical Hits

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- Rolling a critical hit means that you hit regardless of what you needed to roll; it does not bypass powers like **SUPER SENSES** and **IMPERVIOUS**, nor does it ignore damage reduction/prevention super powers.

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## Damage Application

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- Damage from a single attack is dealt all at once, no matter how many targets are being hit, no matter if "splash" damage is being carried back and forth between figures, etc.

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## Elevated Terrain

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- Ground to Rooftop combat is only possible if the figure on the rooftop is at the edge of the building. Otherwise, the intervening squares will block line of fire.
- "Line of fire from an elevated attacker is not blocked or hindered by other grounded figures or grounded hindering terrain, unless the terrain occupies the same square as the target" (19.) This does not mean that line of fire from a grounded attacker is not blocked... etc. to an elevated target. The rules favor the elevated attacker.



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## Flying

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- If a flier is hovering adjacent to an opposing figure, they must successfully break away before they can pick up friendly figures or soar. Carried figures, however, do not need to break away because being carried does not require a move action.
- A flying figure that is carrying a friendly figure must begin and end its move in hovering mode with the carried figure in an adjacent square. Figures at different terrain elevations are not adjacent. During this movement, the flyer does not have to go to soaring mode.
- A flier with the **PHASING** power can phase and carry a friendly figure at the same time.
- Fliers can carry friendly figures with them while performing a **CHARGE** or a **RUNNING SHOT**. They must, however, drop the friendly figure off before attacking.
- Re: Carrying other figures (p. 12) "At the end of the move, the flying character must be in hover mode, and must place the carried character in an adjacent open square." An "open square" for this purpose is any unoccupied square that the carried character could legally occupy.
- If a flying figure begins its turn adjacent to an opposing figure, it must break away before carrying a friendly figure.
- Fliers cannot carry friendly figures with them if the Flyer chooses to use **HYPERSONIC SPEEDS** option to both move and attack in the same action.

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## Hindering Terrain

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- A figure must end its move when it moves into hindering terrain from nonhindering terrain.
- A grounded figure that begins its move in a square containing hindering terrain can move only half its speed value (round up). The normal exceptions apply (i.e. **LEAP/CLIMB**, **PHASING**, flying.)

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## Hovering

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- Hovering figures must roll to breakaway before they can move. Only while moving can a figure change from Hovering to Soaring, so if the breakaway roll fails, they cannot Soar.
- Even though "a hovering character may move through opposing characters" it is still "floating near the ground and interacts with non-flying characters as if he were on the ground." As such, a hovering character must (just like a grounded character) stop when it moves into a square adjacent to an opposing figure. If a hovering character begins its move adjacent to an opposing figure and makes a successful break away roll, it can move through that opposing character.
- A Hovering figure that is adjacent to an opposing figure may make a ranged combat attack, but only against the adjacent figure..
- Hovering figures may always perform Ranged Combat actions against adjacent figures. Grounded figures may perform Ranged Combat Actions against adjacent hovering figures, but only if they are NOT ALSO adjacent to any opposing grounded figures.
- The Police, S.H.I.E.L.D. and Hydra team abilities and the **ENHANCEMENT** power are included under the rule: "a hovering character is floating near the ground and interacts with non-flying characters as if he were on the ground."





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## Knockback

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- Treat all map edges as indestructible walls. Figures who suffer knockback that would take them "off" the map, hit this wall and suffer 1 point of damage. This damage can only be applied from an attack that causes Knockback damage, and pushes the affected figure into the map edge.
- Any successful attack that rolls doubles will generate knockback. In the case of an attack that hits multiple targets, start the knockback effects with the figure furthest from the attacker (i.e. due to **PULSE WAVE** or **ENERGY EXPLOSION**.)
- If a ranged attack causes knockback along a line that is not straight vertical, horizontal or diagonal (IE: The attacker didn't attack from a straight vertical, horizontal or diagonal direction), the attacker can choose what direction to knockback the target, so long as the line is basically straight.
- Knockback is not optional.
- When a figure is knocked back, they stop before they enter any square that has a wall or figure in it. If they stop before entering a square with a wall, they take 1 click of damage. If they stop before entering a square with another figure, nothing happens.
- If a figure is knocked off elevated terrain, they are placed in the first space outside the elevated terrain that their path reaches; taking two clicks of damage. Hovering or Soaring characters only take knockback damage if their knockback path intersects blocking terrain or the map edge.
- If a figure is knocked back off elevated terrain, and there is a figure in the space they would land in, they do not leave the elevated terrain. Instead, they stop before entering the space with the figure and take 1 click of damage, as though they hit a wall. Such a figure is understood to have seen the character below and clung madly to the edge to avoid falling on them.
- If a figure holding an object loses **SUPER STRENGTH** as a result of knockback damage, the object drops in the square the figure was in when it lost **SUPER STRENGTH**.
- Hovering characters that receive knockback enough that they leave the edge of the building remain hovering, but drop to ground level (no damage since they are flying) and continue their knockback movement. They otherwise follow all normal rules and exceptions previously noted for knockback and flyers.

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## Line of Fire

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- Except where otherwise specified in the printed rules (i.e. Sentinels and the rules for elevated attackers on p. 19), a square that is occupied by a figure always blocks line of fire.
- For the purposes of LOF hovering characters should be considered grounded. Hovering characters do not block LOF from an elevated attacker.
- A line of fire that passes through the EXACT diagonal between two squares occupied by figures is not considered blocked by those figures.
- A line of fire that passes through the diagonal between two squares of hindering terrain is considered to be passing through hindering terrain.
- A line of fire that passes through the diagonal between two squares of blocking terrain is considered blocked.
- Line of Fire is clear if it doesn't cross blocking terrain or a square that is occupied by a figure.
- These are for both LOS and movement.
  - Blocking/blocking: blocking
  - Blocking/anything else: clear
  - Hindering/hindering: hindering
  - Hindering/anything else: clear



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## Multiple Ranged Combat Targets

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- The number of lightning bolt symbols indicates the maximum number of TARGETS your character may attack with a single ranged combat action. Your figure is not making multiple attacks, but is making a single attack against multiple targets.

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## Objects

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- Each player must place three object tokens on the map during set-up.
- An opposing figure is standing in a square "on top of" an object token (not carrying the token.) Can a figure with **SUPER STRENGTH** or **TELEKINESIS** pick up or move the object out from under the opposing character? Yes, you can TK the object away or pick it up with **SUPER STRENGTH**. Nothing happens to the figure that was standing "in" the object.
- If a character is in the same space as an object that is destroyed, s/he does not suffer any damage from the attack.
- If an object is destroyed, replace it with a single "Broken Wall Terrain" piece where it was. This is considered a "hindering terrain feature".
- "An object being held [or used in an attack is not considered terrain" (p. 20) and thus is not subject to rules governing the destruction of terrain.
- If you are holding an object and wish to make a close combat attack, you must use the object (this is not true for ranged combat attacks).

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## Object Figures (Adventure Kit)

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- The special rules for object figures apply to their use in both **TELEKINESIS** and **SUPER STRENGTH** attacks.
- Office Desk: You need to be holding the desk to use it. So the defense bonus only applies to a character with **SUPER STRENGTH** who is holding the desk. You must declare that you are using the desk for this purpose before the dice are rolled.
- Dumpster: This object is not destroyed when used, but can be destroyed by other means (i.e. per the rules for destroying blocking terrain and the Sentinel rules.)

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## "Optional" Powers

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- If a power is described as "optional," the controlling player can cancel the power at any time.

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## Pass Action

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- A pass action does not assign a token and does not count toward the total number of actions allotted for your turn.

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## Placing Object Tokens

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- Put all the tokens (3 per player) face down in a pool and mix them up. Starting with the first player, each player takes a token from the pool and places it on the map. Repeat this process until all the objects have been placed.

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## Ranged Combat

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- Grounded figures can perform ranged combat actions against adjacent Hovering figures, but only if they are not adjacent to any opposing grounded figures.



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## Sentinels & Sinestro (Large Figures)

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- Some rules for Sentinels and Sinestro are the same. For these rules, both types of figure will be referred to as a Large Figure.
- If a Large Figure holding a captured figure is eliminated treat the captive as if it had been rescued, placing it in a square that would have been adjacent to the Large Figure and giving it an action token.
- Large Figure can be used on indoor maps. While a Large Figure “ignores terrain modifiers for movement, as if soaring,” it is not considered to be soaring for other purposes.
- Large Figures cannot move through a doorway that is only one square wide. The base on Large Figures is 2x2 and does not change size during movement. In order to make such a move, the Large Figure would first have to “widen” the doorway by destroying the blocking terrain to either side of the door.
- A Large Figure may use the multi-attack option to target blocking terrain, targeting either two different squares of blocking terrain or one figure and one square of blocking terrain (or, of course, two figures, but then it's not targeting blocking terrain at all).
- Unless specified otherwise, all terrain rules for determining line of fire to and from a figure apply to Large Figures as normal.
- A captured figure is not considered to be KO'ed (do not assign the captured figure's point value to the player controlling the Large Figure) until released in the Large Figure's starting area. Once released, the captured figure is then considered effectively KO'ed and the Large Figure's player receives double its point value (or triple if the captured figure is an arch-enemy). Since a captured figure is “no longer considered to be on the map and is out of the game unless rescued by a teammate” the owning player does not receive victory points for figures that remain captured at the end of the game.
- While the game can end in the middle of a player's turn, it cannot end in the middle of an action. If your Large Figure is on its last click and you push to capture your opponent's last figure, you still take the click of push damage (a mandatory part of taking the capture action) which KO's your Large Figure and releases the captive.
- A Large Figure's ability to capture is not a power, and thus cannot be turned off by **OUTWIT**.
- If you have a clear line of fire to any one of the four squares a Large Figure occupies (measured from the center of the square), then you have a clear line of fire to the Large Figure. The reverse also applies—if you have a clear line of fire from any of the four squares the Large Figure occupies (measured from the center of the square) then you have a clear line of fire from the Large Figure.
- Objects destroyed by a Large Figure's movement leave rubble.
- Large Figures cannot be captured.

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## Sentinel

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- A Sentinel may not use **RUNNING SHOT** in conjunction with its special multiattack. **RUNNING SHOT** requires a move action. Multi-attack allows the Sentinel to make two attack actions.
- A Sentinel's multi-attack reduces its damage by 1 click even if it is using its **ENERGY EXPLOSION** power. The reduction, however, is applied as follows: The Sentinel declares a multi-attack. The Sentinel's damage is reduced by 1, then **ENERGY EXPLOSION** kicks in (if it's being used) and reduces the damage to 1 click.

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## Sinestro

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- RCE can be used with his special multi-attack.
- When using his multi-attack and telekinesis, the normal damage reduction for the multi-attack does not apply to the objects' damage.



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## Soaring

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- Ground-based and hovering characters can shoot up at a soaring figure, but not vice versa.
- Soaring figures can only attack other soaring figures.
- Ranged attacks between two soaring characters are not affected by grounded blocking terrain.
- Soaring characters can only be adjacent to other soaring characters. This means that a soaring character cannot pick up an object or character and can only use **TELEKINESIS** on another soaring character.
- All of an "indoor" map is considered to be indoors. Since you cannot soar indoors, you cannot soar anywhere on an indoor map.
- A soaring character can make a ranged combat attack against an adjacent soaring character.
- The 1/2 range restriction on hovering or ground-based ranged attackers targeting soaring characters does not universally apply to all range issues involving soarers.

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## Stairs Terrain

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- You must move through each space of the stairs while walking from the ground to the rooftop, or vice-versa.
- The stairs are not considered either blocking or hindering terrain.
- Only the top space of stairs (the one with the thick black line along its edge) is considered elevated.

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## Team Abilities

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- All team abilities are optional.
- Different team abilities work differently. The X-Men team ability, for example, requires two X-Men team members to work. The Justice League team ability, however, is available to any Justice League team member. There is no underlying rule that requires more than one member of a given team for team abilities to function.

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## Walls

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- Characters with **BLADES/CLAWS/FANGS** may destroy a wall section if the damage rolled is 3 or more.
- Characters with **HYPERSONIC SPEED** Attacks may destroy a wall section if they roll three consecutive non-critical misses against the wall section.

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## Water Terrain

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- Water terrain functions as hindering terrain for movement but as clear terrain for other purposes.

