

SPEED

RED



FLURRY (optional): Give this character a close combat action. This character may make two close combat attacks (making two separate attack rolls) against either one target or two targets that are adjacent to this character.

SPEED

ORANGE



LEAP/CLIMB (optional): When you give this character a move action, it automatically breaks away and ignores the effects of characters and hindering terrain on movement. This character may end its movement on elevated or outdoor blocking terrain. This character may target a grounded or soaring character with a close combat action, regardless of the target's elevation.

SPEED

YELLOW



PHASING/TELEPORT (optional): Give this character a power action. Move this character a number of squares up to its speed value. Ignore the effects of all characters and terrain features, including elevation, on movement. This character may not end its move in blocking terrain.

SPEED

GREEN



CHARGE optional: Give this character a power action. Move this character up to half its speed value and then make one close combat action as a free action. While this power is showing on its dial, this character is not affected by Force Blast and ignores knockback.

SPEED

BLUE



MIND CONTROL (optional): Give this character a power action. It may make a close combat or ranged combat attack. A successful attack does no damage; instead the target or targets become friendly to your force and opposing to your opponent's force. Assign each target one free action. Immediately upon resolving its action, each target becomes an opposing character to you and friendly to its owner's force. This character takes 1 damage for each 100 points of the targets' combined point value. If this character has a range value of 0, treat its range value as 4 when using this power. This range cannot be further modified.

SPEED

DARKBLUE



PLASTICITY (optional): This character succeeds on break away rolls on results of 2-6. Opposing characters that have to roll to break away from a character with Plasticity must roll a 6 to break away. If opposing characters with Plasticity are adjacent, they use normal break away rules to break away from each other.

SPEED

PURPLE



FORCE BLAST (optional): Give this character a power action. Target a single adjacent opposing character and move it directly away from this character a number of squares equal to this character's damage value. The target character automatically breaks away, may move through squares adjacent to opposing characters, and ignores the effects of hindering terrain while being moved in this way. This attack deals 0 damage. The target may take knockback damage.

SPEED

BROWN



HYPersonic SPEED (optional): Choose one of the following: (1) When you give this character a move action, it automatically breaks away and may move through squares adjacent to opposing characters. This character receives one free action during its movement that it may use to make a close combat or ranged combat attack. It can continue to use the rest of its movement after making the attack. (2) Give this character a power action. It may perform a close combat attack as a free action. If the attack is successful, this character may continue to perform close combat attacks as free actions against the same target. Increase the target's defense value by 1 for each successful attack after the first until the attack ends; for each attack, compare the attack value to the modified defense value. The attack ends when the attacking player declares an end to the attacks, an attack misses, or the target is knocked back. When the attack ends, damage dealt equals the number of successful attacks made by this character with this power action.

SPEED

BLACK



STEALTH (optional): 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.

SPEED

GRAY



RUNNING SHOT (optional): Give this character a power action. It may move up to half its speed value and then make one ranged combat action as a free action.

SPEED

LIME



EARTHBOUND : This character is grounded and has the boot speed mode instead of its printed speed mode. If this character is soaring when it gains Earthbound, this character is dealt 1 damage. This power cannot be countered.

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BLADES/CLAWS/FANGS (optional): When you give this character a close combat action, if the attack succeeds, roll one six-sided die. The result of the die roll equals the damage dealt to the target.

ENERGY EXPLOSION (optional): Give this character a ranged combat action. This character's damage value becomes 1 for this attack. If the attack is successful, compare the attack roll to the defense value of any characters adjacent to the target to determine if they are also hit. All characters successfully hit are dealt damage from the attack.

PULSE WAVE (optional): Give this character a ranged combat action. Reduce its range value by half. Draw lines of fire to every character (friendly and opposing) within range in every direction. This attack ignores all team abilities and powers and abilities characters within range have. These lines of fire are not blocked by character bases, but are affected normally by terrain. If clear lines of fire can be drawn to two or more characters, this character's damage value becomes 1 for this attack; otherwise, use this character's normal damage value. Compare the attack roll to the defense value of each character in range; each hit character is dealt damage.

SUPER STRENGTH (optional): When you give this character a move or power action, during this action, if this character moves, it may pick up an object in this character's square or an adjacent square and carry it. This character may use an object as a weapon. If this power is lost or countered while this character holds an object, immediately place the object in the square this character occupies. This character may not cancel this power while carrying an object.

INCAPACITATE (optional): Give this character a close combat or ranged combat action. This character's damage value becomes 0 for this attack. If this character successfully hits a target that has zero or one action token, assign an action token to the target. Incapacitate deals 1 pushing damage to a target that receives a second action token in this way. This power has no effect on characters that already have two action tokens.

PSYCHIC BLAST (optional): Give this character a ranged combat action. Damage dealt by this attack may not be reduced by any power that reduces damage dealt.

SMOKE CLOUD (optional): Give this character a power action. This character may create up to 4 squares of hindering terrain anywhere within its range. A character with a range of 0 may place the markers in its square and in adjacent squares. Place up to 4 smoke terrain markers on the battlefield. Each smoke terrain marker must be adjacent to another smoke terrain marker created by this character. These terrain markers remain in place until the beginning of your next turn or until the power is countered or lost.

POISON (optional): At the beginning of your turn, each opposing character adjacent to this character is dealt 1 damage.

STEAL ENERGY : Give this character 1 click of healing when a character this character hit with a close combat attack takes damage from that attack.

TELEKINESIS (optional): Give this character a power action and choose one of the following: (1) It may make one close combat attack. This attack deals no damage. If the attack is successful, you may move the target character up to 10 squares. Characters automatically break away and ignore the effects of characters and hindering terrain on movement. The target may be placed on elevated terrain but may not be placed in blocking terrain. This character must have a clear line of fire to the target square. (2) It may move a target adjacent object that is not being held--or a friendly character--up to 10 squares. Characters automatically break away and ignore the effects of characters and hindering terrain on movement. The target may be placed on elevated terrain but may not be placed in blocking terrain. This character must have a clear line of fire to the target square. (3) It may make a ranged combat attack using an adjacent object that is not held by another character (see the "Objects" section of the rulebook). This character must have a clear line of fire to the target square.

QUAKE (optional): Give this character a close combat action. This character's damage value becomes 2 if it is greater than 2. Make a single attack roll, and compare the result to the defense values of all opposing characters adjacent to this character. Each character that takes damage suffers knockback.

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SUPER SENSES

(optional):

When this character is successfully hit by an attack, you may roll one six-sided die. On a result of 5 or 6, this character evades the attack.

TOUGHNESS : Damage dealt to this character is reduced by 1.

DEFEND optional: Any friendly character adjacent to this character may use this character's defense value instead of its own.

ENERGY SHIELD/DEFLECTION : Increase this character's defense value by 2 against ranged combat attacks.

BARRIER (optional): Give this character a power action. This character may create up to 4 squares of blocking terrain anywhere within its range. Place up to four barrier terrain markers on the battlefield. Each barrier terrain marker must be adjacent to another barrier terrain marker created by this character. These terrain markers remain in place until the beginning of your next turn or until the power is countered or lost.

MASTERMIND (optional): Each time this character would be dealt damage, you may instead choose to have this damage be dealt to an adjacent friendly character with a lower point value than this character.

WILLPOWER (optional): This character does not take pushing damage.

IMPERVIOUS (optional): When this character is dealt damage, you may roll one six-sided die; on a result of 5 or 6, the damage dealt is reduced to 0; on a result of 1-4, the damage dealt is reduced by 2.

REGENERATION (optional): Give this character a power action. Roll one six-sided die and subtract 2 from the result. Treat a negative result as 0. The result equals the damage this character heals.

INVULNERABILITY : Damage dealt to this character is reduced by 2.

COMBAT REFLEXES (optional): This character suffers knockback from any attack from which it takes damage. Knockback damage dealt to this character is reduced to 0.

DAMAGE
RED



RANGED COMBAT EXPERT (optional): Give this character a power action. It may make a ranged combat attack against a single target. If this character does so, increase its damage value by 2. This character's damage dealt is not increased when using objects as weapons. No other powers may increase this character's damage value or damage dealt when this character uses Ranged Combat Expert.

DAMAGE
ORANGE



BATTLE FURY : This character may not make a ranged combat attack, may not be targeted by Mind Control, and may not be carried.

DAMAGE
YELLOW



SUPPORT (optional): Give this character a power action and make a close combat attack against a target friendly character. Neither character may be adjacent to an opposing character. Ignore all modifiers to the close combat attack. If the attack succeeds, roll one six-sided die. The result equals the damage the target character heals.

DAMAGE
GREEN



ENHANCEMENT (optional): At anytime, as a free action, this character may increase by 1 the damage dealt by a ranged combat attack made by any friendly character(s) adjacent to this character.

DAMAGE
BLUE



PROBABILITY CONTROL (optional): Once during your turn, this character allows you to reroll one die or dice roll. Use the rerolled result instead of the original result. This character must be within 10 squares of the character performing the action and have a clear line of fire to that character. Also, you may at any time during one opponent's turn use this character to force him or her to reroll one die or dice roll. Use the rerolled result instead of the original result. This character must be within 10 squares of the character performing the action and have a clear line of fire to that character. In multiplayer games, you may use this character's Probability Control only once when it is not your turn.

DAMAGE
DARKBLUE



SHAPE CHANGE : When this character is chosen as the target of an attack, roll one six-sided die as a free action. On a result of 6, the attack cannot be made. The attacker must choose another target or take a different action with that character instead.

DAMAGE
PURPLE



CLOSE COMBAT EXPERT (optional): Give this character a power action. It may make a close combat attack against a single target. If this character does so, increase its damage value by 2. This character's damage dealt is not increased when using objects as weapons. No other powers may increase this character's damage value or damage dealt when this character uses Close Combat Expert.

DAMAGE
BROWN



PERPLEX (optional): Once during your turn, as a free action, this character may increase or decrease by 1 any combat value (including range) of any character within 10 squares, including itself, until the end of the turn. This character must have a clear line of fire to the target. If the target is damaged or healed during this turn, the effect ends.

DAMAGE
BLACK



OUTWIT (optional): Once during your turn, as a free action, this character may counter a power on a target opposing character. Treat the target as if it does not have the countered power. That power remains countered 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 the target. Instead of a power, you may choose to counter an opposing flying character's ability to soar; in this case, lower the soaring character to hovering mode. If this character loses Outwit or is KOd, the countered power returns immediately.

DAMAGE
GRAY



LEADERSHIP (optional): At the beginning of your turn, as a free action, you may roll one six-sided die. On a result of 4-6, add one action to your normal action allotment for that turn. You may gain only one action each turn with this power, even if you have more than one character with Leadership.

DAMAGE
LIME



EXPLOIT WEAKNESS (optional): Give this character a close combat action. Damage from this attack cannot be reduced by any power that reduces damage dealt.



Avengers, The Brotherhood, Justice League, Top Cow:

Avengers, The Brotherhood, Justice League, Top Cow Members of these teams 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.



Defenders, Justice Society (JSA):

Defenders, Justice Society (JSA) A Defender/JSA can use the highest defense value of any Defender/JSA in an adjacent square.



Fantastic Four:

Fantastic Four 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.



Hydra, Police, Morlocks:

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



Masters of Evil, Injustice League:

Masters of Evil, Injustice League When two or more members of these teams 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.



Minions of Doom, Spider-Man, Legion of Heroes, B.P.R.D.:

Minions of Doom, Spider-Man, Legion of Heroes, B.P.R.D. Members of these teams 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.



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

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



Sinister Syndicate, Batman Enemy:

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



Skrulls, Danger Girl:

Skrulls, Danger Girl 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.



X-Men, Titans:

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



Batman Ally, Kabuki:

Batman Ally, Kabuki 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.



Green Lantern Corps:

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



Mystics, CrossGen:

Mystics, CrossGen 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.



Superman Ally, Ultimates:

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



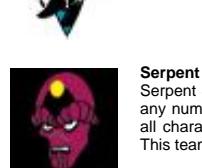
Superman Enemy:

Superman Enemy If two 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.



Crusade:

Crusade All attack rolls made by members of the Crusade team that result in doubles (except two 1s) cause knockback equal to the attack character's damage value.



Serpent Society:

Serpent Society Give a member of this team a power action. Move it any number of squares up to its speed value, ignoring the effects of all characters and terrain, including elevated terrain, on movement. This team member may not end its move in blocking terrain.