

Ace

Two-fisted vigilante
Level 4 Hero Super
Trained



Power 4 Move 5

Size 2 HP

Fight 3 R1

Aim 2 R1

Mind 3 R1

Magic 1 R0

Recovery 2

Talents

Gear (Armored Costume, Grapple Gun),
Luck, Martial Arts, Teamwork

Abilities

None

Attacks

Bash
Fight / Close / Damage

Keywords

Living, Skill

Weakness

None




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Doc Cosmos

Celebrity superhero
Level 5 Hero Super
Blaster



Power 5 Move 6

Size 2 HP

Fight 3 R0

Aim 4 R1

Mind 4 R1

Magic 1 R0

Recovery 2

Talents

None

Abilities

Energy Blast (Mighty), Flight, Force Field

Attacks


Bash
Fight / Close / Damage
Cosmic Blast (Energy Blast)
Aim +1D10 / Projectile 6 / Damage

Keywords

Living, Mutate,
Light, Radiation

Weakness

Darkness




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Soldier Hex

Arcanist ex-special ops
Level 6 Hero Super
Mage-Trained



Power 7 Move 5

Size 2 HP

Fight 3 R1

Aim 4 R1

Mind 3 R0

Magic 4 R1

Recovery 2

Talents

Gear (Extra Gear; Armored Costume, SMG),
Spellcaster (Arcane Missile, Mystic
Healing), Tactician, Teamwork

Abilities

Super Senses

Attacks


Bash
Fight / Close / Damage and Knockback
SMG
Aim +1D10 / Projectile 5 / Damage
Arcane Missile
Successes +1D10 vs Magic / Projectile 6 /
Damage

Keywords

Living, Occult, Skill

Weakness

None




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The Cowl

Shadowy legacy hero
Level 5 Hero Super
Trained



Power 5 Move 5

Size 2 HP

Fight 3 R1/2

Aim 4 R1/2

Mind 3 R0/1

Magic 3 R1/2

Recovery 2

Talents

Gear (Pistol), Stealth, Tactician

Abilities

Magical Talisman

Attacks


Bash
Fight / Close / Damage
Pistol
Aim / Projectile 5 / Damage

Keywords

Living, Occult

Weakness

None



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Doc Cosmos

Energy Blast (Mighty)
This Character gains the following Attack Profile:

Aim +1D10 / Projectile 6 / Damage

Flight

This Character may use the Flight Movement Type.

Force Field

With the Use Ability Action this Character may create a Force Field which remains until the following Friendly Upkeep Phase; it can maintain the Force Field by spending 1 Power Point in each Friendly Upkeep Phase. If the Character is Stunned the Force Field immediately stops and must be created again for the Character to benefit.

While the Force Field is maintained, this Character adds +1 to Fight and Aim Resistance values (stacking with existing values), +1 to Size against Knockback, and applies a further -1 Combat Bonus when using the Block Reaction versus Attacks against Fight and Aim Resistances.



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Ace

Gear

This Character has 2 Gear choices.

Armored Costume (Gear 1)
Roll 1D10 when taking Damage from Attacks against Fight and Aim Resistances against this Character; on a 5+ reduce the Damage inflicted by 1. Apply Armored Costume after Invulnerability. Armored Costume does not apply against Attacks of 5D10 or more.

Grapple Gun (Gear 1)
This provides the Line-swing Ability but must be Reloaded after each Movement Action it is used for before it can be used again.

Luck

Once per Turn as a Reaction to making a dice roll, this Character can reroll any or all the dice it rolled.

Martial Arts

If this Character is not Stunned it adds +1 Combat Bonus to its Bash Attacks and Outnumbered is not applied to Close Attacks against it.

Teamwork

This Character adds +1 to Combat Rolls if there is a Friendly Character with Teamwork within 6 inches.



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The Cowl

Gear

This Character has 2 Gear choices.

Pistol (Gear 2)

This Character gains the following Attack Profile:

Aim / Projectile 5 / Damage

Stealth

Attacks against this Character apply -1 Combat Bonus unless within 4 inches.

Tactician

As a Reaction to a Friendly Character (including this Character) within 6 inches Declaring an Attack, this Character may add +1 Combat Bonus to the Attack. Only one Tactician bonus may be added to each roll.

Magical Talisman

This Character adds +1 to all its Resistances and Recovery Rolls (included in Traits). If this Character rolls more than half the dice as 1's on any Recovery Roll, the benefits of Magical Talisman are lost for the rest of the game.



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Soldier Hex

Gear (Extra Gear)

This Character has 4 Gear choices.

Armored Costume (Gear 1)
Roll 1D10 when taking Damage from Attacks against Fight and Aim Resistances against this Character; on a 5+ reduce the Damage inflicted by 1. Apply Armored Costume after Invulnerability. Armored Costume does not apply against Attacks of 5D10 or more.

SMG (Gear 3)

This Character gains the following Attack Profile:

Aim +1D10 / Projectile 5 / Damage

Spellcaster

This Character can select 2 Spells.

Arcane Missile

TN 3; if the Magic Roll is Successful, make an Attack with this profile:

Successes +1D10 vs Magic / Projectile 6 / Damage

Spellcaster [cont.]

Mystic Healing

TN 7; if the Magic Roll is Successful a Character within 6 inches (which may be the caster) regains 1 lost HP per Success.

Tactician

As a Reaction to a Friendly Character (including this Character) within 6 inches Declaring an Attack, this Character may add +1 Combat Bonus to the Attack. Only one Tactician bonus may be added to each roll.

Teamwork

This Character adds +1 to Combat Rolls if there is a Friendly Character with Teamwork within 6 inches.

Super Senses


This Character is Immune/Blind and ignores Cover, Invisibility and Stealth when Attacking.



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Big Brain

Megalomaniac mentalist
Level 6 Villain Super
Psychic




Power **6** Move **5**

Size **1** HP

Fight 2 R0 Aim 2 R1 Mind 5 R2 Magic 2 R0 Recovery 3	Talents Tactician Abilities Control Other, Psychokinesis, Super Senses, Telepathy Attacks Bash Fight / Close / Damage Control Other Mind / Projectile 6 / Control Living Throw Mind vs Aim / Projectile 6 / Damage and Knockback
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Keywords
Living, Mutate

Weakness
None

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Blackthorn

Human-plant hybrid
Level 5 Villain Super
Summoner

Power **5** Move **5**

Size **3** HP

Fight 3 R1 Aim 3 R1 Mind 4 R0 Magic 1 R0 Recovery 3	Talents None Abilities Entangling (Long Range), Force Barrier [Plant Barrier], Summon Sentinel Plants (Living) Attacks Bash Fight / Close / Damage Binding Vines (Entangling) Aim / Projectile 12 / Entangle
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Keywords
Living, Mutate, Earth

Weakness
Chemical, Fire





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Immolator

Alien fugitive
Level 5 Villain Super
Blaster

Power **5** Move **6**

Size **2** HP

Fight 2 R1 Aim 4 R1 Mind 3 R0 Magic 1 R0 Recovery 2	Talents Leadership Abilities Energy Blast (Mighty), Flight, Force Field Attacks Bash Fight / Close / Damage Thermo-Photonic Blast (Energy Blast) Aim +1D10 / Projectile 6 / Damage
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Keywords
Living, Alien, Fire, Light

Weakness
Darkness, Water





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Mayhem

Supervillain wrestler
Level 4 Villain Super
Fighter




Power **4** Move **4**

Size **2** HP

Fight 4 R2 Aim 2 R1 Mind 2 R0 Magic 2 R0 Recovery 3	Talents Teamwork Abilities Jump, Super Strength, Tough Skin Attacks Bash Fight / Close / Damage and Knockback Throw Fight vs Aim / Projectile 6 / Damage and Knockback
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Keywords
Living, Occult

Weakness
Magic Resistance

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Blackthorn

Entangling (Long Range)
This Character gains the following Attack Profile:

Aim / Projectile 12 / Entangle

Force Barrier

With a Use Ability Action, this Character may place one Force Barrier Marker, and extra Markers at a cost of 1 Power Point per Marker. A Character may not have more Force Barrier Markers in play than its Power value.
Force Barrier Markers remain until the following Upkeep phase or the Character may spend 1 Power Point to maintain them.
Each Marker is treated like a Closed Building (but cannot be entered) which has HP 2, Resistance 3, a 30mm base, and is up to 1.5 inches tall. Force Barrier Markers do not block LoS but can provide Cover.

Summon Sentinel Plants (Living)

With a Use Ability Action, place one Friendly Sentinel X Marker within 6 inches. Sentinels are Size 2, have Resistance 5 and 2 HP. They can only be affected by Damage; they are Immune/ Effects other than Damage. Sentinels have one Keyword (Living).
Any Enemy Character moving within 3 inches of one of this Character's Sentinel or starting its Activation Phase within 3 inches of the Sentinel, suffers a 2D10 Attack against Power (Resistances do not apply), with Damage as the Attack Effect.



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Big Brain

Tactician

As a Reaction to a Friendly Character (including this Character) within 6 inches Declaring an Attack, this Character may add +1 Combat Bonus to the Attack. Only one Tactician bonus may be added to each roll.

Control Other

This Character gains the following Attack Profile:

Mind / Projectile 6 / Control Living

Psychokinesis

This Character can use Throw with Rank 1-3 Objects, based on Mind; this Character may Throw using an Object that is within 8 inches when the Attack is declared.

Super Senses

This Character is Immune/Blind and ignores Cover, Invisibility and Stealth when Attacking.

Telepathy

This Character may use a Reaction to a Friendly Character or Henchman group completing an Activation to immediately Activate another Friendly Character or Henchman Group (including this Character).



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Mayhem

Teamwork

This Character adds +1 to Combat Rolls if there is a Friendly Character with Teamwork within 6 inches.

Jump

This Character may use the Jump Movement Type.

Super Strength

This Character's Bash Attacks add the Knockback Effect if Successful. In addition, this Character can use the Throw Attack, and can use Objects up to Rank 2 for Throws and the Smash It Up Combat Bonus.

Tough Skin

Damage from Attacks against this Character's Aim and Fight Resistance is reduced by 1, and this character is Immune/ Stun. In addition, this Character has one fewer Red Zone box on its HP track (this does not affect total HP). Apply Tough Skin after Invulnerability. This Character also reduces its Move value by 1 (already included in Move value).



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Immolator

Leadership

Friendly Characters within 4 inches of This Character add +1 to their Trait rolls – This Character only adds the bonus if there is a Friendly model is within 4 inches. Multiple Leadership bonuses do not stack (apply only one bonus). If This Character is Stunned, it does not provide Leadership bonuses.

Energy Blast (Mighty)

This Character gains the following Attack Profile:

Aim +1D10 / Projectile 6 / Damage

Flight

This Character may use the Flight Movement Type.

Force Field

With the Use Ability Action this Character may create a Force Field which remains until the following Friendly Upkeep Phase; it can maintain the Force Field by spending 1 Power Point in each Friendly Upkeep Phase. If the Character is Stunned the Force Field immediately stops and must be created again for the Character to benefit.

While the Force Field is maintained, this Character adds +1 to Fight and Aim Resistance values (stacking with existing values), +1 to Size against Knockback, and applies a further -1 Combat Bonus when using the Block Reaction versus Attacks against Fight and Aim Resistances.



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Blue Scarab



Serum-powered hero
Level 5 Hero Super
Fighter-Tank

Power **5** Move **5**

Size **2** HP

Fight **4** **R1**

Aim **2** **R1**

Mind **3** **R0**

Magic **2** **R0**

Recovery **3**

Talents
None

Abilities
Adrenaline Surge, Armored, Protect, Super Senses, Super Strength

Attacks
Bash
Fight / Close / Damage and Knockback
Throw
Fight / Projectile 6 / Damage and Knockback

Keywords
Living, Science

Weakness
Radiation





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The Arrow



Vigilante ex-black ops
Level 5 Hero Super
Trained

Power **7** Move **5**

Size **2** HP

Fight **3** **R1**

Aim **3** **R1**

Mind **3** **R1**

Magic **1** **R0**

Recovery **2**

Talents
Ace Archer, Gear (Extra Gear; Armored Costume, Bow, Grapple Gun, Trick Arrows), Leadership, Master Shot, Stealth

Abilities
None

Attacks
Bash
Fight / Close / Damage
Bow
Aim -1 / Projectile 5 / Damage
Must be Reloaded after each use before it can be used again.

Keywords
Living, Skill


Weakness
None





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Alpha Male



Supervillain wrestler
Level 4 Villain Super
Fighter

Power **4** Move **5**

Size **2** HP

Fight **4** **R1**

Aim **2** **R1**

Mind **2** **R0**

Magic **2** **R0**

Recovery **3**




Talents
Teamwork

Abilities
Jump, Super Strength, Tough Skin

Attacks
Bash
Fight / Close / Damage and Knockback
Throw
Fight vs Aim / Projectile 6 / Damage and Knockback

Keywords
Living, Occult

Weakness
Magic Resistance

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Punchline



Angry ex-entertainer
Level 5 Villain Super
Blaster

Power **5** Move **6**

Size **2** HP

Fight **4** **R1**

Aim **3** **R1**

Mind **2** **R0**

Magic **1** **R0**

Recovery **2**




Talents
None

Abilities
Energy Pulse (Forceful), Energy Strike (Forceful), Force Field

Attacks
Bash
Fight / Close / Damage
Power Glove Punch (Energy Strike)
Fight +1D10 / Close / Damage and Knockback and POW Double Knockback
Power Glove Overload (Energy Pulse)
Aim / Pulse 2 / Damage and Knockback and POW Double Knockback

Keywords
Living, Science, Electricity

Weakness
None

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The Arrow

Ace Archer

When making an Attack with Gear with Bow in its name, This Character may make up to 3 Attacks; each Bow Attack is at -1 Combat Bonus for each Bow Attack after the first (-1 for 2 Bow attacks, -2 for 3 Bow Attacks). Attacks may be at the same or different Targets. The requirement for Reload is only after all the Attacks are completed, and the model only needs to Reload once even if they Attack multiple times due to this Talent.

Gear (Extra Gear)

This Character has 4 Gear choices.

Armored Costume (Gear 1)
Roll 1D10 when taking Damage from Attacks against Fight and Aim Resistances against this Character; on a 5+ reduce the Damage inflicted by 1. Apply Armored Costume after Invulnerability. Armored Costume does not apply against Attacks of 5D10 or more.

Bow (Gear 1*)
This Character gains the following Attack Profile:

Aim -1 / Projectile 5 / Damage
Must be Reloaded after each use before it can be used again.

Gear (Extra Gear) [cont.]

Grapple Gun (Gear 1)
This provides the Line-swing Ability but must be Reloaded after each Movement Action it is used for before it can be used again.

Trick Arrows (Gear 1*)

When using a Bow (Trick Arrows), this Character can replace the Damage Effect with one of the following Effects (up to once per game per Effect, the chosen Effect is declared when the Attack is declared); Blind; Entangle; Knockback; Stun.

Leadership

Friendly Characters within 4 inches of This Character add +1 to their Trait rolls – This Character only adds the bonus if there is a Friendly model is within 4 inches. Multiple Leadership bonuses do not stack (apply only one bonus). If This Character is Stunned, it does not provide Leadership bonuses.

Master Shot

This Character adds an extra +1 Combat Bonus if using Called Shot with Aim Attacks.

Stealth

Attacks against this Character apply -1 Combat Bonus unless within 4 inches.



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Blue Scarab

Adrenaline Surge

With a Use Ability Action, this Character may make a Recovery Roll vs TN 4, +1 to TN for each Adrenaline Surge Countdown Token the Character has. Each Success adds 1 Adrenaline Surge Countdown Token. While the Character has Adrenaline Surge Countdown Tokens it adds +1 to Trait Rolls. If the roll is a Failure, the Character suffers Stun 1.

Armored

Reduce Damage by -1 from Attacks against Fight and Aim Resistances against this Character; apply Armored after Invulnerability.

Protect

This Character may transfer Damage applied against a model in BtB with this Character to this Character. Any or all the Damage can be transferred.

Super Senses

This Character is Immune/Blind and ignores Cover, Invisibility and Stealth when Attacking.

Super Strength

This Character's Bash Attacks add the Knockback Effect if Successful. In addition, this Character can use the Throw Attack, and can use Objects up to Rank 2 for Throws and the Smash It Up Combat Bonus.



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Punchline

Energy Pulse (Forceful)

This Character gains the following Attack Profile:

Aim / Pulse 2 / Damage and Knockback and POW Double Knockback

Energy Strike (Forceful)

This Character gains the following Attack Profile:

Fight +1D10 / Close / Damage and Knockback and POW Double Knockback

Force Field

With the Use Ability Action this Character may create a Force Field which remains until the following Friendly Upkeep Phase; it can maintain the Force Field by spending 1 Power Point in each Friendly Upkeep Phase. If the Character is Stunned the Force Field immediately stops and must be created again for the Character to benefit.

While the Force Field is maintained, this Character adds +1 to Fight and Aim Resistance values (stacking with existing values), +1 to Size against Knockback, and applies a further -1 Combat Bonus when using the Block Reaction versus Attacks against Fight and Aim Resistances.



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Alpha Male

Teamwork

This Character adds +1 to Combat Rolls if there is a Friendly Character with Teamwork within 6 inches.

Jump

This Character may use the Jump Movement Type.

Super Strength

This Character's Bash Attacks add the Knockback Effect if Successful. In addition, this Character can use the Throw Attack, and can use Objects up to Rank 2 for Throws and the Smash It Up Combat Bonus.

Tough Skin

Damage from Attacks against this Character's Aim and Fight Resistance is reduced by 1, and this character is Immune/ Stun. In addition, this Character has one fewer Red Zone box on its HP track (this does not affect total HP). Apply Tough Skin after Invulnerability. This Character also reduces its Move value by 1 (already included in Move value).



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Granite



Super-experiment escapee
Level 5 Anti-Hero Super Tank

Power 5 Move 4

Size 3 HP

Fight 4 R1

Aim 1 R1

Mind 2 R0

Magic 1 R0

Recovery 4

Keywords
Living, Mutate, Earth

Weakness
Vibration

Talents
None

Abilities
Armored, Protect, Super Strength (Superior Strength), Very Heavy

Attacks
Bash
Fight / Close / Damage and Knockback

Throw
Fight vs Aim / Projectile 6 / Damage and Knockback



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Roughneck



Street level vigilante
Level 3 Anti-Hero Super Trained

Power 3 Move 5

Size 2 HP

Fight 3 R2

Aim 2 R1

Mind 1 R0

Magic 1 R0

Recovery 2

Keywords
Living, Skill

Weakness
Mind Resistance

Talents
Gear (Armored Costume, Baton), Hard to KO, Loner

Abilities
None

Attacks
Bash
Fight / Close / Damage


Baseball Bat (Baton)
Fight / Close / Damage
In addition, this Character applies an extra -1 Combat Bonus when using Block against Fight Attacks.



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Tox



Living chemical man
Level 5 Anti-Hero Super Fighter-Tank

Power 5 Move 5

Size 3 HP

Fight 4 R1/3

Aim 1 R1/3

Mind 2 R0

Magic 1 R0

Recovery 3

Keywords
Living, Mutate, Chemical

Weakness
Fire, Water

Talents
None


Abilities
Bulletproof Skin, Damage Field, Poison Touch, Super Strength (Superior Strength)

Attacks
Bash
Fight / Close / Damage and Knockback


Damage Field
2D10 / Close / Damage

Poison Touch
Fight / Close / Poison

Throw
Fight vs Aim / Projectile 6 / Damage and Knockback



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Roughneck

Gear
This Character has 2 Gear choices.

Armored Costume (Gear 1)
Roll 1D10 when taking Damage from Attacks against Fight and Aim Resistances against this Character; on a 5+ reduce the Damage inflicted by 1. Apply Armored Costume after Invulnerability. Armored Costume does not apply against Attacks of 5D10 or more.

Baton (Gear 1)
This Character gains the following Attack Profile:

Fight / Close / Damage
In addition, this Character applies an extra -1 Combat Bonus when using Block against Fight Attacks.

Hard to KO

This Character adds +1 to its KO Recovery Rolls and may reroll failed KO Recovery Rolls.

Loner

This Character adds +1 to Trait Rolls when no Friendly models are within 8 inches.



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Granite

Armored

Reduce Damage by -1 from Attacks against Fight and Aim Resistances against this Character; apply Armored after Invulnerability.

Protect

This Character may transfer Damage applied against a model in BtB with this Character to this Character. Any or all the Damage can be transferred.

Super Strength (Superior)

This Character's Bash Attacks add the Knockback Effect if Successful. In addition, this Character can use the Throw Attack, and can use Objects up to Rank 3 for Throws and the Smash It Up Combat Bonus.

Very Heavy

This Character doubles its Size value versus Knockback and adds an extra +1 Combat Bonus when it gains the Charge Combat Bonus. This Character also reduces its Move value by 1 (already included in Move value).



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Tox

Bulletproof Skin

This Character adds +2 to Fight and Aim Resistances against Gear Attacks (already included in Resistance values).

Damage Field

At the end of any Turn in which an Active Model is in in BtB with This Character, make an Attack against the Active Model at no Power Point cost with the following profile:

2D10 / Close / Damage

Poison Touch

This Character gains the following Attack Profile:

Fight / Close / Poison

Super Strength (Superior)

This Character's Bash Attacks add the Knockback Effect if Successful. In addition, this Character can use the Throw Attack, and can use Objects up to Rank 3 for Throws and the Smash It Up Combat Bonus.



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