MOVEMENT (PAGES 33-36)

Add the **FIRST MOVEMENT BONUS** to the Move Point Pool if applicable (First Movement this activation).

The **HINDERING MODIFIER** adds to the Move Cost.

ENEMY SIZE INDEXES ◇ **ALLIED SIZE INDEXES**

IN YOUR START AREA

Moving out of **DIFFICULT TERRAIN** adds to the Move Cost.

The level of the **CLIMB OR JUMP** adds to the Move Cost.

You cannot move into an Area if it would be **OVER-OCCUPIED.**

Entering an Area with **DANGEROUS TERRAIN** or **PERFORMING A DROP** may result in Wounds.

DEFENSE (PAGES 47-48)

The **DICE POOL** is based on how many **ENERGY CUBES** spent.

Non-Heroes gain Automatic Defense Successes.

ATTACK SUCCESSES ◇ **DEFENSE SUCCESSES** ◇ **WOUNDS SUFFERED**

MELEE ATTACK (PAGES 37-38)

The **DICE POOL** is based on the Melee Attack Characteristic on the Character tile.

RANGED ATTACK (PAGES 39-40)

The **DICE POOL** is based on the Ranged Attack Characteristic on the Character tile.

Add 1 Yellow die if attacking from a higher **ELEVATION**.

Deduct any **HINDERING MODIFIER** from Successes gained.

ENEMY MENACE INDEXES ◇ **ALLIED MENACE INDEXES**

IN YOUR AREA

COMPLEX MANIPULATION (PAGES 42-43) AND COMPLEX THOUGHT (PAGES 45-46)

The **DICE POOL** is based on the corresponding Characteristic on the Character tile.

Deduct any **HINDERING MODIFIER** from Successes gained.

ENEMY MENACE INDEXES ◇ **ALLIED MENACE INDEXES**

IN YOUR AREA

The action is successful if the **NUMBER OF SUCCESSES** is equal to or higher than the **DIFFICULTY LEVEL** of the action.

TILE ACTIVATION (PAGES 29-30)

You can activate up to **2 TILES PER TURN.** Once activated, place the tile at the end of the River and slide the remaining tiles to the left to fill any gap.

EVENT WARNING TILE (PAGE 28)

When the Event Warning tile is activated, resolve one of the Events as described in the Mission, which may bring miniatures back into play from the Character Pool as Reinforcements.

NEUTRALIZATION (PAGE 49)

When a Villain miniature is Neutralized, it is removed from the Map and placed in the Character Pool. When all miniatures corresponding to a Character tile have been removed from the Map, flip the tile to its Neutralized side and place it at the end of the River.

DREDGING THE RIVER (PAGE 32)

You may **DREDGE THE RIVER** by removing one or more Neutralized tiles. This costs **2 ENERGY CUBES** (remove from the game) taken from the Fatigue Zone if possible (if not from Movement/Defense/Reroll Zones and then from Reserve Zone).

DEMOBILIZATION (PAGE 32)

Once per game, you may **DEMOBILIZE AN ELITE OR HENCHMAN CHARACTER TILE**. Flip the tile to its Neutralized side and remove all corresponding miniatures from the game. Then, Dredge the River of this tile (following the same process and cost as normal Dredging).

FIELD MODIFIERS (PAGE 54)

FLAME: Each token adds 1 level of Dangerous Terrain to an Area. Can be placed by miniatures possessing the Flame Skill (see page 6 of Skills & Traits Booklet).

GAS: Each token adds 1 level of Dangerous Terrain to an Area. Can be placed by miniatures possessing the Toxic Gas Skill (see page 7 of Skills & Traits Booklet).

FROST: Each token adds 1 level of Difficult Terrain to an Area. Can be placed by miniatures possessing the Frost Skill (see page 6 of Skills & Traits Booklet).

SMOKE GRENADE: Each token negates 1 Success in Ranged Attacks from, to, or through an Area. Can be placed by miniatures possessing the Smoke Grenade Skill (see page 7 of Skills & Traits Booklet).

PLAYER AID
HEROES

MOVEMENT (PAGES 33-36)

Add the **FIRST MOVEMENT BONUS** to the Move Point Pool if applicable (First Movement this round).

The **HINDERING MODIFIER** adds to the Move Cost.

ENEMY SIZE INDEXES − **ALLIED SIZE INDEXES**

IN YOUR START AREA

Moving out of **DIFFICULT TERRAIN** adds to the Move Cost.

The level of the **CLIMB OR JUMP** adds to the Move Cost.

You cannot move into an Area if it would be **OVER-OCCUPIED.**

Entering an Area with **DANGEROUS TERRAIN** or **PERFORMING A DROP** may result in Wounds.

DEFENSE (PAGES 47-48)

The **DICE POOL** is based on how many **ENERGY CUBES** spent.

Some Heroes have an extra Defense die.

ATTACK SUCCESSES − **DEFENSE SUCCESSES** = **WOUNDS SUFFERED**

MELEE ATTACK (PAGES 37-38)

The **DICE POOL** is based on how many **ENERGY CUBES** you spend.

Heroes gain the bonuses of any **MELEE WEAPON** used.

RANGED ATTACK (PAGES 39-40)

The **DICE POOL** is based on how many **ENERGY CUBES** you spend.

Heroes must have a **RANGED WEAPON** and gain the bonuses of that Weapon.

Add 1 Yellow die if attacking from a higher **ELEVATION.**

Deduct any **HINDERING MODIFIER** from Successes gained.

ENEMY MENACE INDEXES − **ALLIED MENACE INDEXES**

IN YOUR AREA

COMPLEX MANIPULATION (PAGES 42-43) AND COMPLEX THOUGHT (PAGES 45-46)

The **DICE POOL** is based on how many **ENERGY CUBES** you spend.

Heroes gain the bonuses of any relevant **TOOL** cards.

Deduct any **HINDERING MODIFIER** from Successes gained.

ENEMY MENACE INDEXES − **ALLIED MENACE INDEXES**

IN YOUR AREA

The action is successful if the **NUMBER OF SUCCESSES** is equal to or higher than the **DIFFICULTY LEVEL** of the action.

HEROES' TURN

During the Hero Actions step, Heroes take actions in whatever order they choose, with complete freedom.

CARD RESTRICTIONS (PAGE 25)

The bonuses of multiple cards may be combined at the same time, with the following restrictions:

The bonuses from identically named **TOOL** cards cannot be combined.

A Melee Attack action may use at most 1 **MELEE WEAPON** card.

A Ranged Attack action must use exactly 1 **RANGED WEAPON** card.

ENCUMBRANCE (PAGE 23)

A Hero's total Encumbrance can never exceed the Hero's Encumbrance limit, as shown by the Encumbrance table on their Screen. Remember that a Hero's Encumbrance also determines their **FIRST MOVEMENT BONUS**. Some **SKILLS** also have Encumbrance thresholds.

BAT-GADGETS (PAGE 24)

Bat-Gadgets carried by a Hero are placed next to their Bat-Tablet. They work in the same way as Equipment cards, with the following exceptions:

- Bat-Gadgets do not have Encumbrance values and **DO NOT AFFECT THE ENCUMBRANCE** of a Hero.
- Unlike Equipment cards, Bat-Gadget cards cannot be picked up, given, taken, thrown, or dropped.

RECOVER ENERGY (PAGE 21)

When recovering Energy cubes:

- Move them **FROM THE FATIGUE ZONE TO THE RESERVE ZONE**.
- If there are not enough in the Fatigue Zone, move them **FROM THE WOUND ZONE TO THE FATIGUE ZONE**.

WOUNDS (PAGE 49)

When a Hero is Wounded:
- 1 Energy cube is moved **FROM THE FATIGUE ZONE** to the Wound Zone for each Wound suffered.
- If there are not enough cubes available, **FROM THE HERO'S ACTION, DEFENSE, AND/OR REROLL SPACES**.
- If all of these spaces are empty, **FROM THE RESERVE ZONE**.

FIELD MODIFIERS (PAGE 54)

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