

SKILLS & TRAITS

REFERENCE SHEET

SKILLS



MOVEMENT



ELUSIVE: When moving, ignore up to a total of X enemy Size Indexes.



MOBILITY: When moving, ignore up to X levels of Difficult Terrain.



PARKOUR: When moving, ignore up to X Jump or Climb levels, or ignore up to X Wounds caused by a Drop.



WALL BREAKER: As an Adjacent Move, you may move through a Wall of level X or lower, at a cost of 2 Move Points. Place a Broken Wall token on the segment of Wall. Adjacent Moves may now be performed between the two Areas on either side of the token and there is now Line of Sight between the two Areas.



MELEE ATTACK



BERSERK: When performing a Melee Attack, if you have at least half of your Energy cubes in your Wound Zone (Hero), or have lost at least half of your Life Points (Villain), add X White dice to your pool before rolling.



CIRCULAR STRIKE: After Neutralizing an enemy with a Melee Attack that was not a Free Action, you may immediately use any remaining Successes as additional Melee Attacks on up to X other miniatures.



COMBO: After Neutralizing an enemy with a Melee Attack that was not a Free Action, you may immediately perform 1 additional Melee Attack with X dice against another miniature. Weapon bonuses do not apply.



COUNTERATTACK: After a Melee Attack against you, you may perform a Counterattack against the original attacker with X Yellow dice. Weapon bonuses do not apply.



MARTIAL ARTS: When performing a Melee Attack (including from a Counterattack, Combo, or Circular Strike), if you obtain at least 1 Success, add X Automatic Successes.



REACH: You may perform Melee Attacks against miniatures in Areas up to a Distance of X as long as you have Line of Sight. Elevation levels do not affect this Skill.



SHACKLE: When performing a Melee Attack, if you would inflict at least 1 Wound, you may place up to X Shackle tokens on the Defender instead of inflicting Wounds. Each Shackle token a miniature has reduces the number of Successes obtained during their actions or Defenses by 1 (Movement is unaffected). Shackle tokens can be removed by them (or an ally in their Area) successfully performing a Complex Manipulation with a Difficulty equal to the number of Shackle tokens they have (Lock Picking Skill may be used).

RANGED ATTACK



BURST: After Neutralizing an enemy with a Ranged Attack, you may immediately use any remaining Successes as additional Attacks on up to X other miniatures you are able to target with a Ranged Attack.



MARKSMAN: When performing a Ranged Attack (including from a Retaliation or Burst), if you obtain at least 1 Success, add X Automatic Successes.



POINT BLANK: When performing a Ranged Attack against an enemy in the same Area, before the Free Rerolls step of a Reroll, gain up to X Bonus Rerolls. You may Reroll the same die more than once.



RETALIATION: After a Ranged Attack against you, you may perform a Retaliation against the original attacker with X Yellow dice. Weapon and Elevation bonuses do not apply.

ATTACK MODIFIER



ELECTRICITY: After performing an Attack, if the number of Attack Successes exceeds the number of Defense Successes, inflict X additional Wounds before any Wounds from the Attack itself are applied.



FLAME: After performing an Attack or triggering an Explosion, you may place up to X Flame tokens in the corresponding Area(s). Each Flame token adds 1 level of Dangerous Terrain to that Area and lasts for 2 rounds. If this Skill is on your Screen or Character tile, you are immune to the effect of all Flame tokens.



FROST: After performing an Attack or triggering an Explosion, you may place up to X Frost tokens in the corresponding Area(s). Each Frost token adds 1 level of Difficult Terrain to that Area and lasts for 2 rounds. If this Skill is on your Screen or Character tile, you are immune to the effect of all Frost tokens.



IMMOBILIZATION: After performing an Attack or triggering an Explosion, lay down all miniatures that suffered at least X Wounds from that Attack / Explosion. A laid down miniature is stood back up at the start of its next activation/turn but loses its First Movement Bonus.



POISON: After performing an Attack, if the number of Attack Successes exceeds the number of Defense Successes, inflict X additional Wounds before any Wounds from the Attack itself are applied.



SMOKE GRENADE: After triggering an Explosion, you may place up to X Smoke tokens in the corresponding Area(s). Each Smoke token lasts for 2 rounds and reduces the number of Successes by 1 along the Line of Sight of a Ranged Attack (including your own).



SNEAK ATTACK: When performing an Attack against an enemy in your Area, gain X Automatic Successes if the sum of the Menace Indexes of allied miniatures (not counting your own) is greater than or equal to the sum of the Menace Indexes of enemy miniatures.



TOXIC GAS: After performing an Attack or triggering an Explosion, you may place up to X Gas tokens in the corresponding Area(s). Each Gas token adds 1 level of Dangerous Terrain to that Area and lasts for 2 rounds. If this Skill is on your Screen or Character tile, you are immune to the effect of all Gas tokens.

DEFENSE



BODYGUARD: Add X Automatic Defense Successes to an allied miniature located in your Area. Only one Bodyguard Skill may be used against each Attack.



IMPENETRABLE DEFENSE: When targeted by a Melee Attack, add X Automatic Defense Successes.



PROTECTED: If there are X or more allied miniatures in your Area (who do not have the Protected Skill themselves), you cannot be targeted by an Attack.



UNTOUCHABLE: When targeted by a Ranged Attack, add X Automatic Defense Successes.

MANIPULATION



ATTRACTION: As an Automatic Manipulation, you may move a miniature at Distance X or less and that you have Line of Sight to, into your Area. You cannot attract miniatures with a Size Index greater than yours.



BLAST: Once per round, as an Automatic Manipulation, you may trigger a level X Explosion in both your Area and an Adjacent Area to which you have Line of Sight. You do not suffer any Wounds from this Explosion.



GRENADE: You may attempt to throw a grenade into an Area which you have Line of Sight to. This is a Complex Manipulation with a Difficulty equal to the Distance between your Area and the target Area. If unsuccessful, the grenade

falls short. Trigger a level X Explosion in the Area where the grenade lands.



LOCK PICKING: When performing a Complex Manipulation that specifically refers to this Skill, add X Automatic Successes.



MUNITIONS SPECIALIST: When performing a Complex Manipulation that specifically refers to this Skill, add X Automatic Successes.



SCREAM: Once per round, as an Automatic Manipulation, you may trigger a level X Explosion in both your Area and an Adjacent Area to which you have Line of Sight. Do not spend any Energy Cubes for this. You do not suffer any Wounds from this Explosion.

THOUGHT



COMMAND: Allows you to control 1 allied Character tile of the corresponding type (Henchman ✓ / Elite ✓) with X corresponding miniatures. Once per round, you may activate the Character tile as an Automatic Thought. You may then activate any of its corresponding miniatures once each. During Movement, Defenses, or Rerolls, each Energy cube you spend is moved to your Thought action space (up to its Exertion limit).



HACKING: When performing a Complex Thought that specifically refers to this Skill, add X Automatic Successes.



INVESTIGATION: When performing a Complex Thought that specifically refers to this Skill, add X Automatic Successes.



TACTICIAN: As an Automatic Thought, you may grant X free Move Points (plus a possible First Movement Bonus) to any allied miniature which must be used immediately. Any miniature may only be targeted with this Skill no more than once per round. Targeted Heroes must have an Active Stance.

MISCELLANEOUS



AMBIDEXTERITY: You may use two Weapon cards when attacking, as long as each Weapon has an individual Encumbrance/size value equal to or lower than X.



HORROR: The Move Point cost for enemies to Move into your Area is increased by X.



IMAGINARY FRIEND: You start the mission with an unused miniature in your Area. It moves with you at no cost, has a Size Index of 0, a Menace Index of 0, and does not have Life Points. While in play, you add 1 Yellow die when performing an action. An enemy in your Area may attempt to remove the Imaginary Friend from play by performing a Complex Thought of Difficulty X.



LUCK: Before the Free Rerolls step of a Reroll, gain up to X Bonus Rerolls. You may Reroll the same die more than once.



MISFORTUNE: If an enemy is in your Area, immediately after the Free Rerolls step of their Reroll, you may force them to perform X Rerolls with you choosing the dice. The same die may be Rerolled more than once.



NERVES OF STEEL: During a Ranged Attack, Complex Manipulation, or Complex Thought, you may ignore up to X Menace Indexes from enemies.



PUSHING LIMITS: Once per round, when performing an action, you may suffer X Wounds. Each Wound suffered counts as 1 Energy cube spent on the action.



REGENERATION:
 ▶ **HEROES:** At the beginning of the Declare Heroes' Stances step, you may move up to X Energy cubes from your Wound Zone to your Fatigue Zone.
 ▶ **NON-HEROES:** At the start of your activation, gain X Life Points, but never above your initial value.



SACRIFICE: When an allied miniature in the same Area as you is attacked, you may declare the use of this Skill before dice are rolled. The Attack is reduced by X Successes and you suffer X Wounds which you cannot Defend against.



SUPPORT: Before the Free Rerolls step of a Reroll, an ally in your Area may gain up to X Bonus Rerolls. They may Reroll the same die more than once.

TRAITS



FLY: When moving, ignore Hinder and Difficult Terrain, as well as any additional costs and effects of Jumps, Climbs, and Drops.



GAS IMMUNITY: Ignore all Wounds from Gas tokens.



HARMLESS: Reduce the number of Wounds you inflict to 0. Determine the number of Successes as normal; it may be relevant for some Skills.



MORAL CODE: You cannot use Equipment or Bat-Gadgets with the Lethal item symbol.



MULTIPLE PERSONALITIES: Your rightmost tile in the River defines your stats, Skills, and Characteristics.



REDUCED MOBILITY: You cannot perform Jumps, Climbs, or Drops.