

HEROCLIX LEGACY RULES

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Also note that I have no connection to Wizkids. I decided to put this document together as a guide for fellow players. If you do not like anything in the document, feel free not to play it that way. Or simply scratch it out and write your own interpretation in.

Clarifications will be in red (in proud Wizkids tradition!).

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Thanks and keep on Clixin!

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If you have a specific golden age element you'd like to see updated, send me an e-mail at jpangrazio36@gmail.com

FEATS

Rules

Feats are cards that can grant your characters additional game effects if they meet the prerequisites for use and you pay any associated costs for including them in your force. Feat cards indicate the feat's point value, any prerequisites required for a character to use the feat, modifiers to a character's combat values when using the feat, and a description of how to use the feat.

ASSIGNING FEATS

If a feat requires you to choose one or more characters on your force when assigning the feat, you must make the choice when building your force and include a copy of that feat for each character chosen. Only the chosen characters will be able to use the feat during the game. When you assign a feat to a character, you must also include the feat's point value in your force's point total but this does not increase the point cost of the character for any effect. Feats that do not require you to choose characters to be assigned to your force have their point value added to your force's point total.

Feats included as part of your force can't be used by an opposing player, even if a character assigned a feat card becomes friendly to an opposing player's force during the game.

A character can be assigned more than one feat but a character can't be assigned multiple copies of the same feat.

THE 10% RULE

The combined point value of feats included in your force can be no more than 10% of the game's build total. For example, in a standard 300-point game, you are allowed a maximum of 30 points of feats in your force.

USING FEATS

To use a feat, the character must possess or be able to use the game effects, powers, and abilities specified by the prerequisites of the feat. If a combat value is a prerequisite for a feat, it is always referencing the printed value. If a prerequisite power, ability, or symbol can't be used or is lost, the character can't use any feats that have them as a prerequisite. If a prerequisite power, ability, or symbol can only be used by a character through specific circumstances, then using the feat is limited only to those same circumstances. For example, if a character can use Ranged Combat Expert only when they occupy hindering terrain, then a feat with Ranged Combat Expert as a prerequisite can only be used by that character if it occupies hindering terrain.

Feats activate in the same ways as powers and abilities. Feats that modify a character's combat values modify those values only when the character is using the feat.

FEATS AND VICTORY POINTS

When feats are used in a game, the game's victory points are calculated normally but with the following additions:

- Feats assigned to chosen characters: If a feat requires you to choose a character, remove the feat from the game when the chosen character is KO'd and award victory points to the player for the feat in the same way that victory points are awarded for the KO'd character. If a feat requires you to choose two or more characters, remove the feat from the game when the last chosen character is KO'd and award victory points to the player for the feat in the same way that victory points were awarded for the last chosen KO'd character.

- Feats with variable point values: If the total cost for a feat increases incrementally with each character assigned it, each time an assigned character is KO'd, assign victory points equal to that portion of the point value in the same way that victory points were awarded for that character.

- Feats not assigned to a character: If a feat does not require you to choose a character or characters, remove the feat from the game when all the characters on your force are KO'd or your force is defeated and award victory points appropriately.

- Feats removed from surviving characters: If a feat is removed from the game and all the assigned characters are on the map, award victory points to the opposing player whose character most recently damaged the character to which the feat was assigned.

General Clarifications

-Feats are added during Force Construction, so all instructions to “choose a character” occur during Force Construction and apply for the game (unless otherwise noted).

-If a Feat has a prerequisite, the character assigned the Feat must be able to use that power/ability/symbol in order to use the Feat. They do not have to be able to use the Prerequisite at Force Construction to assign the Feat, however.

-Feats cannot be used to qualify for the prerequisites of other feats.

ALIAS

Cost: 3

Prerequisite: [Fist Attack symbol] and [Starburst Damage symbol]

--Choose a character. This character can use Shape Change. After the character uses Shape Change, remove this Feat from the game.

Availability: Secret Invasion F006

AMBIDEXTROUS

Cost: 2x the assigned character's printed range value. (Minimum cost 12)

Prerequisite: Range value of 6 or more and 1 Target.

--Choose a character. The character now has 2 Targets.
Availability: Hammer of Thor F001

AMBUSH

Cost: 5

Prerequisite: Stealth

--Choose a character. When that character occupies hindering terrain and makes a close attack, modify attack +2. After the attack resolves, that character can't

use Stealth until the beginning of your next turn.
Availability: Collateral Damage F003

AND STAY DOWN

Cost: 6

Prerequisite: Exploit Weakness -or- Super Strength

--Choose a character. When the character makes a close attack without using an object, an attack roll of 11 or 12 is a Critical Hit.

Availability: Hellboy and the B.P.R.D. Action Pack F001

ARMOR PIERCING

Cost: 10

--Choose a character. Damage dealt by the character can't be reduced below 1.

Availability: Armor Wars F007, Legacy F001

AUTOMATIC REGENERATION

Cost: 12

Prerequisite: Regeneration

--Choose a character. At the beginning of your turn, this character may use Regeneration at no cost.

Availability: Mutant Mayhem F001

BLOOD OATH

Cost: 10

Prerequisite: Battle Fury -or- Blades/Claws/Fangs -or- Willpower

--Choose a character. Before the beginning of the first turn, choose an opposing character. The character modifies its attack value by +1 when attacking the chosen opposing character. When the character makes a successful close attack against the chosen opposing character and the attack roll is doubles, you may choose to deal penetrating damage. If you do, remove this feat from the game after the attack resolves.

Availability: Hammer of Thor F101

BOOK OF DESTINY

Cost: 4

Prerequisite: Probability Control -or- Super Senses

--Choose a character. At the end of your turn, choose an opposing character within 6 squares and line of fire. Until the beginning of your next turn, the chosen character can't use Outwit, Probability Control, or evade attacks. At the beginning of your next turn, remove this feat from the game.

Availability: Arkham Asylum F101

BRILLIANT TACTICIAN

Cost: 20

Prerequisite: Perplex.

--Choose a character. When the character uses Perplex, the character can affect every friendly character that shares a team symbol or keyword with it within range and line of fire.

Availability: Fantastic Forces F003, Icons F006, Justice League F003

CALL TO ARMS

Cost: 10

Prerequisite: Mastermind -or- Support

--Choose a character. That character has "POWER: Choose an adjacent friendly character with at least one action token. If the target isn't adjacent to an opposing character, roll 2d6. Add the result to this character's printed attack value and if that is equal to or higher than the target's printed defense value, remove all action tokens from the target and deal it 1 unavoidable damage."

Availability: 2099 F001

CAMOUFLAGE

Cost: 8

Prerequisite: Shape Change

--Choose a character. When the character is adjacent to a wall or blocking terrain, any line of fire for a range attack drawn to the character is blocked.

Availability: Sinister F008, Secret Invasion F005

CANNONBALL

Cost: 4

Prerequisite: Impervious -or- Invulnerability -or- Super Strength

--Choose a character. When the character is on an elevation higher than 1, it has Improved Movement: Elevated and does not take knock back damage from being knocked off of elevated.

Availability: Crisis F002

COMPEL

Cost: 15

Prerequisite: Mind Control

--Choose a character. When the character uses Mind Control, it can target a single friendly character that has already been given a costed action this turn. If the attack succeeds, after resolutions deal 1 unavoidable damage to the target.

Availability: Origin F008

CONSTRUCT

Cost: 14

Prerequisite: Barrier

--Choose a character. Any opposing character adjacent to a Barrier marker placed by the character that attempts to move must break away as if from a standard size character and can't automatically break away.

Availability: Green Lantern F001

CONTINGENCY PLAN

Cost: 12

Prerequisite: Leadership or Mastermind

--Choose a character. At the end of your turn, if you have not used all the costed actions from your Action Total place a Contingency Token on this card (Maximum: 2). When a friendly character is given a costed action, you may remove any number of tokens from this card. Modify that character's speed, attack or range +1 for each token removed.

Availability: Justice League F007

COORDINATION

Cost: 6

Prerequisite: Any team symbol on the base

--Choose a character. Lines of fire to and from the character are not blocked by characters with the same team symbol.

Availability: Origin F004

DAMAGE SHIELD

Cost: 10

Prerequisite: Close Combat Expert, Combat Reflexes, Energy Shield/Deflection, Flurry, Hypersonic Speed, Impervious, Invulnerability, -or- Poison

--Choose a character. When the character is hit by a close attack, the attacker is dealt 1 damage after the attack resolves.

Availability: Legacy F002

DARKNESS WITHIN

Cost: 15

--Choose a character. Once per turn, immediately before this character makes an attack, you may deal 1 unavoidable damage to a single adjacent friendly character. If you do, modify this character's damage +1 for the attack.

Availability: Icons F009

DISASSEMBLE

Cost: 3

Prerequisite: Force Blast -or- Energy Explosion -or- Exploit Weakness

--Choose a character. When this character is given an action and begins or ends the action adjacent to or in the same square as a special object or standard heavy object, you may remove that object from the game. If you do, replace it with a standard light object from outside the game.

Availability: Secret Invasion F102

DISINTEGRATE

Cost: 7

Prerequisite: Close Combat Expert -or- Exploit Weakness -or- Poison

--Choose a character. When the character is given a CLOSE action, before making the close attack, remove an object adjacent to this character or an object held by a character adjacent to this character from the game.

Availability: Origin F002

DISSENT

Cost: 18

Prerequisite: Outwit

--Choose a character. When this character uses Outwit, it may choose a team ability on an opposing character instead. That character can't use that team ability until your next turn.

Availability: Origin F003

DIVEBOMB

Cost: 10

Modifier: Attack -1.

Prerequisite: Wing symbol.

--Choose a character. Elevation does not affect adjacency when choosing targets for a close attack, but only if that character is on a lower elevation.

Availability: Icons F003

DOUBLE-TIME

Cost: 5

Prerequisite: Transporter-Boot -or- Boot symbol

--Choose a character. When the character is not adjacent to an opposing character and is given a MOVE action, it may move up to twice its printed speed value. After resolutions, if the character is not a Transporter, deal it 1 unavoidable damage.

Availability: Fantastic Forces F005

DRAG

Cost: 5

Prerequisite: Wing symbol

--Choose a character. This character has, "POWER: Halve speed. Move. If this character is adjacent to an opposing character and successfully breaks away, after resolutions place the opposing character in an adjacent square if possible. If the opposing character is placed on a lower elevation than it began, deal it 2 damage."

Availability: Legion of Super Heroes Starter Game F001

ELITE SNIPER

Cost: 20

Prerequisite: Ranged Combat Expert -or- Super Senses

--Choose a character. That character has Sharpshooter. Lines of fire drawn by this character are not blocked by Stealth.

Availability: Hammer of Thor F004

ENDURANCE

Cost: 5

Prerequisite: [Fist Attack symbol] and [Starburst Damage symbol]

--Choose a character. When the character would be dealt pushing damage, you may instead choose to reduce that damage to 0 and place an Endurance token on this card. If there are Endurance tokens on this card when the character is given a costed action, after resolutions, roll a d6. 1-2: Deal the character unavoidable damage equal to the result plus the number of Endurance tokens on this card, then remove all Endurance tokens from this card.

Availability: Justice League F002

ENERVATION

Cost: 7

Prerequisite: Defend -or- Support

--Choose a character. During an opponent's turn, if an action token would be given to a friendly character adjacent to this character, roll 2d6. 9-12: Do not place the token.

Availability: Arkham Asylum F102

ENTANGLE

Cost: 8

Prerequisite: Plasticity

--Choose a character. Opposing characters attempting to target this character with a close attack must roll a d6. 1-2: The opposing character can't target the character, is not given an action token, and can't be given another action or make another attack this turn.

Availability: Sinister F003

ENTRENCH

Cost: 5

Prerequisite: Defend -or- Enhancement

--Choose a character. Friendly characters adjacent to this character can't be knocked back. If an attack that targets them would be a Critical Hit, it is not.

Availability: Origin F009

EXTENDED RANGE

Cost: 10

Prerequisite: Range greater than 0 and less than 9

--Choose a character. Before making a range attack, the character's range may be positively modified for that attack by a number of squares up to its printed damage value. If you do, for each square the range of an attack is positively modified, negatively modify the damage value by 1. If you use this feat, an attack using Incapacitate does not place any action tokens on the target.

Availability: Armor Wars F005

FALL BACK

Cost: 5

Prerequisite: Combat Reflexes, Super Senses, -or- Phasing/Teleport

--Choose a character. When this character makes a close attack that would knock back a single target opposing character, this character can choose not to knock back the target. If you do, after resolutions, instead choose a square on a direct path away from the target within X number of squares, where X = the number of damage clicked by the target. Place this character in that square.

Availability: Crisis F101

FASTBALL SPECIAL

Cost: 12

Modifiers: Character 1: Attack +2 ; Character 2: Damage +1

Prerequisite: Character 1: Super Strength ; Character 2: Can't be able to use Flight, Toughness.

--At the beginning of the game, choose two characters (Character 1; Character 2) with the same team symbol. If one of them is KO'd before this feat is used, remove the feat from the game.

When both characters are adjacent to each other, they each have, "POWER: Character 1 makes a range attack targeting a single opposing character within 6 squares. Place Character 2 adjacent to the opposing target and, if the attack hit, deal Character 2's damage value to the target. After resolutions, give the character not given the POWER an action token."

Availability: Mutant Mayhem F002

FLASHBANG

Cost: 3

Prerequisite: Smoke Cloud

--Choose a character. The character can use Smoke Cloud at no cost if it is given a MOVE action immediately before or after using Smoke Cloud.

After this feat is used, remove it from the game.

Availability: Collateral Damage F002, Arkham Asylum F006

FORCE FIELD

Cost: 10

Prerequisite: Barrier, Defend, Energy Shield/Deflection, -or- Telekinesis

--Choose a character. When this character can't use a power or ability that reduces damage, this character may use Toughness.

Availability: Fantastic Forces F001

FORTITUDE

Cost: 25

Prerequisite: [Fist Attack symbol]

--Choose a character. It has PROTECTED: Outwit, Exploit Weakness.

Availability: Legacy F004, Avengers F003

FROG LEGS

Cost: 3

Prerequisite: [Boot Speed symbol] and a point value of 150 or less.

--Choose a character. This character can use Swim.

Availability: Web of Spider-Man F101

GETAWAY

Cost: 4

Prerequisite: Mastermind

--Choose a character. When this character uses Mastermind, after resolutions, the character can immediately break away and move 1 square for each damage dealt the friendly character chosen with this use of Mastermind.

Availability: Arkham Asylum F004

GIANT STRIDE

Cost: 9

Prerequisite: [Giant Damage symbol]

--Choose a character. When the character has zero action tokens it can automatically break away.

Availability: Crisis F100

HAYMAKER

Cost: 10

Modifiers: Attack -1, Damage +2

--Choose a character. This character has, "CLOSE: Make a close attack. After resolutions, deal this character 1 unavoidable damage."

Availability: Mutant Mayhem F003

HEALING FACTOR

Cost: 6

Prerequisite: Regeneration

--Choose a character. When this character uses Regeneration, it does count towards your action total.

Availability: Secret Invasion F101

HEIGHTENED REFLEXES

Cost: 10

Prerequisite: Combat Reflexes -or- Energy Shield/Deflection

--Choose a character. When the character would be hit by an attack from Charge, Hypersonic Speed, or Running Shot, roll a d6. 5-6: Evade/

Availability: Sinister F004

HOLD THE LINE

Cost: 4

Prerequisite: [Fist Attack symbol], [Starburst Damage symbol] and Leadership -or- Super Strength

--Choose a character. That character has, "POWER: Make a close attack. If that attack hits, after resolutions you may modify attack -2 and make a close attack against a different opposing character not already targeted by this power this turn."

Availability: Hellboy and the B.P.R.D. Action Pack F002

HOMING DEVICE

Cost: 8

Modifiers: Damage -1

--Choose a character. When this character hits an opposing character with a close attack, friendly characters can use Improved Targeting: Hindering until the end of your turn.

Availability: Armor Wars F004

IMMORTAL CONTEMPT

Cost: 10

Prerequisite: Deity keyword

--Choose a character. The character modifies attack +1 when attacking a character without the Deity or Cosmic keyword and a lower point value.

Availability: Hammer of Thor F102

IMPROVISE

Cost: 7

Prerequisite: Close Combat Expert -or- Perplex -or- Ranged Combat Expert

--Choose a character. Once per round, when one of the character's combat values would be positively modified higher than its printed value, you may choose not to use that modifier and instead place an Improvise token on this card (Maximum: 3). If there are 3 tokens on this card when the character makes an unsuccessful attack roll where the result of the roll is doubles, you may remove all tokens from this card. If you do, the target of the attack becomes hit. // Remove all tokens from this card when the character makes a Critical Hit.

Availability: Secret Invasion F103

IN CONTACT WITH ORACLE

Cost: 10 per character chosen

--Choose two or more characters; Oracle may not be chosen. Chosen characters are called Agents. As long as it is not the target of Mind Control, when an Agent is given an action you may choose to modify one of its combat values +1 until the beginning of your next turn. // If [Legacy] #085 Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. If Oracle is on this card, Agents have, "POWER: Once per turn, turn Oracle's dial to any click." The Agent given the POWER action may use any power showing on Oracle's dial until any Agent with zero or one action token is given a POWER action to turn Oracle's dial. If your last Agent is KO'ed while Oracle is on this card, Oracle is also KO'ed.

Availability: Legacy F003

INDOMITABLE

Cost: 5

Prerequisite: Willpower

--Choose a character. When the character is the target of an Incapacitate or Mind Control attack, modify defense +2.

Availability: Sinister F007

INFILTRATE

Cost: 2

Prerequisite: Stealth -or- Shape Change

--Choose a character. That character can use Improved Movement: Characters, but it must end its movement adjacent to an opposing character.

Availability: Secret Invasion F002

INSIDE INFORMATION

Cost: 4

Prerequisite: The character must have at least one keyword.

--Choose a character. When this character attacks an opposing character with any of the same keywords as this character, modify attack +2.

Availability: Mutations & Monsters F003

INSPIRING COMMAND

Cost: 15

Prerequisite: Leadership -or- Mastermind

--Choose a character. Adjacent characters at the beginning of an action with the same team symbol as this character and a lower point value reduce pushing damage to 0.

Availability: Collateral Damage F001

INVIGORATE

Cost: 10

Prerequisite: Support

--Choose a character. When this character uses Support, remove one action token from adjacent friendly characters (maximum 3 total tokens removed.) Characters that have action tokens removed from them can't be given POWER actions the same turn this feat is used.

Availability: Secret Invasion F104

KNOCKDOWN

Cost: 5

Prerequisite: Incapacitate

--Choose a character. Once per turn, after this character resolves a successful CLOSE action using Incapacitate, if the target has only one action token, the character can immediately make a second close attack against the target, and the target modifies defense +2 for the second attack. If the attack succeeds, instead of normal damage, give the target a second action token. If the character loses Incapacitate before making the second attack, it can not make the second attack.

Availability: Sinister F002

LARGE OBJECT

Cost: 3 per 100 points of the game's build total

Prerequisite: Super Strength -or- Telekinesis

--When any friendly character uses an object in an attack, you may reduce the damage dealt by the object, to a minimum of 1 damage. The character modifies attack +1 for that attack for each 1 damage reduced.

Availability: Legacy F005

LAZARUS PIT

Cost: 20 (10 if named Ra's Al Ghul)

--Choose a character. When this character is KO'd, remove it from the map, place it on this card on its first KO click, and then place a Special marker in the square where it was KO'd. At the beginning of each player's turn, you may either heal this character 1 click or return it to the battlefield in the square with the Special marker. If you return the character to the map, remove this Lazarus Pit from the game (its text remains in effect until the end of the game). // If the character has been returned to the map this game, at the beginning of each player's turn, roll a d6. 5-6: Remove the Special marker from the battlefield. // As long as the Special marker is on the map, this character can use Battle Fury, Toughness, and Willpower but it can not use any of its other powers or its team ability. If the character is on this card when time expires, or all other members of the character's force are KO'd, the character is KO'd. The character awards victory points each time it is KO'd.

Availability: Legacy F006

LIFE MODEL DECOY

Cost: 12

--Choose a character. This character may not be healed. Damage dealt to this character is reduced by 1 if it is not reduced by any other effect.

Availability: Armor Wars F002

LONER

Cost: 5

Prerequisite: Point value of 100 points or less.

--Choose a character. If no other friendly character on the map shares any of this character's keywords (or this character has no keywords), modify this character's defense +1 when this character has a clear line of fire to an opposing character within 6 squares. Only one character on a force can be assigned this feat.

Availability: Secret Invasion F004

LOOK! UP IN THE SKY!

Cost: 9

Prerequisite: [Wing Speed symbol]

--Choose a character. When this character is given a MOVE action, modify speed +2 until the action is resolved. A character assigned this feat has Passenger: 0.

Availability: Collateral Damage F007

LUCKY BREAK

Cost: 5

Prerequisite: [Boot Speed symbol] -or- [Dolphin Speed symbol]

--Choose a character. When this character makes an attack, if the result on either of the two dice is a 1, you may reroll one die before finalizing the attack roll. You may reroll only once per attack roll. If you use this feat, remove this card from the game after the attack resolves.

Availability: Danger Room Starter Game F001

LUNGE

Cost: 5

Prerequisite: Close Combat Expert -or- Leap/Climb

--Choose a character. When the character is given an action, immediately before it makes a close attack, it can break away automatically and move up to 2 squares.

Availability: Arkham Asylum F002

MANEUVER

Cost: 8

Prerequisite: [Boot Speed symbol] and Close Combat Expert -or- Combat Reflexes

--Choose a character. When this character makes a close attack against a single target opposing character, after the attack is resolved, place the target in any unoccupied square adjacent to this character.

Availability: Crisis F102

MENTAL SHIELDS

Cost: 15

Prerequisite: Mind Control -or- Willpower

--Choose a character. That character has "PROTECTED: Mind Control." // When this character uses Mind Control, it can target only a single opposing character.

Availability: Supernova F007

MERCENARY

Cost: 25 minus 5 for each friendly character with the chosen team ability, min 10

Prerequisite: No team symbol

--Choose a character. Before the beginning of the game's first turn, choose a team ability a friendly character has. The team ability can't be a wild card, must be usable by wild cards and can't be an Additional Team Ability. This character is a wild card that can only use the chosen team ability when adjacent to a friendly character with that team ability and a higher point value.

Availability: Origin F001

MONSTER HUNTER

Cost: 3

Prerequisite: [Starburst Damage symbol]

--Choose a character. Modify this character's attack and damage +1 when it is given a CLOSE or RANGE action targeting a character with the Giant or Colossal symbol or the Monster keyword.

Availability: Mutations & Monsters F004

MOVETHROUGH

Cost: 8

Prerequisite: Charge

--Choose a character. That character can use Improved Movement: This character can move through squares adjacent to or occupied by opposing characters without stopping. (Still needs to break away.)

Availability: Collateral Damage F005

NANOARMOR

Cost: 6

Prerequisite: [Starburst Damage symbol]

--Choose a character. This character does not take damage from objects. An object used in an attack against this character does not modify damage.

Availability: 2099 F002

NANOBOTS

Cost: 10

Prerequisite: Damage value of 2 or less

--Choose a character. When this character is the only character adjacent to an unheld object, it has, "FREE: Remove the unheld object from the game. Heal this character 2 clicks."

Availability: Armor Wars F009

NOT SO SPECIAL

Cost: 3

Prerequisite: None

--Choose a character. When this character attacks an opposing character showing a Special Power, if this character currently has no Special Power showing or Traits, modify this character's +1.

Availability: The Brave and the Bold F003

NOVA BLAST**Cost:** 10**Prerequisite:** Pulse Wave

--Choose a character. When this character uses Pulse Wave, use the character's printed damage value for the attack, regardless of how many lines of fire can be drawn. After resolutions, deal this character 2 unavoidable damage, then remove this Nova Blast from the game.

Availability: Fantastic Forces F004

OPPORTUNIST**Cost:** 10**Prerequisite:** Charge -or- Running Shot -or- Willpower; and point value of 50 points or more.

--Choose a character. At the end of your turn, if this character has zero action tokens, place an Opportunist token on this card (Maximum: 5). When this character or an adjacent friendly character makes an attack, after all rerolls are made (or declined) but before finalizing the roll you may remove any number of Opportunist tokens from this card and increase the result of the attack roll by +1 for each token removed. If Opportunist tokens are removed when another character makes an attack, deal this character 1 unavoidable damage after resolutions.

Availability: Crisis F003

OUTSMART**Cost:** 10**Prerequisite:** Mastermind -or- Outwit

--Choose a character. When this character or an adjacent friendly character would be targeted by Outwit, you and the opposing character's player each roll 2d6. If your result is higher, the targeted character has PROTECTED: Outwit until your next turn.

Availability: Mutations & Monsters F005

PASSENGER**Cost:** 5**Prerequisite:** Leap/Climb -or- Phasing/Teleport

--Choose a character. When this character uses Leap/Climb or Phasing/Teleport, it has Passenger: 1. After this character resolves an action using Passenger, deal it 1 unavoidable damage.

Availability: Mutant Mayhem F004

POINT BLANK**Cost:** 4**Prerequisite:** Ranged Combat Expert

--Choose a character. It has, "RANGE: Make a range attack. If the target of the attack is within 4 squares, modify attack +1."

Availability: Justice League F001

POUNCE**Cost:** 15**Modifiers:** Attack +1 / Damage +1**Prerequisite:** Leap/Climb -and- damage value 2 or less

--Choose a character. This character has, "POWER: Move up to your speed value. Make a close attack. After resolutions, deal this character 1 unavoidable damage."

Availability: Mutant Mayhem F005, Origin F006

POWER BARRAGE**Cost:** 6**Prerequisite:** [Duo Symbol]

--Choose a character. If this character can use any of the following powers: Blades/Claws/Fangs, Energy Explosion, Pulse Wave, Quake, Incapacitate, Penetrating/Psychic Blast or Telekinesis, it can use them as FREE. When it uses them as FREE, modify attack and damage -1.

Availability: The Brave and the Bold F002

PRECISION DEMOLITION**Cost:** 5**Prerequisite:** Close Combat Expert -or- Super Strength

--Choose a character. When this character destroys a wall or blocking terrain, do not place debris markers; instead place SPECIAL markers to indicate that the wall or blocking terrain has been destroyed.

Availability: Arkham Asylum F104

PROTECTED**Cost:** 8

--Choose a character. If the character does not already have two action tokens on it, you may choose that a single attack against this character does not deal damage. If you do, after that action is resolved, give the character an action token and remove this feat from the game.

Availability: Armor Wars F003, Mutations & Monsters F102

PUMMEL

Cost: 10

Prerequisite: Combat Reflexes -or- Close Combat Expert -or- Super Senses

--Choose a character. Once per turn, when this character has zero action tokens and is given a CLOSE action, you may reroll that attack roll.

Availability: Sinister F001

PYM PARTICLES

Cost: 6

Prerequisite: [Starburst Damage symbol] and Avengers Team Symbol

--Choose a character. Once per game, choose one: this character has the Giant symbol -or- the character modifies defense +1 against range attacks. The chosen effect lasts until the end of the game.

Availability: Hammer of Thor F005

RECHARGE

Cost: 5

Prerequisite: Energy Explosion

--Choose a character. When a total of 2 or more damage is clicked by opposing characters while this character is using Energy Explosion, after resolutions, heal this character 1 click.

Availability: The Brave and the Bold F004

REPULSOR

Cost: 10

Modifier: Attack -1

Prerequisite: Force Blast

--Choose a character. This character has, "RANGE: Make a range attack against a single opposing character. If it hits, KNOCKBACK."

Availability: Origin F007

REPULSOR SHIELD

Cost: 25

--Choose a character. This character has PROTECTED: Force Blast, Penetrating/Psychic Blast, Ranged Combat Expert.

Availability: Armor Wars F010

RETALIATION

Cost: 5

Prerequisite: Starburst Symbol -and- Leap/Climb -or- Blades/Claws/Fangs -or- Outwit -or- Super Senses -and- point value of 60 or greater

--Choose a character. When this character takes damage but isn't KO'ed by an opposing close attack, after resolutions, you may roll 2d6. 9-11: Deal the attacker 1 damage. 12: deal the attacker 2 damage.

After this feat is used, remove it from the game.

Availability: Arkham Asylum F103

REVENGE

Cost: 2 per character on your force

Prerequisite: Battle Fury -or- Willpower

--Choose a character. When this character makes a close or range attack, you may modify attack +1 for each friendly character with a higher point value that has been KO'ed this game. If you do, after resolutions remove this feat from the game.

Availability: Days of Future Past F001

RIP IT UP

Cost: 20

Prerequisite: Super Strength

--Before this character moves, give it a light object from outside of the game.

Availability: Mutant Mayhem F006

RUNNING START

Cost: 5

Prerequisite: Plasticity -or- Stealth

--Choose a character. Do not halve this character's speed value when it begins movement in hindering terrain.

Availability: Collateral Damage F006

SABOTEUR

Cost: 20

Prerequisite: Any non-wild card team ability.

--Choose a character. Opposing Wild Cards can only copy the team ability of this character when copying team abilities. This feat can only be assigned to one character on your force.

Availability: Armor Wars F006

SCATTER!

Cost: 8

Prerequisite: Defend -or- Leadership -or- Super Senses

--Choose a character. When this character is the target of an attack, immediately after the attack resolves you may move up to three adjacent friendly characters up to half their printed speed value. The chosen characters must break away normally and can't end their movement adjacent to any opposing character.

Availability: Arkham Asylum F001

SHAKE OFF

Cost: 10

Prerequisite: Transporter (Boot, Wing or Dolphin) -or- Giant symbol

--Choose a character. When this character attempts to and successfully breaks away, it deals 1 damage to all adjacent opposing characters.

Availability: Fantastic Forces F002

SHELLHEAD

Cost: 10

Modifier: Defense +2

Prerequisite: Impervious -or- Invulnerability -or- Toughness

--Choose a character. When this character has two action tokens, it receives this Feat's modifier.

Availability: Armor Wars F008

SHOCKWAVE

Cost: 8

Prerequisite: [Standard Attack symbol] and Quake

--Choose a character. This character has, "POWER: Make a close attack targeting all adjacent opposing characters. Instead of normal damage, knock back hit characters 4 squares."

Availability: Mutations & Monsters F101

SHOW OFF

Cost: 6

Prerequisite: [Duo Symbol]

--Choose a character. When using the Duo Attack ability, if this character KO's an opposing character with the first attack, you may choose to not make the second attack. If you do, instead, do not give this character an action token.

Availability: The Brave and the Bold F001

SIDEKICK

Cost: 10

--Choose two characters: The first character must have a point value at least twice that of the second character. The two characters must be adjacent in order to use this feat. Neither character may carry the other. // When the second character is attacked, it may replace its defense value with the printed defense value of the first character.

Availability: Icons F004

SIDESTEP

Cost: 10

Prerequisite: [Duo Symbol]

--Choose a character. When using Duo Attack, before making the second attack the character may

move up to 4 squares (it must still break away, if necessary). If it moves, it must be able to attempt the second attack after the move.

Availability: Crisis F004

SIPHON POWER

Cost: 20

Prerequisite: Wild Card

--Choose a character. This character has the following team ability instead of any team ability or team symbols printed on its base: At the beginning of each player's turn, this character may choose any team ability a character on the map can use and use it until it choose again. This team ability follows all other rules for Wild Card.

Availability: Icons F007

SKULLDUGGERY

Cost: 5

Prerequisite: Exploit Weakness -or- Poison

--Choose a character. Once per turn when the character deals damage to an opposing character, after resolutions you may roll 2d6. 9-12: You may give an action token to the target if it has zero action tokens.

Availability: Arkham Asylum F005

SLIPPERY

Cost: 15

Prerequisite: Combat Reflexes -or- Defend -or- defense value greater than 17

--Choose a character. This character is unaffected by other characters' Plasticity, and fails to break away only on a result of 1.

Availability: Icons F002

SNEAK

Cost: 5

Prerequisite: Stealth -or- Super Senses

--Choose a character. When the character is given a MOVE action, it can use Improved Movement: This character can move through squares adjacent to or occupied by opposing characters without stopping. (Still needs to break away.)

Availability: Supernova F002

SPOTTER

Cost: 5

Prerequisite: Ranged Combat Expert

--Choose a character. When another friendly character makes a range attack against an opposing character, modify that character's attack by +1 if the target is within this character's range and line of fire.

Availability: Secret Invasion F001

STARSTRUCK ADMIRER

Cost: 4

Prerequisite: Celebrity keyword.

--Choose a character. The character can use Incapacitate with a range of 8. After this feat is used, remove it from the game.

Availability: Hammer of Thor F002

STREAK OF LUCK

Cost: 5

Prerequisite: [Standard Attack Symbol] and [Starburst Damage symbol]

--Choose a character. Each time an attack roll fails against the character, put a Luck token on this card [Maximum: 3]. If there are Luck tokens on this card when the character makes a critical miss, the character is not dealt unavoidable damage. After the attack is resolved, remove all Luck tokens from this card. // If there are Luck tokens on this card when the character makes a critical hit, modify the character's damage by +X, where X equals the number of Luck tokens on this card. After the attack is resolved, remove all Luck tokens from this card.

Availability: Mutations & Monsters F001

STUNNING BLOW

Cost: 10

Prerequisite: Incapacitate

--Choose a character. When the character makes a successful attack using Incapacitate, in addition to the normal effect of Incapacitate the character may also deal its printed damage to hit targets. Damage dealt is divided among the successfully hit targets.

Availability: Legacy F007, Avengers F001

SUBMERGED

Cost: 5

Prerequisite: [Dolphin Symbol]

--Choose a character. When it is not your turn, if the character occupies water terrain, lines of fire drawn to it are blocked.

Availability: Icons F001

SUNDER

Cost: 3

Prerequisite: Blades/Claws/Fangs

--Choose a character. When the character is given a CLOSE/RANGE Destroy action, it has a damage value of 3.

Availability: Supernova F004

SUPPRESSIVE FIRE

Cost: 5

Prerequisite: Enhancement -or- Ranged Combat Expert -or- Sharpshooter

--Choose a character. At the end of your turn, you may choose an opposing character within 8 squares and line of fire. Give the chosen character a Suppression token. Until the beginning of your next turn, if the chosen character would be given a RANGE action or make a range attack, its controller must roll a d6.

1-2: The attack can't be made or the action can't be given (this action doesn't count against its action total). // At the beginning of your next turn, after the character uses this feat, remove all Suppression tokens from opposing characters and then either remove this feat from the game or roll a d6. 1-4: Give an action token to this character.

Availability: Arkham Asylum F003

SWINGLINE

Cost: 10

Prerequisite: [Boot Speed symbol]

Modifier: Speed +1

--Choose a character. The character can use Improved Movement: Hindering. If the character hits with a range attack against an opposing character with the [Wing symbol], that character gains Earthbound until the beginning of its controller's next turn.

Availability: Icons F008

TACTICS

Cost: 20

Prerequisite: Leadership and any team symbol

--Choose a character. When the character uses Leadership, 3-6: Action Total +1. The same turn the character succeeds in using this feat, a costed action must be given to a friendly character with the same team symbol as the character.

Availability: Supernova F005

TAKEDOWN

Cost: 6

Prerequisite: Incapacitate -or- Plasticity

--Choose a character. If an opposing character misses a close attack against the character, after resolutions, give the opposing character an additional action token.

Availability: Mutations & Monsters F006

TAUNT

Cost: 15

Modifier: Attack +1

Prerequisite: Range value greater than 0

--Choose a character. The character has, "POWER: Make a range attack targeting a single opposing character within 6 squares. Instead of normal damage, next turn the hit character must either attempt to move adjacent to or attack this character."

Availability: Mutant Mayhem F007

TELEKINETIC REACH

Cost: 12

Prerequisite: Telekinesis

--Choose a character. When using Telekinesis to make a RANGE Object Action, minimum range value 10. All other rules for Telekinesis apply normally.

Availability: Avengers F002

TERRIFY

Cost: 6

Prerequisite: Battle Fury -or- Incapacitate -or- Mind Control

Modifier: Attack -1

--Choose a character. The character has, "POWER: Make a close attack targeting all adjacent opposing characters, maximum four targets. Instead of normal damage, knock back a hit character a number of squares equal to half its speed value. Targets are not dealt knock back damage. If the attack roll is doubles and hits, also given an action token to hit targets.

Availability: Mutations & Monsters F002

THUNDERING BLOW

Cost: 20

Prerequisite: Attack value of 11 or greater

--Choose a character. If the character hits an opposing character and it clicks 3 damage or more, after resolutions, modify damage of all friendly characters by +1 when they attack that character this turn. This modifier lasts until an attack against that character misses. Only one character on your force can be assigned this feat.

Availability: Supernova F008

THWART

Cost: 15

Prerequisite: Mastermind -or- Outwit

--Choose a character. This character has, "POWER: Choose a character assigned a feat within 10 squares and line of fire. Place a Thwart token on a feat card assigned to that character. The feat can't be used as long as the Thwart token is on that card." Opposing

characters with a Thwart token on any of their feat cards have, "POWER: Remove a Thwart token from a feat assigned to this character."

Availability: Origin F010

TOXIC BURST

Cost: 10

Prerequisite: Poison

--Choose a character. When using Poison, opposing characters within two squares and line of fire of the character are also dealt damage. After using Toxic Burst, the character is dealt 1 unavoidable damage.

Availability: Supernova F003

TRIAGE

Cost: 10

Prerequisite: Support

--Choose a character. When the character uses Support and succeeds, the resulting healing can be divided among the target and any other adjacent friendly characters (none of which may be adjacent to an opposing character) and that the roll would succeed against. The target must be healed of at least 1 click.

Availability: Origin F005

TRICK SHOT

Cost: 20

Prerequisite: Plasticity -or- Ranged Combat Expert

--Choose a character. When the character makes an attack while not adjacent to an opposing character, the character can use Improved Targeting: Hindering, Characters.

Availability: Mutant Mayhem F008, Legacy F008

UNSTOPPABLE

Cost: 5

Prerequisite: Super Strength

--Choose a character. The character can use Improved Movement: Hindering. Once per game, when given a MOVE action, the character can be given a CLOSE Destroy action at no cost and then move the rest of its speed value minus the number of squares just moved.

Availability: Fantastic Forces F006, Icons F005, Justice League F006

VAMPIRISM

Cost: 12

Prerequisite: Blades/Claws/Fangs

--Choose a character. The character can use Steal Energy

Availability: Hammer of Thor F003

VAULT

Cost: 3

Prerequisite: Combat Reflexes -or- Leap/Climb

--Choose a character. After the character resolves a CLOSE action, it may be placed in any square adjacent to a target of the action.

Availability: Sinister F005

VENDETTA

Cost: 6

Prerequisite: [Standard Attack symbol] and [Standard Defense symbol] and [Standard Damage symbol]

--Choose a character. At the beginning of your first turn, choose an opposing character with a point value greater than this character. Modify the attack value of this character by +1 when it is making a close or range attack against the chosen character. If this character KO's the chosen character, you score additional victory points equal to half the chosen character's point value. If the chosen character KO's this character, the chosen character's controller scores additional victory points equal to half this character's point value.

Availability: Sinister F006, Secret Invasion F003

WARBOUND

Cost: 5 per character on your force with the chosen keyword

Prerequisite: A single, common keyword.

--Choose a character. Choose a keyword. All characters on your force that have the keyword are assigned this feat. When a friendly character assigned this feat is given an action, instead of giving it an action token, you may give the action token for that action to an adjacent friendly character with the chosen keyword if it has zero action tokens and a point value equal to at least half of the original character's point value.

Availability: Mutations & Monsters F100

WHIRLWIND

Cost: 6

Prerequisite: Force Blast

--Choose a character. When the character uses Force Blast, the result of the six-sided die roll can be split among multiple target adjacent opposing characters. The targets are otherwise affected normally by Force Blast.

Availability: Supernova F006

BATTLEFIELD CONDITIONS

Rules

Battlefield conditions change the rules of the match and can affect the map itself. When assembling your force, you may include a single battlefield condition. A battlefield condition has no point value and does not count toward the point total of a force.

During Step 2 of Game Setup, after starting areas have been determined, all players reveal their battlefield condition card simultaneously.

A battlefield condition alters the rules of the game as explained in its card text. Battlefield conditions affect only characters on the map. If multiple copies of a battlefield condition that causes a die (or dice) roll to occur are in play, roll the die (or dice) for each copy in play. If a player's force is defeated, his or her battlefield condition remains in effect until the end of the game.

Battlefield condition cards are considered "unique by name". If battlefield condition cards with the same name appear in multiple sets, a player may only use one copy of any named card in his battlefield condition hand during a tournament.

Any Battlefield Condition cards that are published with the same name as a previous one override all of the text on the previously published card.

Battlefield Condition cards which provide a limit on a combat values continuously check the relevant combat value.

ALPHA STRIKE

Before the beginning of each player's first turn, that player chooses a team symbol on an opposing character's base. The first opposing character with that team symbol that is KO'd is worth additional victory points equal to half of that character's point value.
Availability: Supernova BF002

ANTIMATTER UNIVERSE

Critical hits do not increase damage dealt.
Availability: Crisis BF100

ARMOR WARS

When damage dealt is reduced by any effect, increase the damage dealt by 1 after it is reduced by all other

game effects.

Availability: Armor Wars BF001

ASSEMBLED

When a force has more than four characters on it with the same team symbol but different names, modify each character's attack by +1 when adjacent to a friendly character with the same team symbol.
Availability: Armor Wars BF004

ASTRAL PLANE

Hindering terrain become clear terrain for movement purposes.
Availability: Fantastic Forces BF001

ATLANTIS RISING

All clear terrain on the lowest elevation is water terrain.
Availability: Fantastic Forces BF002, Avengers BF005

BACK ALLEY BRAWL

Characters who make close attacks using no powers, feats, or team abilities and who are not affected by the powers, feats, or team abilities of any friendly character modify attack by +2.
Availability: Sinister BF002

BIZARRO WORLD

A critical miss does not deal the attacker damage. Instead, after the attack resolves the target of the attack is healed 1 click. After a critical hit is resolved, remove an action token from the target of the attack.
Availability: Arkham Asylum BF100

BLACKEST NIGHT

Characters can't be healed by standard powers or team abilities unless they have the Black Lantern Corps keyword.
Availability: Blackest Night BF001

BLOOD CURSE

For each character that KO's one or more opposing characters during a turn, at the end of the turn, roll a d6. 1-3: Deal that character 1 damage.
Availability: Hellboy and the B.P.R.D. Action Pack BF001

BRIGHT LIGHTS

Characters can't use Stealth.
Availability: Legacy BF001

BRIGHTEST DAY

Characters do not take pushing damage for receiving a second token to use Regeneration or Support.
Availability: DC 75th Anniversary BF001

COMMUNICATION BREAKDOWN

Before the beginning of the game's first turn, the player playing Communication Breakdown chooses one combat value. That combat value can't be modified during the game. When rolling for Leadership, subtract 1 from the result.
Availability: Origin BF004

COSMIC RADIATION INTERFERENCE

Hindering terrain markers and blocking terrain markers can't be placed. (Debris terrain markers and special markers are unaffected.)
Availability: Hammer of Thor BF002

CRITICAL STRIKE

At the beginning of each of the player's turns, place a Strike token on this card (Maximum: 6). When a friendly character is attacking a single opposing character and the result is a critical hit, instead of dealing normal damage, you may choose to deal damage equal to the number of Strike tokens on this card. If you do, after resolutions, remove all Strike tokens from this card.
Availability: Origin BF001

CROSSWINDS

Characters that can use Flight can't use Flight or Carry. (A character affected by this BFC is still considered to be able to use Flight for its effect.)
Availability: Mutant Mayhem BF003

DAMAGE CONTROL

Objects cannot be placed or generated this game. Debris tokens are hindering terrain for movement and are clear terrain for all other effects. At the beginning of each player's turn, all destroyed walls and blocking terrain (except Barrier markers and terrain in occupied squares) are no longer destroyed.
Availability: Supernova BF001

DARKNESS

Characters have a maximum range value of 6. Powers and abilities able to affect characters more than 6 squares away instead can only affect characters only up to 6 squares away.
Availability: Mutant Mayhem BF001

DAY OF DISCORD

Combat values can't be replaced by the combat values of other characters.
Availability: The Brave and the Bold BF001

DEBRIS

Each player must place three additional standard objects in addition to those included in their force.
Availability: Collateral Damage BF001

DEEP SHADOWS

Treat all non-blocking terrain as hindering terrain for line of fire purposes. Characters have a maximum range value of 6. Powers, abilities, and effects able to affect characters more than 6 squares away instead can only affect characters up to 6 squares away.
Availability: Legacy BF002, Monsters & Mutations BF001, Arkham Asylum BF002

DE-FEATED

At the beginning of each player's turn, that player must roll a d6. 1: Feats assigned to characters controlled by that player can't be used until the beginning of the next player's turn.
Availability: Justice League BF001

DEFIANCE

When one of your characters makes a critical hit, remove an action token from a friendly character that has not been given an action this turn.
Availability: Legion of Super Heroes Starter Game BF001

DISBANDED!

Team abilities can't be used.
Availability: Fantastic Forces BF006

DISRUPTION

Characters on a themed team can't use the Probability Control granted by a themed team if they already have an action token placed on them. When a character on a themed team uses the Probability Control granted by a themed team, place two action tokens on the character that do not deal pushing damage.
Availability: Secret Invasion BF002

EARTHQUAKE

At the beginning of each player's turn, that player rolls two six-sided dice. 2-3: Remove this Earthquake from the game. Characters without the [Wing Speed symbol] are each dealt 3 damage.
Availability: Mutant Mayhem BF002

EXHAUSTION

Increase all pushing damage by +1.

Availability: Avengers BF003

EXTRAORDINARY DAY

An attack roll of 11 or 12 is a Critical Hit. An attack roll of 2 or 3 is a Critical Miss.

Availability: Supernova BF003

FEARLESS ASSAULT

Characters modify speed by +2 when they begin a MOVE action in their starting areas.

Availability: Danger Room Starter Game BF001

FIMBULWINTER

Characters with two action tokens modify their defense by -1.

Availability: Hammer of Thor BF001

THE GREAT ARENA

Any successful attack roll of doubles is a Critical Hit.

Availability: Monsters & Mutations BF100

GROUND ZERO

When a character makes a successful close attack, roll a d6 before damage is dealt. 5-6: Increase damage dealt by +1. 1-2: After the attack resolves, deal the attacker 1 unavoidable damage.

Availability: Sinister BF001

GROUNDED

Carry can't be used.

Availability: Arkham Asylum BF001

HIGH GRAVITY

Light objects are considered to be heavy objects, and heavy objects are considered to be immobile objects. If a character carries another character during an action, deal the carrying character 1 damage after resolutions.

Availability: Crisis BF003

INERTIAL INTERFERENCE FIELD

When a character makes an attack using Running Shot, Charge, or Hypersonic Speed, decrease damage dealt by 2. Knockback damage is reduced by 1.

Availability: Armor Wars BF002

INFERNO

At the beginning of your turn, deal 1 damage to each friendly character occupying hindering terrain not generated by powers or abilities.

Availability: Avengers BF004

INFILTRATION

When placing characters at the beginning of the game, characters that can use Phasing/Teleport, Smoke Cloud, or Stealth on their starting click can be placed in hindering terrain up to half their printed speed value away from their starting areas. Characters that can use Swim on their starting click can be placed in water terrain up to half their printed speed value away from their starting areas.

Availability: Icons BF001, Arkham Asylum BF003

INTERNAL STRIFE

Characters modify attack by +1 when they make close or range attacks against opposing characters they share the same team symbol with.

Availability: Icons BF003

ISOLATION

Combat values can't be replaced by higher values.

Availability: Armor Wars BF003, Crisis BF002

KNOCKOUT GAS

Characters occupying indoor terrain modify their speed by -2. Characters using Smoke Cloud can place up to eight hindering terrain markers.

Availability: Hammer of Thor BF004

KRAKOA THE LIVING ISLAND

Once at the end of each player's turn, he or she can choose a single opposing character adjacent to an unoccupied square of outdoor hindering, blocking, or elevated terrain and make an attack with an attack value of 9 and a damage value of 2 against the chosen character. The target can't be knocked back by this attack. If the attack succeeds but the character takes no damage from the attack and has zero or one action token, after resolutions, give the target an action token.

Availability: Monsters & Mutations BF002

LEGENDARY DAY

All characters can use Willpower.

Availability: Hammer of Thor BF100

LOW GRAVITY

Any standard character occupying clear terrain that is hit by an attack is knocked back equal to the damage clicked.

Availability: Fantastic Forces BF003

LOYALTY

After forces are placed in their starting area but before the first player's first turn, each wild card must choose a friendly team ability that can be copied. The wild card can use the chosen team ability until the end of the game, and can't use any other team ability.

Availability: Supernova BF004

MADNESS

Critical hits are critical misses instead, and vice versa. When a character uses Support, the target is healed 1 fewer click on a critical hit.

Availability: Icons BF002

MALFUNCTION

Before the beginning of the first turn, starting with the player who played this battlefield condition, each player can remove one object from the game.

Availability: Hammer of Thor BF003

MALICE

At the end of each player's turn, if none of his or her characters made an attack against an opposing character, that player must choose a friendly character and deal it 1 unavoidable damage.

Availability: Monsters & Mutations BF003

MISTRUST

UNIQUE MODIFIER - When characters that have the same team symbol or team ability are adjacent to each other, modify their defense by -1.

Availability: Origin BF003

NOWHERE TO HIDE

Heavy objects do not hinder line of fire.

Availability: Secret Invasion BF101

ORDINARY DAY

Cancel a single target battlefield condition.

Availability: Mutant Mayhem BF004, Legacy BF003, Icons BF005, Avengers BF001, Crisis BF004

OVERCONFIDENCE

A character with Perplex may use it only on its own combat values.

Availability: Legacy BF004

PACIFICATION

When 4 or more damage would be dealt, reduce damage dealt by 1.

Availability: Justice League BF002

POOR TEAMWORK

Characters can't be carried. Characters that can use Telekinesis can't target friendly characters with Telekinesis.

Availability: Legacy BF005, Fantastic Forces BF004, Supernova BF005

POWER DAMPENING FIELD

All characters have a maximum damage value of 3.

Availability: Fantastic Forces BF005

PROTECT THE INNOCENT

Once per turn as a FREE action, you may choose to remove a bystander token adjacent to a friendly character from the game. No victory points are scored for the removed bystander token.

Availability: Origin BF002

PROXIMITY MINES

At the end of a turn, if any character is in the same square as a unheld object or in a square adjacent to an unheld object, roll ad6. 5-6: deal 1 unavoidable damage to all characters in the same square as or adjacent to the object, and then remove the object from the game.

Availability: Collateral Damage BF002

RADIATION LEAK

When a character uses Regeneration or when a character is the target of Support, instead of following the rules for those abilities, roll a d6 and subtract 3 from the result. Treat a negative result as unavoidable damage dealt to the character.

Availability: Legacy BF006

RALLY

When the character with the highest point value remaining on your force is defeated, remove one action token from all characters on your force, as applicable, and then remove the defeated character from the game.

Availability: Icons BF004

RESISTANCE

Characters have PROTECTED: Outwit when they are adjacent to at least one friendly character with the same team symbol.

Availability: Days of Future Past BF001

RUSHED ASSAULT

The first character to make an attack targeting an opposing character during this game modifies attack by -2 until the attack resolves.

Availability: Sinister BF004

SABOTAGE

Before the beginning of the first round, the player who played this battlefield condition may place an action token on any one opposing character. Then, continuing clockwise around the table, each other player may choose to roll a d6. ~~4-6~~: That player may place an action token on any one opposing character that does not already have one.

Availability: Secret Invasion BF003

SHRUNK

All characters with the [Giant Damage symbol] have the [Standard Damage symbol] instead. All range values are halved.

Availability: Justice League BF003

SKRULL KILL KREW

When a character with Plasticity rolls to break away, decrease the result by -2. When a character using Super Senses or Shape Change rolls a d6, decrease the result by -1.

Availability: Secret Invasion BF001

SKYSCRAPERS

Elevated terrain is blocking terrain.

Availability: Crisis BF001

TELEKINETIC STRAIN

When Telekinesis is used to place an object 6 or more squares away from its starting square, the character using Telekinesis is dealt 1 unavoidable damage after resolutions.

Availability: Sinister BF003

WAR ZONE

A character using Support does not roll a d6. Instead it heals the target a number of clicks equal to its printed damage value.

Availability: Mutant Mayhem BF005

WASTELAND

All elevated terrain is hindering terrain and the lowest elevation on the map. All walls are destroyed. All squares adjacent to walls are hindering terrain.

Availability: Avengers BF002

WHITE NOISE

When a character is the target of Outwit or Perplex, roll a d6. ~~4-6~~: The character gains PROTECTED: Outwit or Perplex (as applicable).

Availability: Mutant Mayhem BF006