

Universal Common and Random Ability Guide

Anti-Hero: a common ability, the character is able to kill another character with the Villain label.

Arch-enemy: (X) a common ability, this character has the ability to lock character (X) in combat so that both characters can not affect other characters in play until one of the two locked characters is disabled.

Blocking: a universal ability, a character on the same **Team** as another may absorb the damage from a single attack on that character. The blocking character taps to do so.

Conceal: a common ability, this character may not be attacked until he/she first attacks.

Counter attack: a common and random ability, if this character is attacked they may immediately attack that character in response unless disabled.

Cyborg: a common ability, this character is enhanced by mechanical systems integrated into their body. If a character with the Tech ability makes a successful attack against this character they may choose to disable the cybernetics rather than cause a wound. This character becomes C:2, D:2 and loses all abilities related to cybernetics.

Defensive Increase: a random ability, this character gains +**D6** to base **D**

Defensive Teleport: a common and random ability, this character can tap to move to the staging area and may bring one other character.

Double Strike: a common and random ability, this character will deal two wounds with each attack. Each wound is counted as a separate attack.

Enslave: a common ability, an opponent character gains a marker after a successful attack from this character. Your character the opponent character may attack as though it is under your control. Your opponent may attack this character during their combat phase, if your character is wounded discard the marker.

Fear: a common and random ability, this character cannot be blocked unless opponent performs a **Heroic Act**.

Flight: a common and random ability, during upkeep place or remove a marker on this character to signify flight. when in flight, this character cannot be attacked in close combat and cannot attack another character in close combat while in flight unless that character is flying as well.

Heal: a common and random ability, this character may tap to recover from 1 injury.

Hero: a universal ability, a character that normally fights to protect others and is morally opposed to killing. The majority of characters are heroes, any character not bearing a **Villain** or **Anti-Hero** label is considered a **Hero**.

Heroic Act: a universal ability, any **Hero** character may sacrifice a wound to save another character from being wounded even if tapped, this may only be done once per turn.

Immune: (X) a common ability, this character is unaffected by (X) type of attack.

Insane: a common ability, this character may not benefit from **Teamwork** or **Leadership** but may kill any other character and ignore **Fear**.

Intangible: a common and random ability, during upkeep place or remove a marker on this character they may not attack unless the marker is removed but are immune to attacks (except psi and magic) while there is a marker on this character.

Invisible: a common and random ability, during upkeep place or remove a marker on this character this character may not be attacked by a character that they did not attack in the previous turn. They may also not benefit from **Heroic Act** or **Blocking** while there is a marker on this character.

Invulnerable: a common and random ability, this character cannot be killed.

Keen Senses: a common and random ability, Character ignores stealth, shape shifting and invisibility.

Leader: a common ability, Characters that lead a team can add +1 to a either a **Team** member's attack or defense for the remainder of the turn by tapping. A character may only benefit from leadership from 1 character, once per turn.

Magic: a common ability, this character has the ability to mimic all other common abilities once per turn with the exception of **Immune**, **Invulnerable** and **Resurrect**, which can only be mimicked once per game.

Mimic: a common and random ability, this character has the ability to mimic common abilities of other characters in play once per turn with the exception of **Immune**, **Invulnerable** and **Resurrect**, which can only be mimicked once per game; and **Magic**, which cannot be mimicked.

Non-unique: a common ability, this character is not an individual but a non-specific representative; a player's deck may have any number of copies of this type of character. All other characters are considered **Unique** and a player may only have one copy in their deck.

Offensive Teleport: a common and random ability, this character can tap to move one of their opponent's characters back into that player's hand.

Personal Teleport: a common and random ability, this character can tap to move to the staging area.

Poison: a common and random ability, place a marker on target after a successful C attack, Target character is -1D until marker is removed. Markers are cumulative.

Possess: a common and random ability, an opponent character gains a marker after a successful attack from this character with base C. Your character remains tapped and the opponent character may attack as though it is under your control. Your opponent may attack this character during their combat phase, un-tap this character to remove the marker.

Rage: a common ability, a character must attack if they are able to and may attack with +1C, -1D.

Reach: a common ability, character may attack flying characters with C.

Regenerate: a common and random ability, this character recovers from 1 injury at the start of each turn, even if they are killed (if this happens only “insane” characters can attack this character the turn it returns from the dead).

Rejuvenate: a common and random ability, this character may tap to heal 1 injury to any character including him/her self.

Resistant: (X) a common ability, this character has a resistance against (X) type of attack; defense is increased by 3 against this kind of attack.

Resurrect: a common and random ability, this character may skip tap to return a character from the killed pile into your holding area.

Stealth: a common and random ability, this character comes into play with a marker, they may not be attacked until they attack first, when this character attacks remove the marker, they may tap to replace this marker.

Strategic Teleport: a common and random ability, this character can tap to move themselves or another character to the holding area.

Super speed: a common and random ability, this character may declare two attacks in the combat phase.

Super Strength: a random ability, this character gains +D6 to base C and **thrown objects: 6**

Swarm: a common and random ability, tap the character to create a marker. Each marker represents another version of the character and has the same abilities as the initial card. Markers are not worth points.

Teamwork: a universal ability, Characters that share the same **Team** can add +1 to a either a **Team** member’s attack or defense for the remainder of the turn by tapping.

Tech: a common ability, this character may tap to repair one piece of equipment in play.

Technopathy: a common and random ability, this character may tap to repair or disable one piece of equipment in play.

Unique: a universal ability, unless specified that a character is **Non-Unique**, there may only be one copy of any given character in play.

Vampirism: a common and random ability, If this character injures another character in close combat they recover one wound.

Villain: a common ability, this character is able to kill another character.

Vulnerable: (X) a common ability, this character has a weakness against (X) type of attack, defense is reduced by D3 against this kind of attack.

Random Ability List					
06	Defensive Teleport	16	Mimic	26	Strategic Teleport
07	Double Strike	17	Offensive Teleport	27	Super Speed
08	Fear	18	Personal Teleport	28	Technopathy
09	Flight	19	Poison	29	Vampirism
10	Heal	20	Possess	30	Super Strength
11	Defensive Increase	21	Regenerate	31	Counter attack
12	Intangible	22	Rejuvenate	32	Reach
13	Invisible	23	Resurrect	33	Rage
14	Invulnerable	24	Swarm	34	Insane
15	Keen Senses	25	Stealth	35	Enslave
* roll immunity as though you were rolling for a random power.				36	Immune: (Random Power)*

Random Power Generator					
1-2	Psi	3-4	Energy Blast	5-6	Matter Blast

Random Power List							
Energy Blast				Matter Blast			
1	plasma	4	sound	1	Water	4	Organic Projectile
2	heat	5	electricity	2	Acid	5	Ice
3	cold	6	light	3	Wind	6	Sand