

RELICS

Certain immobile objects are listed as a "Relic." A Relic will be listed with a range of numbers. Relics can't be destroyed.

If a character occupies the same square as a Relic, that character may be given a power action to roll a d6 that can't be rerolled. This roll is called a relic roll. If the result of that roll is within the indicated range of numbers (or higher), the Relic is *assigned* to that character, placed on that character's card, and the character will gain certain abilities, as described on the Relic's card.

When a character with a Relic on their character card is defeated, place the Relic in the square they last occupied.

At the end of the game, if an opponent's character has a Relic on their card or all of your characters have been defeated, victory points for the Relic are scored by your opponent.

POSSESSIONS by Mike X

Possessors and Possessed always start the game on the same click number. They are permanently linked, so when one is clicked for any reason, the other is always clicked, too. They must remain on the same click number.

If the Possessor is KO'd before the Possessed is, it is removed from play and scored.

If the Possessed paid 25pts and is KO'd, both the Possessed and Possessor are removed from play and *both* are scored.

At the beginning of your turn or whenever the Possessed's dial is clicked (healed or damaged), the Possessed must choose both:

1. A standard or special power that the Possessor can use.
2. To gain +1 to a current, printed combat value in which the Possessor is *higher* than the Possessed.

Any of the Possessor's powers that reference its own name are transferred to the Possessed as well.

Possessed characters can't equip special objects, but may pick up standard objects and/or be assigned Relics.

Only standard characters can be Possessed.

FEATS

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 the Feat makes to a character's combat values, 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; 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. 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 500-point game, you are allowed a maximum of 50 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. Combat values can't be modified to meet the prerequisites to use a Feat. A character that already meets the prerequisites to use a Feat can have its combat values modified as long as the modified combat values still meet the prerequisites to use the Feat. If a prerequisite power, ability, or symbol has been countered or altered on a character by any game effect (such as the Earthbound or Outwit powers), 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 being 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 defeated and award victory points to the defeating player for the Feat in the same way that victory points are awarded for the defeated character. If a Feat requires you to choose two or more characters, remove the Feat from the game when the last chosen character is defeated and award victory points to the defeating player for the Feat in the same way that victory points were awarded for the last chosen defeated character.
- **Feats with variable point values.** If the total cost for a Feat increases incrementally with each character to which it is assigned, each time an assigned character is defeated, assign victory points equal to that increment 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 defeated and award victory points to the defeating player for the Feat in the same way that victory points were awarded for the last character defeated.

• **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.

ADDITIONAL TEAM ABILITIES (ATAs)

Additional Team Ability cards can be added to your force if the characters on your team meet the prerequisite listed on the card. Each ATA card indicates the *cost per character* that must be added to your force in order to use it in the game; *all characters that meet the prerequisites must be assigned the ATA* and your force's build total is affected accordingly.

ATA cards provide either different or additional team abilities to the qualifying characters on your force. These team abilities are possessed by the qualifying characters and can be used by Wild Cards (unless the ATA specifies otherwise). A force may only include one ATA card.

BATTLEFIELD CONDITIONS (BFCs)

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

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.

OMITTED SYMBOLS, RULES, AND MODERNIZED TERMINOLOGY by Mike X



TRANSPORTER: "Carry and Move & Attack."



TRANSPORTER, FLIGHT: "Flight, Carry and Move & Attack."



TRANSPORTER, SWIM: "Swim, Carry and Move & Attack."



SHARPSHOOTER: This character can use:



"Ignores *opposing* characters."



"This character can make range attacks while adjacent to opposing characters. (May target adjacent or non-adjacent opposing characters.)"



DUO ATTACK: “POWER: This character makes 2 combat attacks (close and/or ranged) as FREE: and possesses ⁴ during the action.”

MULTIATTACK: “POWER: This character can use any 2 actions as FREE:. This ability has Protected: Outwit.”

MOVE & ATTACK: “This character can use Hypersonic Speed if it is not adjacent to an opposing character, but its attack value is modified by -2.”

“**AFTER ACTIONS RESOLVE.**” = “AFTER RESOLUTIONS.”

“**...COUNTERED...**” = Outwit’d

“**THIS POWER/ABILITY CAN’T BE COUNTERED.**” = “Protected: Outwit” (this power, specifically.)

“**[CHARACTER]’S POWERS/ABILITIES CAN’T BE COUNTERED.**” = “PROTECTED: Outwit” (*all* powers and abilities the character possesses.)

“**...IGNORED...**” = Pulse Wave’d

“**THIS POWER/ABILITY CAN’T BE IGNORED.**” = “Protected: Pulse Wave” (this power, specifically.)

“**[CHARACTER]’S POWERS/ABILITIES CAN’T BE IGNORED.**” = “PROTECTED: Pulse Wave” (*all* powers and abilities the character possesses.)

REBALANCE by Mike X

MIND CONTROL (PSYCHIC FEEDBACK)

Change Mind Control to: “CLOSE/RANGE: Minimum range value 4. Make a close/range attack. Instead of normal damage, a hit character halves speed and becomes friendly to your force and may in either order: Move and/or make an attack. Then it reverts forces. Deal this character 1 unavoidable damage if the successfully hit targets’ combined point value is 150 points or more.”

This helps older figures regain their value if they ignore the Psychic Feedback penalty.

REGENERATION (-2)

Powers that reference *not subtracting 2 from Regeneration’s d6 roll* (which would’ve granted a healing window of 1-6 instead of the 0-4 in the 2014 rules) are instead interpreted to state “after halving the d6, +1 to the Regeneration result” which now grants a healing window of 2-4 instead of the 1-3 in the 2017 rules.

This helps older figures regain their value while staying in line with other Regeneration result windows.