

BATTLE DICE

POWERS



CLOBBER: IF YOU BEAT ANY FOE BY MORE THAN 2 POINTS, PUT THE BATTLE DICE OF THOSE FOES IN THEIR STAGING ZONES INSTEAD OF THEIR DICE ZONES.



COPY POWERS: THIS FIGURE GAINS ALL THE POWERS OF ANY ONE FIGURE OF YOUR CHOICE THAT IT FACES IN BATTLE.



DANGER SENSE: IF THIS FIGURE IS DEFEATED IN BATTLE BY LESS THAN 3 POINTS, PLACE THE FIGURE IN YOUR STAGING ZONE INSTEAD OF IN YOUR FOE'S HOLDING ZONE.



FLIGHT: ALL FOES SUBTRACT -2 FROM THEIR BATTLE TOTAL. FOES WITH ENERGY PROJECTION OF 3 OR MORE, OR WHO HAVE FLIGHT OR A RANGED ATTACK (WHETHER ACTIVATED OR NOT), IGNORE THIS PENALTY.



HYPNOTIZE: IF THIS FIGURE BEATS ALL FOES IN A BATTLE BY MORE THAN 2 POINTS, PLACE ONE CAPTURED FIGURE INTO YOUR STAGING ZONE AND USE IT AS YOUR OWN. IF YOUR FIGURE LOSES A BATTLE, RETURN ITS HYPNOTIZED FIGURES TO THEIR OWNERS' STAGING ZONES—UNLESS THOSE FIGURES LOSE THE SAME BATTLE. RETURN FIGURES TO THEIR OWNERS AFTER THE GAME. (MENTAL ATTACK.)



ILLUSIONS: THIS FIGURE DEACTIVATES ONE POWER OF EACH FIGURE THIS FIGURE BATTLES. THIS POWER CANNOT BE USED TO DEACTIVATE DEACTIVATOR POWERS. (DEACTIVATOR POWER.)



INVISIBILITY: ALL FOES SUBTRACT -2 FROM THEIR BATTLE TOTAL. FIGURES WITH SUPER SENSES (WHETHER ACTIVATED OR NOT) IGNORE THIS PENALTY.



MAGIC: THIS FIGURE GAINS ONE POWER OF YOUR CHOICE (INCLUDING ITS TRIGGERING STATS) FROM ANY FIGURE IN YOUR STAGING ZONE OR FROM ANY FOE THIS FIGURE FACES IN BATTLE.



MENTAL SHIELD: MENTAL ATTACKS DO NOT AFFECT THIS FIGURE.



PENANCE STARE: ONE VILLAIN OF YOUR CHOICE SUBTRACTS -2 FROM ITS BATTLE TOTAL. (RANGED ATTACK.)



PHASE: IF YOU WISH, ADD +2 TO THIS FIGURE'S BATTLE TOTAL. IF IT THEN WINS THE BATTLE, PUT THE DEFEATED FIGURES IN THEIR STAGING ZONES INSTEAD OF YOUR HOLDING ZONE.



POWER COSMIC: DEACTIVATE THE POWERS OF ANY ONE FIGURE THIS FIGURE BATTLES. THIS POWER CANNOT BE USED TO DEACTIVATE DEACTIVATOR POWERS. (DEACTIVATOR POWER.)



PSIONIC BLAST: ONE FOE OF YOUR CHOICE SUBTRACTS -2 FROM ITS BATTLE TOTAL. (RANGED ATTACK. MENTAL ATTACK.)



RANGED WEAPON: ADD +2 TO YOUR BATTLE TOTAL. (RANGED ATTACK.)



SHAPE SHIFT: IF THIS FIGURE IS IN YOUR STAGING ZONE WHEN THE BATTLE DICE ARE OPENED IN A BATTLE—AND THE CURRENT BATTLE STAT WOULD ACTIVATE THIS POWER—YOU CAN SWAP YOUR FIGURE IN THE BATTLE FOR THIS FIGURE. YOU CAN ONLY USE ONE SWAP POWER ONCE PER BATTLE. (SWAP POWER.)



SUPER SENSES: IF YOU WIN THE BATTLE, YOU CAN LOOK INSIDE ONE OF THE BATTLE DICE IN EACH FOE'S BATTLE ZONE OR READY ZONE.



TELEPATHY: IF THIS FIGURE IS IN YOUR STAGING ZONE, SUBTRACT -2 FROM YOUR STRIKE TOTAL. (ALWAYS ON.)



TELEPORTATION: YOU CAN SWAP THIS FIGURE AND ITS BATTLE DIE FOR A LOADED BATTLE DIE IN YOUR READY ZONE. YOU CAN ONLY USE ONE SWAP POWER ONCE PER BATTLE. (SWAP POWER.)

TAGS
THESE ARE LABELS THAT HAVE NO POWERS ASSOCIATED WITH THEM. THESE GO NEAR THE CENTER OF THE LABEL.



COSMIC LEVEL: YOU CAN ONLY HAVE ONE FIGURE WITH THIS LABEL ON YOUR TEAM FOR EVERY 30 POINTS YOU USE TO BUILD YOUR TEAM.



NONUNIQUE: YOU CAN HAVE MORE THAN ONE COPY OF THIS FIGURE ON YOUR TEAM.



INTELLIGENCE



STRENGTH



SPEED



DURABILITY



ENERGY PROJECTION



FIGHTING SKILLS