The Powers of Heroclix by Color

There are a lot of commonly asked questions in the game of Heroclix, most of which revolve around what you can and cannot do with the various basic powers. While I can't cover every situation that will arise in games, I wanted to talk with experienced judges and players to get an idea of what the most common questions and errors are, and try my best to explain how things are truly supposed to work based on the rules. So I attempted to explain in the following paragraphs not only what works and what doesn't work, but also WHY it does or doesn't work, so that when similar questions come up later in your game experience, you'll be able to answer them.

Special thanks go out to the rules support group that helped me compile (and sometimes answer) theses questions. Thanks go out to (in no particular order) PJ Bolin, Randy Carter, Daniel Powell, Anthony Barnstable, Jeremiah Peterson, Bob Gray, and Chad Birdsall. These great players and judges put up with my requests for information and clarification week after week as I put this together, and without them, it definitely wouldn't have gotten done.

With that, here's a look at the standard Heroclix powers by color!

"Flurry – CLOSE: Make up to two close attacks."

Since this is a CLOSE action, it may be combined with charge, as discussed previously. It cannot, however, be combined with Exploit Weakness, as both require a CLOSE action. Since Flurry grants two close attacks (not CLOSE actions), the things you can use with it are limited to passive effects. Steal Energy, Precision Strike, Battle Fury, and Super Strength's KNOCKBACK all work with Flurry attacks, but Exploit Weakness and Quake do not work. Blades/Claws/Fangs DOES work because that power activates during a CLOSE action, and both of the Flurry attacks are considered part of a CLOSE action. Effects that trigger from an attack trigger each time an attack is made during a Flurry action, so Steal Energy would trigger twice if both attacks are hit, and opponent's Shape Change rolls would happen for each attack (assuming the target missed the first Shape Change roll – we'll discuss

that more in the Shape Change discussion). Flurry cannot be used to make object attacks or to destroy walls or objects, as both require a CLOSE action.

> "Blades/Claws/Fangs – When this character hits and would deal normal damage during a CLOSE action, you may roll a d6. If you do, deal damage equal to the result instead of normal damage. Minimum result is this character's printed damage value -1."

"Would deal normal damage," is a pretty big phrase in this power, and it can cause some confusion in what it can be combined with. In essence, you want to look at the power you are hoping to combine it with to understand why it does or doesn't work. This may help you get it straight:

Power	Interaction
Flurry	Yes, as both attacks are part of a CLOSE action
Mind Control	No, effect replaces normal damage
Quake	No, unless there is a single target, as the multi-target option replaces normal damage
Incapacitate	No, effect replaces normal damage
Exploit Weakness	Yes, normal damage is not replaced by Exploit Weakness, and can therefore be replaced by Blades/Claws/Fangs

You will note that only powers that are activated through CLOSE actions are listed above. You cannot combine this power with Hypersonic Speed, as it does not allow a CLOSE action. You might think this would mean they could be used in object attacks or to hopefully get the damage necessary to destroy an object or wall, but that is not the case. In object attacks, the modification to the damage is considered the normal damge, which is then replaced by Blades/Claws/Fangs. In the case of destroying an object or wall, the game

checks for the character's damage value, not damage dealt, and so no roll would be made.

The last thing I want to point out is that you CAN use Blades/Claws/Fangs without combining it with anything. A character may be given a CLOSE action without having Quake or Mind Control or whatever. Those powers simply require a CLOSE action to activate. So you may use a CLOSE action if there is an adjacent character in order to use Blades/Claws/Fangs against that character. It seems rather obvious, but when you start looking at the difference between a CLOSE action and a close attack, there can be some confusion.

> ## "Super Senses – When this character would be hit, you may roll a d6. On a (5) or (6): Evade."

Evade is an important word, as it means a character is not hit, which in turn means the attacker missed. This means if a character gets a successful roll on a Super Senses check, any effects that may trigger due to a missed attack (such as Mojo receiving a Bored token) will occur. If you roll a six versus a character with Precision Strike, you successfully evade the attack, and the minimum one damage does not happen (as the attack has to hit for damage to occur). Finally, if your opponent rolls a critical hit, then a Super Senses roll is not made, as the character "becomes hit," negating any possible evasion.

> ## "Ranged Combat Expert – POWER: Choose one: Modify attack +2, damage +2, or both +1. Make a range attack targeting a single character."

So first off, please note that this is a POWER action, which means that you cannot combine it with Running Shot. It is also limited by the rule of three, so combining it with other effects could not raise your attack or damage by more than three. One interesting question that the judges group made me aware of was a scenario where a player declares using Ranged Combat Expert, but forgets to declare how the bonuses are being applied. There is no hard, fast rule as to how this might be handled, and so judges will have a lot of discretion on what to do to resolve the situation – some may say that you simply are stuck with what you rolled, and gain no benefit from the power in that case, while others may tell you to choose the bonuses then reroll

the attack. To save yourself the headache, just remember to declare your bonuses!

 "Leap/Climb: Elevation does not affect adjacency when choosing targets for a close attack. MOVE: Improved movement – Hindering Terrain, Elevated Terrain. BREAKAWAY +2. Move (up to your speed value)."

When considering Leap/Climb, you need to remember that there's and active and a passive component to the power. The ONLY thing the passive component does for you is allow you to ignore elevation for adjacency when choosing a target for a close attack. So yes, when that starter Hulk quakes, he targets everyone within a square of him, whether they are above or below him. This is not a choice – it's part of the power. Also note that poison is not a close attack, and therefore does not benefit from leap/climb.

Everything after the MOVE: is the active component of the power, which means you have to use a power action to get the benefit. You do not just get the improved movement aspect of the power, nor do you get the bonus to BREAKAWAY. So, if you have sidestep, you still have to succeed a normal breakaway roll – you do not get the +2 to breakaway until you active leap/climb. It also doesn't allow you to freely change elevations of ignore himdering when using running shot or charge.

"Flying Leap (WWE): POWER: Improved Movement – Hindering Terrain, Characters. Move up to 3 squares, then make a close attack, modifying attack +1. If this character started adjacent to 2+ Ropes, also modify damage +1."

This is another new WWE power, so some of the questions may not get answered here, as I've not seen them yet. But this is one of the more complicated WWE powers, so I can see where questions might arise. First, just like with leap/climb, in order to get access to your improved movement, you're going to need to activate the power. Also remember that for the bonus effect, you're checking the game state at the start of the action, rather than the end of the move as with many move-and-attack powers. NOTE: to clarify the definition of "Ropes" in Heroclix, I will share the following –

"Bounce: This character treats printed hindering and

printed blocking terrain as Ropes. (You can bounce enemies off them and fully use Flying Leap if adjacent to 2+ of them.)"

Two important things to remember – you cannot use flying leap to do a CLOSE action. So no blades/claws, no quake, and no object attacks (although the idea of flying off the top rope with a chair is VERY WWE). Also remember that you if you don't have a target to make a close attack against at the end of the move, it's not necessary to do so. What this means is that you can use the power to get away from a character you're based with and end the move without having to end up adjacent to that or another character, and therefore be unable to make an attack. It may sound like a waste, but it may make sense to get away from a character with reversal or plasticity without having to make a breakaway roll.

> "Energy Explosion: RANGE: Make a range attack, and all other characters adjacent to an original target also become targets. Hit characters are dealt 2 damage instead of normal damage."

This one tends to get a lot of questions, and its past is a big reason, but this is how it works now. You choose your target, and all characters adjacent to that target now become targets (friend and foe alike). All hit characters are dealt two damage, including the original target. It is not necessary to hit the initial target to hit any of the other targets. Printed damage values and perplexes do not factor into this at all – the only thing that can increase the damage is a critical hit, in which ALL targets will then take three damage instead of two.

As this is a RANGE action, it pairs with running shot, but it does not pair with penetrating/psychic blast, as that is also a RANGE action. It also does not pair with ranged combat expert.

> "Toughness: Reduce damage taken by 1."

Wow, here's an easy one! Just two things to remember about this. First, penetrating damage will ignore this damage reduction. Second, if toughness is on a stop click, it is protected from outwit and pulse wave, so if your pulse wave hits multiple targets, and any of them are on a stop click

with toughness (like many colossal retaliators), then that damage does not go through, as pulse wave does not ignore powers on stop clicks.

"Battle Fury: This character can't make range attacks, can't be carried, and has PROTECTED: Incapacitate, Mind Control. When this character attacks, opposing characters can't use Shape Change."

The biggest mistake with this power tends to be forgetting that everything it does is always on. It is not a choice to use battle fury – the character simply has it, for good and bad. So when you see battle fury on the dial, you can't ignore it and be carried (a lot of people forget this, myself included). And even if you have a range value, while this is showing, you can't make ranged actions.

"Phasing/Teleport – MOVE: Improved Movement – Elevated Terrain, Hindering Terrain, Blocking Terrain, Characters. Move (up to your speed value)."

Put simply, this gives you a move action that allows you to ignore everything. When you activate the power, you don't need to roll breakaway, because you ignore characters. It's important to remember, however, that it has to be activated with a MOVE action, and does not allow you to ignore characters or terrain when using things like Sidestep or Charge. If you use Phasing/Teleport, you're just moving, unless you have a special power that says otherwise.

"Pulse Wave – RANGE: Halve range, Improved Targeted – Characters, May make ranged attacks while adjacent to opposing characters. Other characters within range can't use powers or abilities (for this action). Make a range attack targeting all characters, at least one of which must be opposing, within range and line of fire using their printed defense values. If more than one character is targeted, each hit character is dealt 1 damage instead of normal damage."

Here is the great equalizer, in many players' eyes, as it gets around so many problem powers. Forget perplexed defenses, as Pulse Wave

compares the attack value to each target's printed defense. Characters cannot use powers or abilities until the action has completed – which means that any knockback that occurs, and damage from that knockback, occurs before powers are restored. So a knockback from a Pulse Wave will not care about your Combat Reflexes or Charge, and if the character is knocked into a wall, it will take one damage even if it's showing Invincible on the dial.

For newer players, it is especially important to remember that Pulse Wave only reduces damage to 1 if there are multiple targets for the Pulse Wave. This is why so many players will intently study their placement prior to using Pulse Wave – they want to get that full damage value through a character's defenses if at all possible. It's one of the big reasons people try to have a character with Pulse Wave in their IDs if they can fit it in the points.

Finally, the difference between PROTECTED and Protected is important to reiterate when talking about Pulse Wave. PROTECTED: Pulse Wave means the character can't be targeted or damaged by Pulse Wave, and Pulse Wave does not shut off this ability like it does everything else. Protected:Pulse Wave means that that specific power (and all powers and abilities that fall within it) are not shut off during a Pulse Wave. This most often happens with defense powers on a STOP click – Pulse Wave damage would be reduced in that case, and this is why you typically cannot Pulse Wave to eradicate a group of colossal retaliators.

> ## "Defend – Adjacent friendly characters may replace their defense value with this character's printed defense value."

This is another one of those powers people may discuss how it used to work. Don't worry about that – just know that in order to use this piece's defense value, you have to be adjacent to it. Also remember that you replace, then modify, which means that your perplexes will be added to the replaced value. For example, say you have a piece with a 16 defense and Combat Reflexes adjacent to a character with Defend and an 18 defense, and another friendly character perplexes the character with the 16 defense by one. If a character were to attempt a close attack on that character, it would have a 21 defense for that attack. First, you replace its defense with the 18, then add the perplex, When the close attack is made, you give it an additional +2 for Combat Reflexes. Note, if the perplex had been applied to the character with

Defend, then the character's defense would have only been a 20 in that scenario, since only the printed defense is shared.

One final note for Defend – adjacent characters have the option to use it, but are not required to do so. This is big in the case of characters with Support and Defend, who often have low defense values that they share during the Support action to make healing easier, but then allowing that same character to keep its higher defense when attacked by opposing characters.

> "Support – POWER: Choose a target adjacent friendly character. If this character and the target aren't adjacent to any opposing characters, roll 2d6. Add the result to this character's attack value, and if that is equal to or higher than the target's defense value, roll a d6. The target is healed of that result – 2, minimum 2. (This is not an attack.)"

This is very similar the making an attack against a friendly character, but as the power states, this is NOT an attack. This has two very big implications. For one, you cannot use Probability Control to reroll a Support roll. Since it is not an attack, it also means you cannot critically hit or miss a Support roll. You may, however, use Perplex to increase your attack value in order to make the Support roll easier.

> "Earthbound/Neutralized: This character can't use Movement or Targeting abilities or Willpower."

To make this easier, I've included a visual aid. Earthbound/Neutralized shuts off everything on this page of the Powers and Abilities Card and Willpower, and nothing else. But this means if you are granted any of these through another power or ability (such as flight), you cannot use them. If you have Indomitable, you still won't be able to use Willpower when this power is showing. On the other hand, if a power or ability grants you other things in addition to these improved capabilities, you can use those. The best example of this is Flight: if your character has the Flight ability, but Earthbound/Neutralized showing, you may no longer use any form of improved movement (such as ignoring hindering terrain or elevation); however, you still have Passenger: 1. So, you can still carry people around despite being grounded.

"Quake: CLOSE: KNOCKBACK. Make a close attack targeting all adjacent opposing characters. If more than one character is targeted, each hit character is dealt 2 damage instead of normal damage."

First off, this is a CLOSE action, which means it can be used with Charge, but not with Exploit Weakness or Flurry (as they are both also CLOSE actions). This attack gains KNOCKBACK – it does not give all of the character's attack KNOCKBACK like Force Blast does.

Next, I want to point on that Quake does not necessarily do only two damage. Yes, if you have multiple legal targets for Quake, then the damage becomes two, and Perplex or other effects (outside of a critical hit) will not change that. On the other hand, if you can place your character so that there is only one legal target for the Quake, then you will deal normal damage, which means your printed damage value along with any modifiers to that damage. That also means that you could use Blades/Claws/Fangs with a Quake attack, and if you hit one target, then you could use the result of your Blades/Claws/Fangs roll.

As far as what is targeted, typically this is everything in base contact with your character. But then you have to consider characters with Giant Reach, which can make it more difficult to get that single target Quake. As the number behind the words Giant Reach grows, you continue to grow the area around the character that could be potentially hit. With a colossal, like Giant-Girl pictured here, that reach becomes pretty huge, and makes it more problematic to get one target singled out.

"Combat Reflexes: Can't be knocked back. Modify defense +2 against close attacks."

First and foremost, this is one of two powers that prevents KNOCKBACK (charge being the other). While this is thought of as a close defense, this prevents KNOCKBACK even from ranged attacks and Force Blast. Also realize that it is important to have this power at the start of the action to avoid KNOCKBACK, and not after damage is dealt. So if the attack knocked you off of Invulnerable and into Combat Reflexes, you would still take KNOCKBACK.

As for the defense boost, the same rules apply here as did to Energy Shield/Deflection. You will get a maximum defensive boost of +3, so even if you

have two Perplexes, if you were attacked in close, you would still only add three to your defense. Also, remember that you replace then modify, so if you are adjacent to a character with Defend and a defense of 18, for close actions, that character's defense would become 20. If this character is the target of Support, note that the +2 bonus to defense does not apply, as that bonus only applies verses close attacks, and Support is not an attack.

> "Exploit Weakness: CLOSE: Make a close attack. Damage dealt by this attack is penetrating."

Being a CLOSE action, this can once again be paired with Charge, and it can also be paired with Blades/Claws/Fangs. Since it makes damage penetrating, it ignores most damage reduction powers (Toughness, Invulnerability, and Impervious), but it does not ignore Invincible, as that power allows the character to reduce penetrating damage.

Since there were a couple of powers there that dealt with KNOCKBACK, this is probably a good time to look a little closer at the keyphrase:

> "KNOCKBACK: When one or more opposing characters takes damage from this character's attack, you may choose to knock back all hit characters an amount equal to their damage clicked."

So first up, since you choose, you are at no time required to use KNOCKBACK. Second, the damage clicked is what determines how far you knock a character back. You may have a four printed damage, but a character with Toughness will reduce that damage to three, and so your knock back will be three squares. More confusing, in the case of bystander tokens, they NEVER click damage, as they have no clicks. So while you remove that token from a Mud Man, since there was no dial, there was no click, and therefore no knock back from the attack.

Direction can be confusing, as well, if there is no straight or direct diagonal line from the attacker to the target. In this case, you will knock the character back in the most direct diagonal possible. In the case of colossal figures, you need to declare which of its four squares it is attacking from so that knock back can be appropriately determined.

Finally, damage from knock back comes from a character hitting a wall or falling off a ledge. This happens separately from the damage from the attack (which makes sense, since you need to know that damage before determining how far a character is knocked back). That means what powers are on the dial after damage from the attack are what are important when determining knock back damage, but no the knock back itself. For example, a character with toughness is hit for three damage with KNOCKBACK. That character reduces the damage to two, and the new click reveals the character has Combat Reflexes. Since the character did not have Combat Reflexes at the start of the action, it is knocked back two squares into a wall. Since it now has Combat Reflexes when hitting the wall, it takes one additional damage.

> "Charge – Can't be knocked back. POWER: Halve speed. Move, then CLOSE: at no cost."
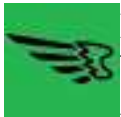
I feel like this one is the one that gets the most questions asked, largely because of the questions of what you can and cannot use with the power. In order to best answer the question, first remember CLOSE and close attack aren't the same thing in the rules, so this will generally point you in the right direction. Also, some abilities are passive, meaning they work with just about everything. So CLOSE works based on the definition of Charge, passive works because of the definition of passive, and nothing else works. Also, while some equipment and abilities might give you access to special movement powers like Phasing/Teleport, those require a MOVE action to use, and therefore cannot be combined with Charge. This chart might be handy:

CLOSE	Passive	Can't Use
Flurry	ForceBlast (Knockback Only)	Close Combat Expert
Mind Control	Blades/Claws/Fangs	Leap/Climb (except

		attacking from different elevations)
Quake	Super Strength	Phasing/Teleport
Incapacitate	Precision Strike	Hypersonic Speed (except BREAKAWAY bonus)
Exploit Weakness	Steal Energy	
CLOSE Object Action	Battle Fury	
CLOSE Destroy Action	Plasticity	

Another question tends to revolve around perplexed movement and how far you can charge. Remember that the rule is replace then modify. So in the case of charge, the half movement is a replacement value, and the perplex is a modification. So a character with a 10 movement has a base charge movement of five. With perplex, that can become either a four or a six, depending on who's doing the perplexing. Also, you are not halfing the perplex, so additional perplexes further stretch or shrink that movement. So a second perplex could make that same character's charge a three or seven movement, and so on. The rule of three still applies, however, and so the lowest that character's charge would be is two, and the highest would be eight.

> "Super Strength – KNOCKBACK during close attacks. This character can pick up (and hold) heavy objects."

The changes to this power from the previous set of rules has some players confused, and to save confusion, I'm not going to mention what was, and simply focus on what is. Super Strength gives you Knockback for all close attacks (and not just CLOSE actions). This is a passive ability, and therefore works with Hypersonic Speed and Charge.

Super Strength also allows you to pick up heavy objects. Since game effects only check for this power when the object is picked up, it does allow for some counter-intuitive situations. If you lose Super Strength, either by being the target of an Outwit or through damage taken, you do not drop the object. You may still choose to drop the object during the course of a MOVE action, or even

use the object in an Object Action. There is not stipulation in the rules that requires Super Strength for anything other than picking the object up.

> "Reversal (WWE) – Adjacent opposing characters have BREAKAWAY -2. // FREE: If this character has been given no actions or only a MOVE action this turn, make a close attack targeting a character that missed this character or failed to break away from this character since your last turn."

This is new, and hasn't seen much competitive play yet, so there haven't been questions that have emerged about it yet, but there are a few things that I want to point out to hopefully save confusion. First, the BREAKAWAY -2 portion of the power is passive, so you don't have to do anything other than be adjacent to apply that penalty to your opponent. The second part of this power is a bit more interesting in contemplating what works and what doesn't work. Since it grants a vanilla close attack, rather than a CLOSE action, you can't pair it with Exploit Weakness, and since Blades/Claws/Fangs only triggers with CLOSE actions, that doesn't work, either. On the other hand, the power specifically states that you get this free attack after using a MOVE action, which means it can be paired with Leap/Climb and Phasing/Teleport. It cannot, however, be paired with Hypersonic Speed, as that is a POWER action.

> "Energy Shield/Deflection – Modify defense +2 against range attacks."

For the most part, this is a pretty straightforward power. The questions with this (and similar powers and calculations) comes in regards to the rule of three, which limits any modification to plus or minus three. What this means is that the FINAL value cannot be modified to be greater or lesser than three from the base value. So in this case, a character with a 17 defense cannot end up with a defense greater than 20 or less than 14 through modification (although replacement values can make that possible...we'll discussed that more in a later segment).

Here is an example to clarify how this can work. Your character, which has a 17 defense, is occupying hindering terrain. That gives it a +1 bonus to defense (versus ranged attacks), bringing it to 18. You have a character with perplex on

your team, that has used that perplex to further modify defense, bringing the defense to a 19. You also have Enegry Shield/Deflection, giving you an additional +2 versus ranged attacks, which should make your character's defense a 21 versus ranged attacks, but the rule of three caps your defense at 20. If your opponent were to perplex your defense down -1, you would still have a 20 defense from range (17 + 2 + 1 + 1 − 1 = 20). We only care that the final value, after all modifications have been calculated, is within three.

> "Enhancement – Adjacent friendly characters modify damage +1 while making a range attack."

This power is another one that needs to consider the rule of three, just like Energy Shield/Deflection. Ultimately, it doesn't matter where the bonus is coming from, just so long as the final value is within three. The adjacency aspect of this power does sometimes trip people up, however. Adjacency for this power is important at the time the dice are rolled, not when the action begins. So, if you were using running shot, and wanted to take advantage of a character with Enhancement, then you will want to be sure to end your movement adjacent to that character, rather than begin your movement adjacent.

> "Mind Control: 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."

Mind Control can be used as either a CLOSE or a RANGE action, not both. This means you could use it with Charge or Running Shot. It also means that if you have two lightning bolts on the base, you could choose to use it as a RANGE action with two targets. What you could not do is use it to target one adjacent character and one character at range in the same action, unless you had an improved targeting ability to allow you to make a ranged attack on adjacent characters. If your range is greater than 4, you get to use that when determining targets. If its range value is less than 4, then it becomes 4 for this action. However, if through some strange quirk your character has Mind Control and Battle Fury, regardless of what range value you have, you would only be able to use Mind Control as a CLOSE action.

Hit characters may roll Super Senses to avoid the hit, however Impervious rolls will not be made, as that simply negates damage, and Mind Control does not do damage. A hit character can use any passive power that it has (such as Plasticity, Precision Strike, the BREAKAWAY bonus to Hypersonic Speed), but cannot use active powers (such as Flurry, Outwit, or Exploit Weakness). Mind Control makes the character friendly to your force, so when you do the move segment, you do not have to roll BREAKAWAY from your characters, but it will have to roll for opposing characters. You may use the mind controlled character to make a range attack when it is adjacent to your characters, but not to your opponent's characters.

You get both effects from the Mind Control, and what happens in each part does not effect the other. For example, if you choose to first make a range attack with the Mind Controlled character, and you critically miss, you still get to move the character half its speed value prior to taking the click of damage. If you choose to move first, and fail a BREAKAWAY roll, you still may make a close attack, assuming there is a legal target (or a range attack, if you have improved targeting abilities that allow you to do so).

If you Mind Control multiple characters, it is important to note that they revert back to your opponent's force after they have done their move and attack. That reversion takes place as soon as you are done acting with that character, so subsequent controlled characters will treat that character as opposing for movement purposes from that point on.

This is an attack, and since you may only attack opposing characters, you may not Mind Control friendly characters (unless the power or character possesses a power or ability that states otherwise).

> "Incapacitate: CLOSE/RANGE: Make a close/range attack. Hit targets are given an action token instead of normal damage. After resolutions if a hit target already had 2 action tokens, deal them 1 penetrating damage."

As with Mind Control, this could be used with Running Shot or Charge, and if you have multiple lightning bolts, you could use it against two ranged targets, but not a range and a close target. Unlike Mind Control, there is no minimum range on this power, so if you have a zero range, then you may only use this as a CLOSE action.

This attack does not normally deal damage, so it won't trigger Mystics damage normally. If it gives a second token to a character that does not have Willpower, it is important to note that the damage that character takes is from pushing, and not from the Incapacitate attack, which means that effects that would trigger from taking damage from an attack will not trigger. However, if you hit a character that has two action tokens with Incapacitate, that character then takes one penetrating damage. In that case, the damage DOES come from the attack, and would trigger effects like Mystics damage and Colossal Retaliation.

> "Slam (WWE): CLOSE: Make a close attack. After resolutions, choose one: Give a hit character an action token -or- Place a hit character in a square adjacent to this character."

This is one of the new WWE powers, so not everyone is well-versed in the interactions yet. First off, since it is a CLOSE action, it may be used as part of a Charge (but not a Hypersonic Speed attack), and could actually be paired with Blades/Claws/Fangs. It won't pair with Quake and Exploit Weakness, as they are both CLOSE actions as well.

The choice after resolutions may cause some questions to be asked. The placement piece is pretty straightforward, if you choose that option. Just place it in any square adjacent to the character that made the attack. If a character with Giant Reach made the attack, it could have began the turn with some separation, but if you choose this option, then at the end of the turn, the opposing piece will end up next to you.

While the token option sounds a lot like incapacitate, it does not do the same thing, and this is where questions are likely to come up. If the character already has two action tokens, it will not take damage if you choose this option (and therefore, there's no reason to choose this option). Incapacitate specifically states that damage is taken if the target has two tokens, while this does not. Now if the character has only one token at the beginning of the action, and does not have Willpower, then that character will take pushing damage as normal, but the net effect of this option is to give the hit character an action token as if it had been given an action.

> "Barrier: POWER: Minimum range value 4. Place up to 4

blocking markers in clear squares within range, each adjacent to at least one other, and at least one marker must be within line of fire. At the beginning of your next turn, (even if this is lost) remove them."

First off, even if the power is lost, even if the character is removed, the barrier stays until the start of the next turn unless it is destroyed. Rubble markers from destroyed barrier markers also stay until the start of the next turn, regardless of what happens to the character that generated the Barrier.

When placing your Barrier markers, only one must be within line of fire, but ALL of them have to be adjacent to at least one other Barrier marker generated by this use of the power, and all must be on clear terrain that share the same elevation. You can place the markers on a different elevation than the character generating the Barrier, but all the markers generated must be on the same elevation. All the markers must also be within the range of the character generating them. If the character has less than a four range, it will become four for the use of this power.

"Probability Control: Once per turn, you may reroll a target character's attack roll or break away roll. A targeted character must be within range and line of fire, minimum range value 6."

While a lot of questions come up about this power, these are actually the easiest questions to answer. If it is not an attack roll or a breakaway roll, then it cannot be rerolled with Probability Control. This means you cannot use it to reroll Support rolls, as they are not attacks per the rules. You cannot reroll your Regeneration rolls, and you can't make an opponent reroll a Shape Change or Super Senses roll.

As for the line of fire questions, if your character's range is greater than 6, then you may use that to determine if you can use Probability Control on a given target. If it is less than 6, then it becomes 6 for that action. If your friendly character has Stealth, and is in hindering terrain, you may still use Probability Control on it, as Stealth only blocks line of fire during your opponent's turn.

"Plasticity: BREAKAWAY +2. Adjacent opposing characters get BREAKAWAY -2. Adjacent opposing characters of the

same size or smaller can't move through squares adjacent to or occupied by opposing characters without stopping. (Still needs to break away.) or automatically break away."

So first off, I can't stress enough the phrase "characters of the same size or smaller." So while a giant sized character will need to breakaway from a normal sized character, it will not have to stop when moving past it, even if that character has Plasticity. The BREAKAWAY -2 would apply to the giant getting away from the normal-sized character. And that -2 stacks, so if you have multiple characters with Plasticity surrounding an opposing character, those -2 add up (but a natural 6 roll will always succeed).

Also, while Plasticity prevents characters from automatically breaking away, characters that ignore other characters for movement (such as characters using Phasing/Teleport) do not need to roll for breakaway. They simply treat the character as if it weren't there, and therefore its Plasticity is not there, either. Plasticity DOES affect fliers, however. The ability to move through characters is not the same as the ability to ignore characters.

"Penetrating/Psychic Blast: RANGE: Make a range attack. Damage dealt by this attack is penetrating."

This is a RANGE action, so it can be used with Running Shot, but it cannot be used with other RANGE actions such as Energy Explosion and Ranged Combat Expert. It can be used on multiple targets, if your character has multiple lightning bolts, but as with normal range attacks, you have to choose how to split your damage.

This does penetrating damage, which means damage can't be reduced. It can be avoided, like with Super Senses, or redirected, as with Mastermind. Invincible can reduce this damage due to how Invincible works, but Impervious does not get to roll against this. The reason for this is that if you roll a 5 or 6 with Impervious, you reduce the damage to 0, and penetrating prevents the damage reduction. So, in essence, Penetrating/Psychic Blast ignores Toughness, Invulnerability, and Impervious.

"Mastermind: When this character would be hit by an opponent's attack that deals damage, you may choose an adjacent friendly character that wouldn't be hit by this

attack and that is less points or shares a keyword. That friendly character instead becomes a hit target of the attack, even if it's already a target (or would be an illegal target)."

So the first thing to note is that damage needs to be dealt in order to use Mastermind. So you cannot use Mastermind to make a different character hit by a Mind Control attack. You also cannot split the damage from Mastermind – it's an all or nothing proposition. When you Mastermind to another character, they get to use damage reduction powers like Invulnerability, but not evasion powers. This means you can't Mastermind to a character and have that character make a Super Senses roll – the power states the character "becomes hit." So no evasion.

"Becomes hit" is an important phrase, as that is also what happens in the case of a critical hit. Because of that, you cannot use Mastermind when you have been critically hit. Also know that you cannot Mastermind to a character that is hit by the attack – so one character hit by a Quake would not be able to Mastermind that damage to another character hit by the same Quake.

> "Shape Change: When this character would be targeted by an attack, you may roll a d6. On a (5) or (6): This character can't be targeted by the attacker this turn and the attacker may choose a different target instead."

So, if a character successfully rolls a Shape Change roll, that character cannot be attacked by the character making the attempt for the rest of the turn. This is why if a character successfully makes a shape change roll during a Flurry action, then no attack can be made against it, but if it fails the first, it gets a second try on the second attack. Other characters may make the attempt to attack that character that turn. You are allowed to attack another character instead, assuming there is a legal target for the type of attack you were making. You may not, however, switch from a close attack to a range attack or vice versa to find a legal target.

> "Force Blast: KNOCKBACK. POWER: Roll a d6. A target adjacent opposing character is knocked back equal to the result."

So first off, this gives the passive ability KNOCKBACK, which means you can choose that any of your attacks generate knock back. This is from range or close, and you have the choice as to whether or not you want to knock the character back.

If, on the other hand, you activate this as a POWER action, then you must target an adjacent character, and you knock that character back a number of squares equal to a d6 roll. You still can't knock back characters with Charge or Combat Reflexes, and you do not roll for your passive KNOCKBACK...that still is dependent on the number of clicks of damage taken by your target.

> "Slingshot (WWE): KNOCKBACK, but you may choose the direction and can knock back characters that can use Charge or Combat Reflexes. // FREE: Make a close attack targeting an adjacent character that this character knocked back this turn."

Welcome to the WWE...this power grants your attacks KNOCKBACK, and even better, you can use it on characters that ordinarily can't be knocked back. Also, you get to choose the direction of the knock back, but remember that the path of the knock back must still be a direct path. Still, if you're careful with how you use this knock back, then you can keep your opponent adjacent to you, allowing yourself a free close attack. Note that this is a close attack, and not a CLOSE action. This means no Flurry, no Exploit Weakness, no Blades, etc...but passive effects like Steal Energy would still trigger.

> "Smoke Cloud: POWER: Minimum range value 4. Place up to 6 hindering markers within range, each adjacent to at least one other, and at least one marker must be within line of fire. Opposing characters occupying a marker modify attack -1. At the beginning of your next turn, even if this is lost) remove them."

Unlike with Barrier, Smoke Cloud markers don't need to be placed on clear terrain, so you can place them on water, hindering terrain, obscuring terrain...whatever. Similar to Barrier, all markers must be within range, and only one square needs to be in line of fire. All squares need to be adjacent to one another, which means that they will all need to be on the

same elevation. And if your range is less than four, it becomes four for the use of this power.

While you cannot place Smoke Cloud markers on top of each other in your use of the power (such as three stacks of two Smoke Cloud markers – they have to be placed in distinct squares), you MAY place your Smoke Cloud markers on top of another character's (friendly or opposing). Just remember, the topmost marker replaces whatever terrain is below it, so only the topmost marker has any game effect. Placing a Smoke Cloud marker on top of another Smoke Cloud marker does not remove the previous marker – it just essentially renders it inert.

Finally, even if the character that placed it is KOed or loses the power, like with Barrier, the Smoke Cloud markers will remain on the map until the beginning of the next turn.

> "Stun (WWE): When this character hits 1+ characters, a hit character modifies attack and damage -1 until your next turn."

Since this is a WWE power, it was meant to be used with close attacks, but nothing in the rules prevent it from being used in a range attack. Just remember, regardless of how many lightning bolts you have, you only get to choose one character to suffer the penalties. This is also a passive ability, so it can be used with ANY attack, including things like Hypersonic Speed attacks and Quake. Also note that the ability stacks, so if you hit with two attacks in a Flurry, then the target will suffer a -2 to attack and -2 to damage.

> "Willpower: When this character is dealt pushing damage, you may choose to reduce that damage taken to 0."

First off, the choice to reduce the damage to zero is yours…you may choose to take the pushing damage, and many players do to get to a more favorable click. A good example of this is Moira MacTaggert from XXS, which many players will push and ignore Willpower in order to get her to a click that has Outwit.

Also remember that Indomitable grants Willpower, and while Indomitable cannot be Outwitted, Willpower can. So while it may not be showing on the dial, Outwit lets you choose any standard power, which means Willpower is fair game.

> "Close Combat Expert: POWER: Choose one: Modify attack +2, damage +2, or both +1. Make a close attack."

This is a POWER action, so you can't pair it with Charge, nor can you pair it with Blades/Claws/Fangs. Again, passive effects like Steal Energy and KNOCKBACK from Force Blast still trigger. The modifications MUST be positive, so you cannot choose to reduce your attack by -2 (some people might want to do that to give themselves a miss for things like bringing in Trouble Alert characters).

> "Sidestep: FREE: Move up to 2 squares."

This seems pretty straightforward, but you might be surprised at the questions that come up with this power. The most important thing to note is that it states move up to 2 squares – it does not tell you to do anything with your Speed value. So if you have flight, and you want to carry a character (which you can, since flight gives you Passenger: 1), you get to move the full two squares. This works because carrying a character causes you to reduce your Speed -1 for each character carried, but Sidestep's movement is not tied to your Speed value.

It may seem that my next point counteracts that statement, but if you do not have Improved Movement: Hindering (be it traited or from Flight, or whatever), then when you enter hindering terrain, you must stop your movement, if if you only moved a single square. This is because the movement rules state you must stop your movement when entering hindering terrain, rather than any type of modification to the Speed value. However, if you are already in hindering terrain, then you get the full two squares.

By this same logic that you have to use normal movement rule but not the move value, also remember you have to roll to break away when using Sidestep, unless a game effect allows you break away without that roll. The bonuses you receive from Hypersonic Speed, Plasticity, and Nimble would all

apply to this breakaway roll, as that portion of all the powers is passive, and therefore always in effect.

> "Precision Strike: When this character attacks a single character, damage taken from the attack can't be reduced below 1 and the target decreases its d6 roll for Super Senses by -1."

This only works if you are targeting a single target. If you target more than one, whether through a power like Energy Explosion or Quake, or because you have multiple lightning bolts, then you do NOT get to choose one target (or all targets) to be hit with Precision Strike. It is a passive ability, however, and can be used with things like object attacks, Charge, Psychic Blast, etc... It also works with Flurry, even if you choose two different targets for each attack (since they are two separate attacks).

If a target is hit, it will take one damage – even if that character has Invincible. The reason for this is that while Invincible can reduce penetrating damage, Precision Strike does not deal penetrating damage. It simply states that the damage cannot be reduced below one. It does not, however, prevent a target from using Mastermind to send the damage to another target.

Finally, if the chosen attack deals no damage, then Precision Strike does not change that. It simply states that any damage dealt cannot be reduced below one. So if you were to hit a character with Mind Control or Incapacitate, then Precision Strike does not give these attacks damage. On the other hand, it will reduce the result of any Super Senses roll by one. Note that if you are using a special version of Super Senses that only succeed on a roll of six, Precision Strike prevents you from evading that attack if hit.

> "Invincible: Reduce damage taken by 2. Can reduce penetrating damage. Takes a maximum of 3 damage (at once)."

Invincible is pretty powerful, and reduces most forms of damage, so we'll look at what it doesn't do. It does not stop pushing damage, but it would stop damage taken when hit by Incapacitate if that character has two action tokens. Pushing damage is a special damage that bypasses everything. Also, Unavoidable Damage, such as what happens when you suffer

a critical miss, cannot be reduced by Invincible. Actions taken using the Colossal Stamina ability also cause Unavoidable Damage.

The last bit is also important to note...what this states is that after you reduce the damage by two, then three is the most damage you can take after that reduction, from a single source. That does not mean from a single action, as things can happen in a single action that might increase that damage. For example, say a character with Flurry and a damage value of four attacks a character with Invincible. On its first Flurry attack, it hits and deals its four damage, then hits again for another four. In this scnario, the character will take two clicks of damage, then check to see what defensive power the character has on that click before determining how much more damage is clicked. If that character gets knocked onto Toughness, for instance, then the second part of the Flurry would end up dealing three clicks, for a total of five clicks of damage in a single action!

> "Empower: Adjacent friendly characters modify damage +1 while making a close attack."

When considering if you're going to benefit from the effects of Empower, remember that the placement at the time the dice are rolled is the only thing you need to consider. So if you start your Charge adjacent to a friendly character with Empower, but your movement takes you out of adjacency with that character at the point of attack, then you get no bonus. If you Charge and end the move portion of the action adjacent to a character with Empower, even if you did not begin the move adjacent, then you get the Empower bonus. Also remember that this bonus is granted to any close attack, and not just CLOSE actions, so if you make a close attack during a Hypersonic Speed action, and roll the dice while adjacent to a character with Empower, then you get the bonus damage.

> "Hypersonic Speed: BREAKAWAY +2. POWER: Halve range, this character can move through squares adjacent to or occupied by opposing characters without stopping (Still needs to break away), Passenger :0. Move, then make an attack, then move up to 'your speed value minus the number of squares just moved'."

The break away component of this power is passive, so it's always active, whether or not you choose to use the POWER portion of Hypersonic Speed or not. This means you will get the bonus if you use something like Sidestep or just a standard move.

The truly complicated part of this power comes from the distinct steps of this power, and what each phase allows you to do, or does not allow you to do, so I'm going to break it down into each step of the power.

Step 1: First movement – When you activate this power, the character gets Passenger: 0, which overrides what you may normally have, be it from size, flight, or vehicle. Hypersonic Speed trumps that, and makes it so you cannot carry anyone. It also replaces your range value with half of your printed range value, rounding up. Then, you must roll to break away if you are adjacent to an opposing character. You have to do this, even if you wish to attack from the square you currently occupy (in which case, you would move zero squares, which is legal), and your action ends here if you fail that break away roll. You do not get to make your attack, nor do you get to attempt a break away roll to make the second portion of your move. You may pick up or drop (but not both) an object during this portion of the move.

Step 2: Attack – This is a basic attack, be it a range attack or close attack. Since it is a basic attack, you cannot make object attacks, destroy walls or objects, or use CLOSE or RANGE actions. Passive abilities, such as Steal Energy and Precision Strike do work, however. While it is an option, this attack is not required, and does not negate the third step of the power if it is not used.

Step 3: Second movement – This second movement allows you to move your movement value minus whatever you moved in the first segment of the power. This means if you chose to move zero, you get to move your full movement. You still must break away if you are adjacent to an opposing character prior to making this move, even if the only characters you are adjacent to are characters you previously broke away from. You may pick up or drop (but not both) an object during this portion of the move. This means you could pick up an object in the first part of a Hypersonic Speed action, and then drop that same object in the second portion of the action.

Through all portions of this action, assuming you make your break away rolls, you are not required to stop your movement when moving through a square

adjacent to, or occupied by, an opposing character, unless that character has something to make you stop (such as Plasticity). After breaking things down like that, you can understand why judges get a lot of questions about Hypersonic Speed...I had to verify a lot of this with the rules support group I am a part of.

> "Lightning Speed (WWE): POWER: This character can move through squares adjacent to or occupied by opposing characters without stopping, and automatically breaks away, even if adjacent to a character that can use Plasticity. Move up to 3 squares, then make a close attack, then move up to 2 squares."

On the surface, this seems like a weaker version of Hypersonic Speed for the WWE, but if you look closer, there are some more powerful aspects to the power. First, you don't need to roll break away rolls, even versus characters with Plasticty! That's pretty potent, even if you may not get to move as far. You still cannot use CLOSE actions with this, but you CAN use passive effects again, such as Precision Strike and Steal Energy. It's also important to note that this power tells you the number of squares you can move. It does not replace your speed value, so it cannot be perplexed up or down. It is a move of up to three squares, followed by a move of up to two squares. Period.

> "Poison: FREE: If this character hasn't moved or been placed this turn, deal 1 damage to all adjacent opposing characters."

This is standard damage, so Toughness, Impervious, etc...will stop the damage. However, this is NOT an attack, so Mastermind and Super Senses can not be used to redirect or avoid the damage. Since you cannot be moved or placed prior to activating this power, you cannot use it after using Sidestep, or after a character has used Telekenisis to place this character. Also, Poison does not target, so adjacent characters with Stealth will still take damage.

> "Submission Hold (WWE): FREE: If this character hasn't been moved or placed this turn, deal 1 damage to target adjacent opposing chracter. Both characters gain

Immobile until your next turn."

The last of the WWE powers we will be discussing, this does share some similarities with Poison, but the differences are significant. As with Poison, you cannot be moved or placed prior to activating this power, and the damage can be reduced, but not avoided or redirected. Some have questioned because of the way it was written if you could activate the power after moving or being placed to trigger the Immobile portion of the power, but this has been ruled inaccurate.

If the character has not been moved or placed, then it can deal damage to one target adjacent character, instead of all adjacent opposing characters. When that occurs, both the character with Submission Hold and the target of the power both gain Immobile. This goes beyond making it so the character cannot move…it also will not be able to be carried or placed by Telekenisis.

"Impervious: Reduce damage taken by 2. When this character would take damage from an attack, you may roll a d6. On a (5) or (6) : Damage taken is reduced to 0."

So the first part of Impervious is pretty obvious…reduce damage by two. Penetrating damage will still get through, so Psychic Blast and Exploit Weakness ignore Impervious. More importantly, penetrating damage ignores the result of the D6 roll, as this is also a reduction effect, and not an evasion effect (like Super Senses). Furthermore, Precision Strike will still do at least one damage, even if you make the roll, since Precision Strike prevents damage from being reduced below one. Just keep reminding yourself that the roll is to REDUCE the damage and not EVADE, and you'll be on the right side of the argument.

"Perplex: FREE: Minimum range value 6. Choose a target character within range and line of fire. Modify one of that character's combat values +1 or -1 until your next turn."

The basics of Perplex are pretty easy…you have to have range (a minimum of six) and line of fire to the target, and you raise or lower a combat value by one. Since lightning bolts, which give you your number of targets from range, are not technically a combat value, they cannot be perplexed. Also, the Rule of Zeroes (page 19 of the current rule book) states:

> "A character with a printed range value of 0 can't make a range attack, unless an effect replaces their range value with a number or gives them a minimum range value."

There's more about passengers, but the important thing to note here is that while range could be perplexed (it IS a combat value), if the printed range value is zero, then that character could never make a range attack regardless how much you Perplex that value.

It is also important to note the way the Rule of Three works in regards to Perplex:

> "Whenever the sum of all modifiers applied to a single combat value is greater than +3 or less than -3, the sum of all modifiers is instead +3 or -3, respectively. All modifiers continue to apply to the combat value, but the sum is changed. Note that this rule does not apply to replacement values, which can change the printed combat value by more than 3 before any modifiers apply."

So what this means first off is that all modifiers will apply to that character, so if something further modifies that value, you will consider the sum of all modifiers before determining if the Rule of Three applies. So, say a character has Energy Shield/Deflection, is occupying hindering terrain, is perplexed once positively, and has a base defense of 17. When attacked from range, that character's defense would be 20 (17 + 2 (ES/D) +1 (hindering) +1 (Perplex) = 21, but the Rule of Three would change those bonuses to +3 instead of +4). If a character were to perplex down that character's defense by one later, then the defense from range would STILL be 20, as the sum of the modifications is still three. The Rule of Three also combines with the rule of replace then modify, meaning that your Perplex will modify the replacement value. For example, Charge will replace a character's Speed value with half of that printed value. Any use of Perplex will add or subtract from that replaced number, so a character using Charge with a Speed value of nine perplexed twice will be able to move up to seven squares before making its attack (9/2 = 5 (rounding up) +2 for the Perplex).

> "STEALTH: When it's not your turn, hindered lines of fire drawn to this character are blocked."

Let's first remember that this power specifies that it's active when it's NOT your turn. So during your turn, the opponent can see you in order to use probability control or other similar abilities. Also remember what it means to block line of fire – this means you cannot be targeted with anything except a close attack (as close attacks do not require line of fire, just adjacency). So, while your natural inclination is to believe that because you are standing right next to your opponent, and you can target him with a close attack, you should therefore be able to perplex or outwith that opponent. Sadly, that is not true. Most powers require line of fire, and since stealth blocks line of fire, many powers cannot be used on a character in stealth. Just keep telling yourself adjacency is not line of fire, and everything will be fine.

"NIMBLE (WWE): Improve Movement: Hindering, BREAKAWAY +2. FREE: Move up to 1 square."

This is one of those new WWE powers, and gives you a few things – nothing that should cause many arguments at the game table. First off, you get to ignore hindering terrain for movement, which is nice. You also get a +2 bonus to your breakaway rolls, making it harder for you to get stuck. Finally, you get to move one square, like a lesser version of sidestep. But given the bonus to breakaway, I would say this is slightly more powerful than sidestep, despite the limited movement.

"STEAL ENERGY: When this character hits with a close attack, after resolutions heal 1 click if one or more opposing characters were damaged by that attack."

There are a lot of interaction questions here that I was made aware of in the judges group that I harassed to get this write-up together. Flurry and quake make many players pause when they consider interaction with steal energy, and timing also is something that requires a bit of thought. Because this power triggers when this character hits with a close attack, flurry would trigger twice (assuming both attacks dealt damage) because it was two separate attacks. Quake, on the other hand, is a single attack, regardless how many characters were hit or damaged by that one attack, and therefore will only trigger once.

As for WHEN you heal that damage, remember that the active player chooses the order of resolutions, with the exception of pushing damage. Page nine of the rulebook specifically states "When a character becomes pushed, immediately after resolutions it is dealt one pushing damage." So before any other effects, such as steal energy, are applied, you much first take the pushing damage. If this causes you to lose steal energy, don't worry, the power has already been triggered, so you'll still get the heal (unless you are KOed). Also remember, you don't take the pushing damage, or damage from a crit miss, until BOTH attacks in a flurry are completed, as it is one action to resolve. You can choose to heal from steal energy prior to taking damage from the mystics team ability, possibly saving you from a KO.

"REGENERATION: POWER: Roll a d6. Heal a number of clicks equal to half the result (rounded up)."
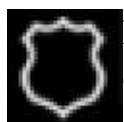
Regen, in and of itself, is pretty straightforward. However, STOP complicates it a little bit. STOP specifically states that when a power contains the STOP keyword is showing on the dial, healing done by both regeneration and support are reduced by one. This is true whether or not the power with the STOP keyword is the source of the regeneration.

"OUTWIT: FREE: Minimum range value 6. Target an opposing character within range and line of fire and choose either a standard power, or a special power printed on the target's card. The target can't use the chosen power until your next turn."

This one confuses a lot of people, especially since the most recent rules made several changes to how the power works. As with all of my discussions, I'm not going to reference how it used to work in the hopes to save confusion, and simply talk about how it works now.

First off, you are choosing a power. Powers are not traits, so you cannot outwit them. They are not inherent or improved abilities, so you can't take away a character's ability to ignore hindering for movement (unless it is granted by a special power and you outwit that power). Keyphrases are also not powers, so you can't outwit flight, vehicle, or indomitable (however, you MAY outwit willpower, which is granted by indomitable).

So as that last bit should clue you in, standard powers granted by traits CAN be outwitted. An example would be in Jeff Polier's team, Dr. Frankenstein's trait lets him use support as FREE. You can outwit support, even though you cannot outwit the trait that gives it. While special powers have to appear on your target's card to be chosen for outwit, you can choose ANY standard power you like to outwit, whether the character possesses it or not. This is big when you consider equipment like Exospex – it allows you to pre-emptively block an unfavorable choice from your opponent's list of powers to choose from. Can't use means just that – regardless how the character gets the power, that character cannot use the chosen power.

In the case of special powers, your outwit will keep the character from using all aspects of that special power. On the down side, if a character loses that special power, and gains the standard power, or finds a means to gain that standard power other than the special power, then it can use that power. To use another example from Jeff's team, let's say you outwit Sabertooth's special power, Ambush Predator. Through this power, he has charge, flurry, and stealth, and so could use none of those while the power has been outwitted. But if he take one click of damage, he loses Ambush Predator, and has charge showing on his dial. He may now use charge, despite it being part of the Ambush Predator power, as you never directly outwitted charge. He could also, were he equipped with Exospex, choose and use flurry, as again, that specific power has not been outwitted, but rather a power that granted him flurry.

But wait! There's one last thing to consider in regards to outwit – the difference between PROTECTED and Protected. PROTECTED names an effect, and that character now cannot be targeted by the effect. So PROTECTED: Outwit means that none of that character's powers can be outwitted, since it is not a legal target for outwit. Protected: Outwit on the other had only applies to the power that it has been assigned to. STOP is a common place to see this. So a defensive power with STOP that provides toughness cannot be outwitted, not can toughness, but if that character has super strength that is not on that stop

click, then super strength may be the target of outwit. All caps protects the character, lowercase protects the power.

> "Running Shot: POWER: Halve speed. Move, then RANGE: at no cost."

So, first off, as with Charge, the half move is a replacement value, so any modifiers will apply to the replaced value, rather than the base Speed. This means if you have a nine speed, and Perplex Speed by one, your movement for a Running Shot will be six (9/2 = 5, rounding up +1 = 6), not five like some people believe.

More importantly, Running Shot only combines with RANGE actions, so POWER actions like Ranged Combat Expert and Telekinesis can't be used. You can, however, use Penetrating/Psychic Blast, Pulse Wave, Incapacitate, Mind Control, Ranged Object attacks and Ranged Destroy actions with Running Shot. You also can use passive abilities with Running Shot, such as Precision Strike and the KNOCKBACK portion of Force Blast.

> "Telekinesis: POWER: Minimum range value 6, This character can make range attacks while adjacent to opposing characters. (May target adjacent or non-adjacent opposing characters.) Pick up an object (light or heavy) within range and line of fire, then give a RANGE Object Action at no cost or place it in a square within range and line of fire.
>
> POWER: Minimum range value 6. Place one target single-base character within range and line of fire into another square within range and line of fire. That square must be within 6 squares and line of fire from the target's current square. If the target is an opposing character, first make a range attack and the hit character is then placed instead of normal damage. Characters placed by this power can't use Telekinesis this turn."

OK, this one is complicated, especially since it's got two very different ways to use it. First, interacting with objects, it can be used to move the

objects, or attack with them. You may make an object attack, even if you have no target for the attack, which is a commonly used means to destroy equipment. The object just needs to be within range and line of fire, and the taget (if any) needs to be in range and line of fire. Then you just make an attack rool to see if you hit. Light objects will deal two damage and heavy objects will deal three, as with ordinary Range Object Attacks.

When using Telekinesis to move a character, there's a few things to note. When using Telekinesis on a character, it has to be a single-based character, regardless of the size of the character using the power. Also, you have to do something typically referred to as "completing the triangle." What this means is that you must be able to draw line of fire from the character using Telekinesis to the character being placed, as well as draw line of fire from both the character being placed and the one using Telekinesis to the destination square. Everyone has to be able to see everything! Also, the maximum distance a character can be placed (counting from its origin square, not from the character using Telekinesis) is six squares. You may still place a character away from the character using Telekinesis a maximum distance equal to that character's range value, just so long as you don't place it more than six squares away from where it started.

For example, Phoenix has Telekinesis and a range of 10. Magneto is two squares away from her, in column four. Phoenix may use Telekinesis to place Magneto as far as column 10. While her range could reach as far as column 12, that would put Magneto further than six squares away from where he began the action.
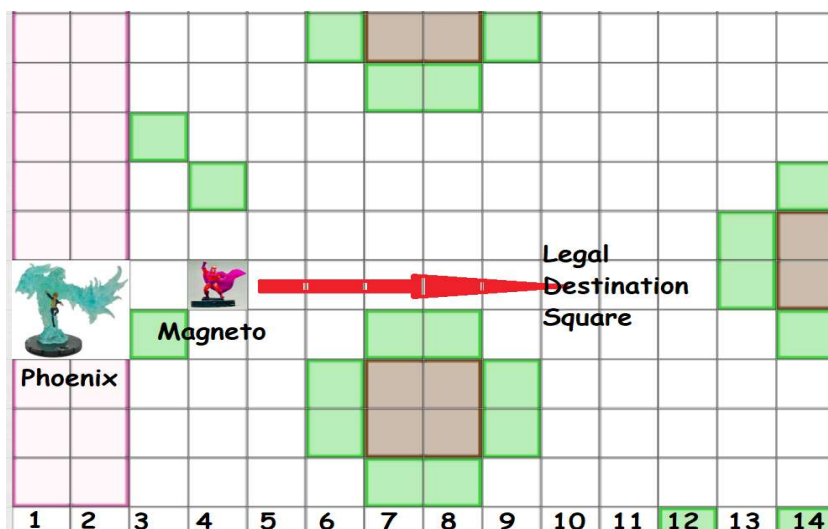
If you use this power on an opposing character, you roll to hit as normal. Your opponent has the opportunity to roll Shape Change prior to the roll, and if hit, may roll Super Senses to avoid the attack. Since no damage is being dealt, characters do not roll Impervious. Since the placement effect replaces damage, Precision Strike will not allow you to do one damage with this, however, it will reduce the chances of a character using Super Senses to evade the attack.

"Invulnerability: Reduce damage taken by 2."

This one is pretty simple. Just remember it does not stop penetrating damage, like damage from Exploit Weakness, nor does it stack with other damage reducing abilities, such as Toughness. So if your character has Invulnerability, and some other game effect gives you Toughness, you need to choose which damage reduction ability to use. You may use Super Senses to evade the attack prior to using damage reduction, so if hit, if you fail a Super Senses roll, you would still be able to reduce the damage taken by two.

"Leadership: At the beginning of your turn, for all characters that can use this power, Action Total +1.
At the beginning of your turn, you may roll a d6. On a (5) or (6): Remove an action token from an adjacent friendly character that's less points or shares a keyword."

So first off, a character with this power gives you one extra action at the start of your turn. You only get one extra action, regardless of the number of characters you have that have Leadership. Also, remember that characters that are called into the game after the beginning of the turn, such as ID characters, get their beginning of the turn abilities when they are brought in (NOTE: While this makes it sound like you could use that character to make a leadership roll when it is placed, and thereby possibly remove the action token from the character that just called it in, this has been ruled to not be the case. While you get the extra action, you cannot make the Leadership roll until the start of your next turn). So when a character is called in with Leadership, if you do not already have a character with Leadership, then you're going to get an extra action as long as that character is in the game. Also note that you lose that action as soon as Leadership is lost. This is important if you push a character either to KO or off a click that has

Leadership in the middle of your turn. Once that happens, that extra action is gone.

Then you have to make your roll – at the beginning of your turn. Since the power states you may roll, if you forget to do it before doing an action, even a FREE action like Sidestep, then that chance is gone. You cannot roll after doing any action. You do, however, get to choose the order of the things you do at the beginning of your turn, so if a call-in has Leadership, then you may roll that prior to removing it from the map. To remove a token from another friendly character, you have to be adjacent, and that character has to be either a lower point value character, or it has to share a keyword. Period. If the characters are the same point value and do not share a keyword, then you cannot remove a token from that character.