

Knock Out the Support

Attack 3

All heals targeting the target have no effect this round. To signify this, place one of your character tokens on the target.

20

Move 2

Destroy one adjacent obstacle. If you do, gain and perform

STRENGTHEN Self

084

Crushing Weight

Attack 3

Add +2 Attack and gain if the target is adjacent to a wall.

22

Move 2

.....

One adjacent enemy that is adjacent to a wall suffers 2 damage.

083

Windup

On your next two attacks, add +2 Attack.

8

77

Double the value of your next Move ability.

8

082

Piston Punch

Attack 2

PUSH 2

: +1 Attack, +1 PUSH

42

STUN

Target one adjacent enemy

: POISON

087

Implode

Attack 3

: +1 Attack, MUDDLE

88

Move 3

.....

Destroy one obstacle within Range 3.

086

Explode

Destroy one adjacent obstacle. If you do, gain and perform

STUN

Target all enemies adjacent to the destroyed obstacle

Each target suffers 2 damage.

28

Move 4

: +2 Move

085



One-Two Punch

Attack ⚔️ 2
.....
Attack ⚔️ 1
Add PUSH ➡️ 2, MUDDLE ⚡️ and gain 🛡️ if this attack targets the same enemy as the previous Attack ability.

66

Attack ⚔️ 1
.....
Loot 🗑️ 1

090

The Big One

Attack ⚔️ 3
Range ⚡️ 2

37

Move 🚶 3
.....
Destroy one adjacent obstacle. If you do, gain 🛡️ and perform BLESS Self

089

Explosive Blitz

Attack ⚔️ 2
Range ⚡️ 4

19

Move 🚶 3
.....
If you opened a door during the movement, perform STUN 🛡️
Target all enemies within Range ⚡️ 3

088

Lobbed Charge

Create one 3-damage MUDDLE ⚡️ trap in an empty hex within Range ⚡️ 3.

52

Move 🚶 4
.....
Designate one adjacent enemy. If each hex of the movement brought you closer to that enemy, perform Attack ⚔️ X
PUSH ➡️ 2
targeting that enemy, where X is the number of hexes you moved.

093

Level

Attack ⚔️ 3
Add +3 Attack ⚔️ and gain 🛡️ if the target is an objective.

61

Add +1 Attack ⚔️ to all your melee attacks this round.

092

Rubble

Designate one hex within Range ⚡️ 3 containing a destruction token. All allies and enemies in or adjacent to that hex suffer 2 damage.

55

Move 🚶 2
.....
Create one 2-damage trap in an adjacent empty hex containing a destruction token.

091



Fire Bombs

Attack ⚡ 2

Range ⚡ 4

Target ⚡ 2

24

Move ⚡ 2

.....

Destroy one adjacent obstacle.
If you do, gain ⚡ and all enemies
adjacent to the destroyed obstacle
suffer 2 damage.

096

Crash Protocol

On your next four attacks targeting enemies
adjacent to a wall, add +2 Attack ⚡.

8

74

Move ⚡ 3

Jump ⚡

Each time you enter a hex containing an
obstacle with this movement, destroy that
obstacle and add +1 Move ⚡.

⚡: All enemies moved through
suffer 1 damage, ⚡.

095

Robotic Enhancement

Attack ⚡ 2

STUN ⚡

33

Move ⚡ 4

This movement is unaffected
by difficult terrain.

094

Extra Fuel

Attack ⚡ 3

Add +2 Attack ⚡, WOUND ⚡
and gain ⚡ if the target is
adjacent to a wall.

17

Move ⚡ 5

.....

⚡: Attack ⚡ 1

099

Remote Detonation

Destroy one obstacle within Range ⚡ 4.
If you do, perform

Attack ⚡ 2

Target all enemies adjacent
to the destroyed obstacle

⚡: +1 Attack ⚡

63

Create three 3-damage traps in
empty hexes within Range ⚡ 4.

2

098

Nowhere to Run

Attack ⚡ 4

Add +1 Attack ⚡ for each wall hex,
obstacle hex, objective, figure, or trap
adjacent to the target.

2

39

Move ⚡ 3

.....

Move one adjacent trap to
an empty hex adjacent to you.

097

