

8-BALL

4 4 5

Displace yourself.

2 **Eat my Fa Jing!** 1-3
Displace the Target if they are in Range 1-3

3 **Be water, Dude** 1-2
Place the Target in any Free Space adjacent to you.

The Panda Dance
When you are the Target of an Enemy's Action, you may Displace yourself once after it has been declared.

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BIXIÉ

7 3 3

Place yourself Adjacent to a Blocked or Occupied Space that is already Adjacent to you.

2 **Celestial Wind** 1-6
Place yourself Adjacent to the Target.
Gain 1 Action Point

1 **Emperor's Light** 0-5
Impose the Marked State on the Target.

1 **Doumu's Gift** 1-3
Place yourself Adjacent to a Blocked Space within Range.

Yi's Vision & Half-Machine
Ignore the Effects of Smoke. At the beginning of your Preparation Step, flip the -2 State token you have.

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DART

5 4 5

Nullify a of your opponent's roll.

3 **"Silent Death"** 2-7
Impose the Poisoned State token on the Target.
Add a to your roll if the Target doesn't have Line of Sight to you.

2 **Dendra-Nanoids** 0-5
Remove up to three State tokens on the Target to inflict 1 for each removed State token to them.

Camouflage
At the end of your Activation, after the States Step, you may impose the Hidden State on yourself if you are not Adjacent to an Enemy. If you are Hidden, add * to "Silent Death", add 2 to your Initiative and to your Defense.

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FINAL BOSS

4 4 5

Impose the Stunned State to the Target if it is within Range 1-2.

2 **'Keep Your Eyes Open'** 1-4
Impose the -2 State to the Target.

1 **'Face, Meet Fist'** 1-1
Impose the Dazzled State to the Target.

0 **Swim Move** 1-1
Spend one Movement Point to Place yourself in any Free Space adjacent to a Stunned, Dazzled or Immobilized Target.

i-Khol
When you are the target of an Enemy's Action that requires a Roll, nullify one * from your opponent's Roll, before the Switches Step, if they are within Range 1-4.

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HAMMERHEAD

4 3 5

Remove a Poisoned State token on you.

3 **Battering Ram** 2-4
Before the Roll Step, Displace the Target and Place yourself in a Free Space within Range 1-2 from the Target.
Remove a Poisoned State token on you for each you inflicted with this Attack.

1 **Overdose** 0-0
Impose the Poisoned State to the Target.
Impose the Poisoned State to the Target. Gain 1 Movement Point.

Meta-chemical Frenzy
Add one * to your Battering Ram and Agility Rolls for each Poisoned State token on you.

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HANNIBAL

5 4 5

Draw 1 Tactic.

2 **Coordinated Assault** 1-4
Add a to your Attack Roll for each of your Allies that has Line of Sight towards your Target.

3 **Programmed Strategy**
One of your Allies may perform an Action with a cost of 2 or less, except for Move, without spending any Action Points. This does not make them the Active Character.

Pointman
Your Allies may add a to their Attack Rolls against Enemies in your Line of Sight.

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HIPPOLYTA

4 4 5

Impose the +2 State to an Allied Character within Range 0-5.

3 **Myrmidon Steel** 1-1
Impose the -2 State to the Target.

1 **Inspire** 0-5
Impose the +2 State to the Target.

Boosted Reflexes
At the beginning of the Actions Step of your Activation, you gain 2 Movement Points if your Initiative value is over 4.

Amazon Rage
Whenever you are sent to the Infirmary, impose the +2 Initiative State to all other allied characters.

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KOZMO

4 3 5

Place a Smoke token within 0-5.

2 **Supernova** 1-2
Impose the Burning State to all Adjacent Enemies.

3 **Meteoric Charge**
Gain 5 Movement Points.
Until the end of your Activation, your Agility is:

1 **Nebula** 0-5
Place a Smoke token on a space within Range.

Multispectral Visor
Ignore the effects of Smoke and Hidden. Add a to your Attack Rolls if the Target is or on space with Smoke.

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SEÑOR MASSACRE

5 4 5

Impose the Taunted State to the Target.

2 **"¡Te voy a cascar!"** 1-1
Nullify a of your opponent's Roll.
Add a to your Roll if the Target is Taunted by any Character.

1 **"¡Hey, malparío!"** 1-4
Impose the Taunted State to the Target.

2 **"¡Tangana!"** 1-4
Place yourself Adjacent to the Target, only if they're Taunted.

Regeneration
At the beginning of Señor Massacre's Activation heal all Damage from Señor Massacre.

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MAXIMUS

4 3 5

Impose the **Taunted** State to a Target within 1-2.

3 Jatum's Shield
Displace the Target if you are adjacent.

Get behind me!
You can suffer 1 instead of an adjacent Ally.

Implacable
Immediately after an Enemy declares an Attack against an Ally other than you, you may Displace yourself.

MAXIMUS

MIYAMOTO MUSHASHI

6 5 5

Add a **Star** to your Roll against an adjacent Target.

3 Ken No Sen
After the Resolution step of this Attack, perform Ken No Sen without spending any Action Points.

Kaze Tachinu
You may Displace yourself immediately after inflicting any amount of 1 after the Resolution of a Combat Roll against an adjacent Target. If due to the Damage you inflicted your Target is sent to the Infirmary, you may Displace yourself once more.

MIYAMOTO MUSHASHI

MOONCHILD

6 3 6

Nullify a **Shield** from your opponent's Roll if your Target is within Range 1-2.

2 Teseum Tomahawks
Place yourself Adjacent to the Target.

Total Immunity
Your opponent cannot activate Switches which are targeting you when you are the Target of their Combat Rolls.

Berserk
You are not affected by the **Focused** State. You cannot gain the benefits of Cover. At the beginning of the Actions Step of your Activation, if there's an Enemy within Range 1-2 you must immediately perform Teseum Tomahawks against them, spending the necessary Action Points.

MOONCHILD

MURTAIR

4* 5 5

Nullify a **Shield** of your opponent's Roll if the Target is Adjacent.

3* Bite
Add one **Star** to your Roll for each extra Action Point spent to perform this Attack.

2 Claw Swipe
Displace the Target.

0 Super-Jump
Spend 5 Movement points to place yourself on a free space within Range 1-3.

Fury
Your Initiative is 4 + the number of 1 Damage tokens on you.

MURTAIR

PARVATI

4 5 5

Receive a +2 Initiative token.

2 Submachine Guns Akimbo

2 Reset
Remove one or all States on the Target.

1 MediKit
Heal 1 to an Ally within 0-5.

Auto-RepairKit
During the Actions Step of your Activation you may flip a State on yourself.

PARVATI

PRYSM

6 4 5

Nullify a **Star** of your opponent's Roll within Range 1-5.

Impose the **Taunted** State on an Enemy within Range 1-4.

3 Gamma Radiation

Pulsing Light
Enemies **Taunted** by you that can perform an Attack against you must Attack you whenever they can.

Guiding Light
At the end of your Activation, after the States Step, impose the **Marked** State on yourself.

PRYSM

SHONA CARANO

4 4 5

Flip a State token that is on your card.

2 Broadsword
Displace the Target if their Hit Points Attribute is 4 or below.

2 Hit the Blade
Displace yourself.
Displace the Target.

Defense at a Distance
At the beginning of the Actions Step of your Activation you may Displace yourself if you are Adjacent to an Enemy, and if you declare and perform Broadsword against them as your first Action.

SHONA CARANO

MIZU-DO



⌚ During the Actions Step of Miyamoto Mushashi's Activation.

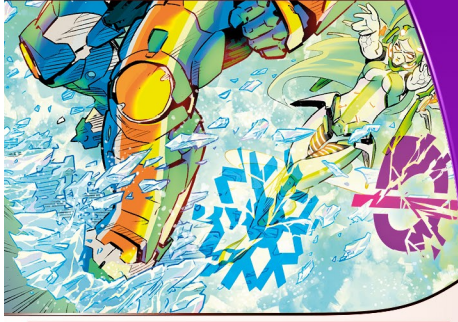
Gain 1 Action Point.



MIYAMOTO MUSHASHI

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RESET 2.0



⌚ During the Actions Step of one of your Characters' Activations.

Remove any number of State tokens from a single Character in the HexaDome.






PARVATI

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ATOM



⌚ When you or your opponent declare a Roll.

Choose a , , or  die from your opponent's Roll. Your opponent's Roll is reduced to that die only. Your opponent cannot add any more dice to their Roll.



065

LAXMEE

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UNLIMITED POWER



⌚ During hEXx3r's Activation.

You may *Displace* all Enemies.

At the end of the Activation, impose the -2 ⚡ State on yourself.



HEXX3R

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