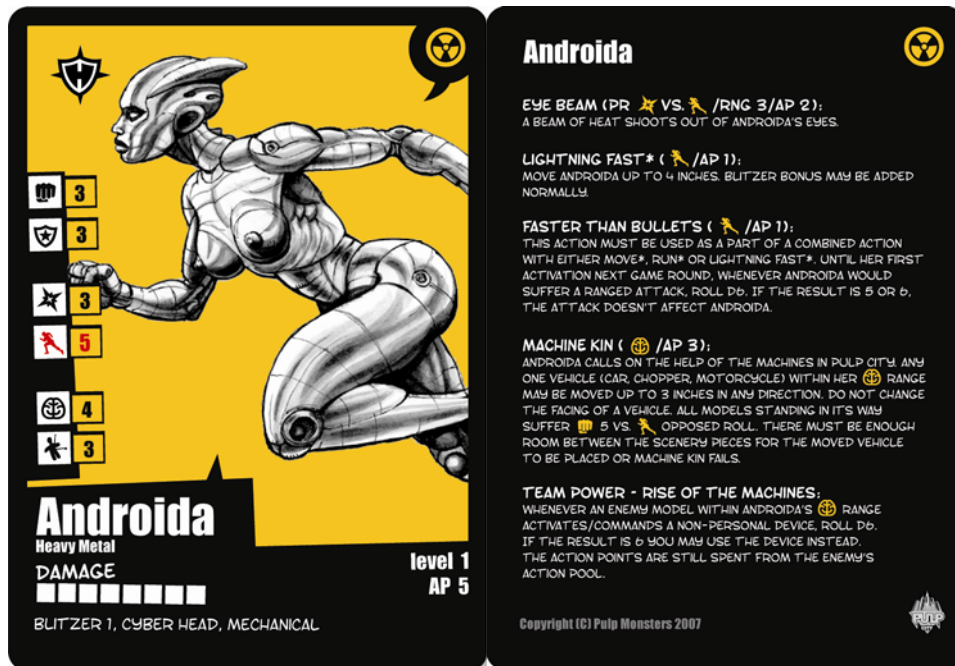


When rolling this Opposed Roll, roll 2 dice and choose one of them. If you decide to use a re-roll afterwards, roll only 1 die.



Skills:

Blitzer 1: Some heroes are famous just for being very, very fast!

Increase both your Move* and Run* and any Exclusive Movement Actions by 1 inch.

Cyber Head: You need special capacities to operate high tech equipment. A Supreme is capable of Activating team's non-Personal Devices and Commanding friendly Mechanical Minions anywhere on the battlefield.

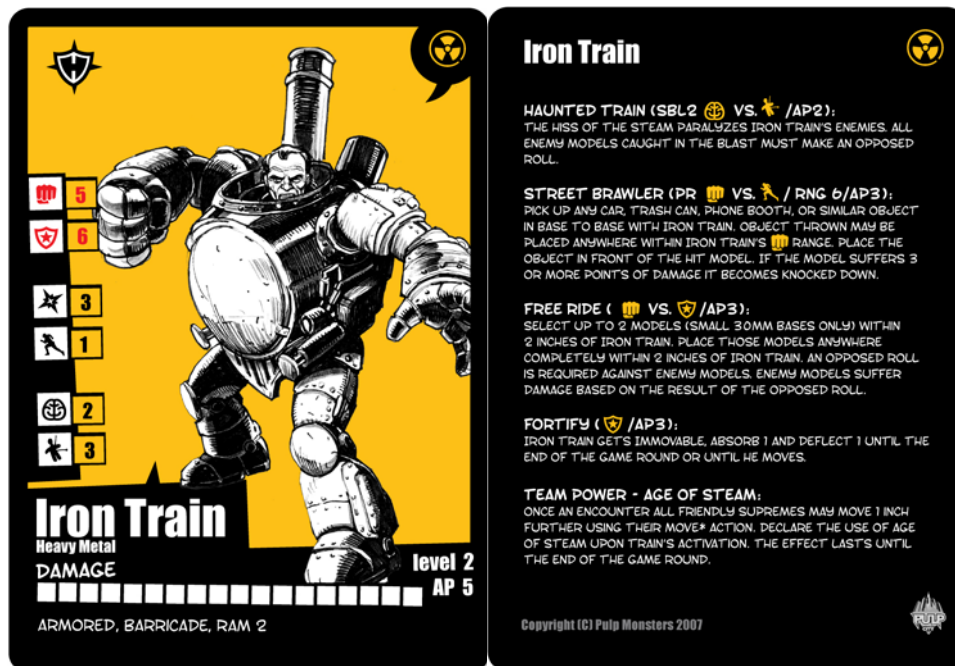
Mechanical: The Supreme is technically not alive thus immune to some effects.

Trump Actions:

Agility:

Basic: Duck (AP 1):

Whenever the Supreme suffers at least one Point of Damage from strength or energy ranged Attack and it is not in Base to Base with an enemy model, move up to 1 inch in any direction and reduce the Damage taken by 1 point per Supreme Level. Duck may reduce the Damage to 0. Pay the AP cost outside of the regular turn sequence.



Skills:

Armored: You don't have to dodge if the bullet's splat against your armor! An armored Supreme may use defense rating instead of agility when defending against power attacks. In such case, a Defense Trump Trait re-roll may not be used.

Barricade: The broad arms of walking tanks may offer more protection than a combat shield. The In Cover condition granted by a model with Barricade to others always implies +2 instead of the regular +1 modification on the Opposed Roll.

Ram 2: The Supreme adds 2 to Opposed Rolls against scenery pieces.

Trump Actions:

Strength:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Strength Opposed Roll.

Advanced: Throw (Pr Strength vs. Agility /AP 3):

The Supreme picks up an object in Base to Base and throws it as a projectile. You may target an enemy model, any structure or any place on the game board within the Range. Place the object so that it touches the target and apply an Opposed Roll.

Strength 1-4: Street Lamps, Bikes, Trash Cans, etc.

Strength 5-8: Cars, Phone Booths, etc.

Strength 9-10: Helicopters, Fighter Planes, Trucks, etc.

If you decide to pick up an object lighter than the ones allowed, add 2 to the Range of the Projectile.
(Range=Strength)

Defense:

Basic: Block (AP 2):

Whenever suffering any Damage other than from the Mind source, the Supreme may pay any number APs to cancel the equal amount of Damage points. Pay the AP cost outside of the regular turn sequence.

Advanced: Push Away (Defense vs. Defense /AP 2):

Make an Opposed Roll Defense vs. Defense against an enemy model in Base to Base, for each point you beat the opponent, move the model $\frac{1}{2}$ inch directly away from you in a straight line. If the Pushed model collides with a piece of scenery or any other model, it stops and both suffer a Defense vs. Defense Opposed Roll. If Push Away is successful, it cancels Base to Base condition.



Skills:

Hatred (The Coven): Hatred against a certain model or group of models adds +1 to Opposed Rolls against them.

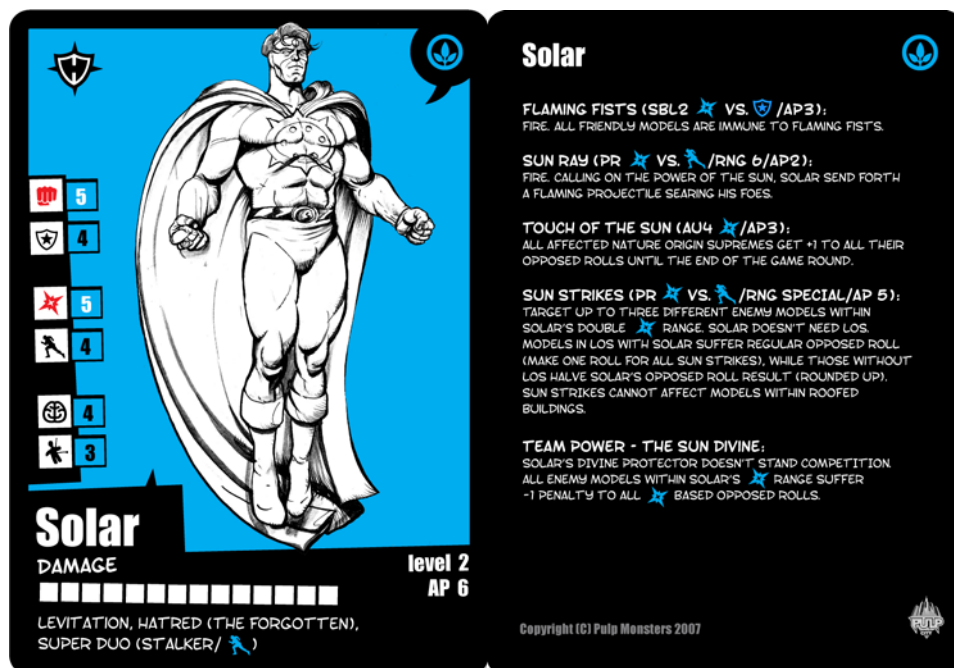
Minds Reach: All Mind Projectiles, Rays and Blasts do not require the Line of Sight and pass through obstacles.

Trump Actions:

Spirit:

Basic: Last Stand (AP 1):

The Supreme forfeits all activations this Round. For the remainder of the Round, it benefits from a bonus equal to its Supreme Level to all Opposed Rolls.



Skills:

Levitiation: Supreme may move through other miniatures and use any Movement Actions to pass over gaps, move from a rooftop to a rooftop or cross dangerous terrain (lava, acid). It never suffers penalties for Difficult Terrain.

Hatred (The Forgotten): Hatred against a certain model or group of models adds +1 to Opposed Rolls against them.

Super Duo (Stalker / Agility): The bond between two Supremes grants them some special powers when they fight side by side. While within each other's Spirit Range, the Supreme gains 1 point in the mentioned Trait. For instance, whenever Solar and Stalk are within 3 inches of each other, Solar gains + 1 to Agility.

Trump Actions:

Strength:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Strength Opposed Roll.

Advanced: Throw (Pr Strength vs. Agility /AP 3):

The Supreme picks up an object in Base to Base and throws it as a projectile. You may target an enemy model, any structure or any place on the game board within the Range. Place the object so that it touches the target and apply an Opposed Roll.

Strength 1-4: Street Lamps, Bikes, Trash Cans, etc.

Strength 5-8: Cars, Phone Booths, etc.

Strength 9-10: Helicopters, Fighter Planes, Trucks, etc.

If you decide to pick up an object lighter than the ones allowed, add 2 to the Range of the Projectile.

(Range=Strength)

Energy:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Energy Opposed Roll.

Advanced: Leech* (AP 1):

For every point of Damage inflicted with this Energy Action, the AP Allowance of that model increases by one for this Game Round. The limit of the extra AP is the Supreme's Level +1. If the Supreme fails to inflict any Damage, it may not activate this Round.



Skills:

Greed 1: The Supreme cares more for money. He can be recruited by the opposite team under certain conditions. A Villain may join Heroes, or a Hero may join Villains upon paying the value of 1 from the team's Resources Pool.

Mercenary: The Supreme counts as belonging to a subfaction represented by majority of Supremes in your starting line up. Therefore you can claim the bonus for assembling a Super Team. A Merc joining Iron Train (Heavy Metal), Chronin (Heavy Metal) and Six Feet Under (Blood Pact) would be considered a member of Heavy Metal.

Resourceful 1: The Supreme's presence increases the Resource Pool by 1.

Megalomaniac: The ego of the Supreme doesn't tolerate the presence of any impostors. If the same Megalomaniac model is included in both teams, the model must try to eliminate the impostor at any cost. The first activation of the Megalomaniac in a given Game Round must be either: Move towards the impostor (at full speed) using any Movement Action or perform Damage inflicting Action against him/her.

Living Arsenal 1: The Supreme may start the game with one or more Weapon Resource of up to 1 value beyond its natural limit (for instance, Gentleman can start a game with any Level 1 Resource plus any Level 1 Weapon Resource). These Resources still count toward the number of Resources a team may have.

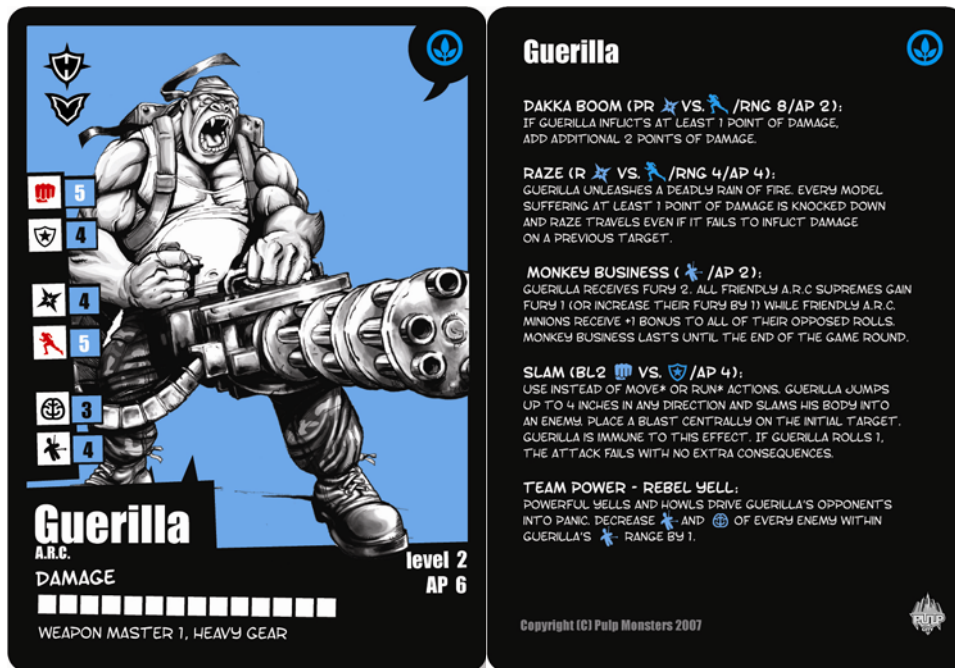
Weapon Master 2: A Supreme is capable of using Weapons with value equal to 2 or less.

Trump Actions:

Energy:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Energy Opposed Roll.



Skills:

Weapon Master 2: A Supreme is capable of using Weapons with value equal to 2 or less.

Heavy Gear: The model may never voluntarily become Burdened.

Trump Actions:

Strength:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Strength Opposed Roll.

Advanced: Throw (Pr Strength vs. Agility /AP 3):

The Supreme picks up an object in Base to Base and throws it as a projectile. You may target an enemy model, any structure or any place on the game board within the Range. Place the object so that it touches the target and apply an Opposed Roll.

Strength 1-4: Street Lamps, Bikes, Trash Cans, etc.

Strength 5-8: Cars, Phone Booths, etc.

Strength 9-10: Helicopters, Fighter Planes, Trucks, etc.

If you decide to pick up an object lighter than the ones allowed, add 2 to the Range of the Projectile. (Range=Strength)

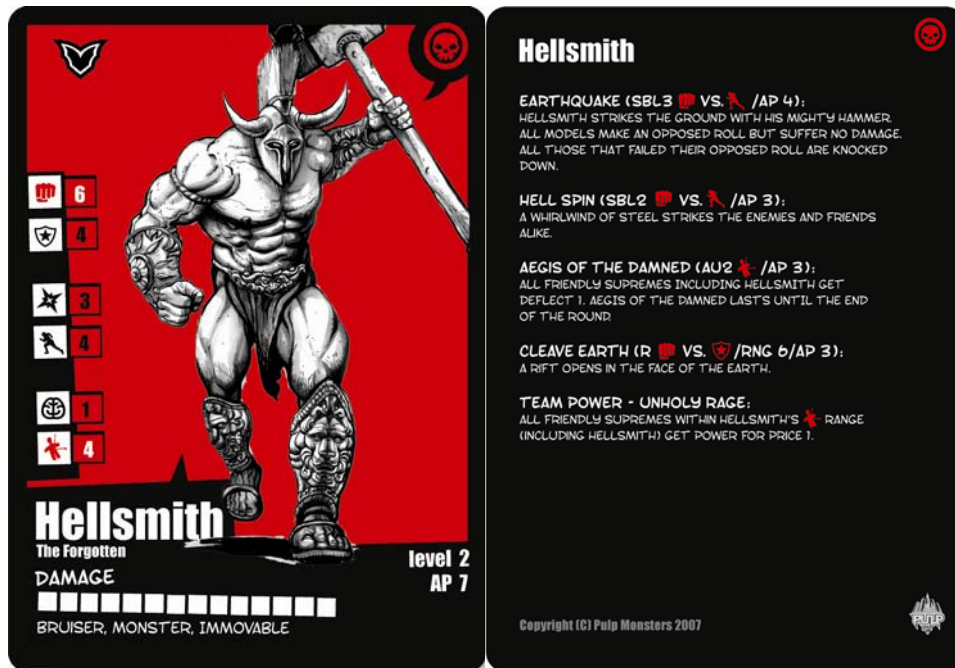
Agility:

Basic: Duck (AP 1):

Whenever the Supreme suffers at least one Point of Damage from strength or energy ranged Attack and it is not in Base to Base with an enemy model, move up to 1 inch in any direction and reduce the Damage taken by 1 point per Supreme Level. Duck may reduce the Damage to 0. Pay the AP cost outside of the regular turn sequence.

Advanced: Dodge (AP 1):

Force an enemy in Base to Base to re-roll one Strength or Energy Opposed Roll targeting the Dodging model. The re-roll takes place after the enemy's Trump Trait re-roll and before the Dodging model's Trump Trait re-roll. Pay the AP cost outside of the regular turn sequence.



Skills:

Bruiser: The powerful blows may not only still your breath but also steal the ground beneath your feet. If a Bruiser deals more points of Damage than the victim's current Strength value in one Game Round, the damaged model is Knocked Down.

Monster: The Supreme gains access to the Action: Devour (AP 2): Sacrifice a team Minion Resource in Base to Base with the Supreme to regain two points of Damage for each Resource Level of the minion.

Immovable: The Supreme cannot be Knocked Down unless it is Up up and away*!

Trump Actions:

Strength:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Strength Opposed Roll.

Advanced: Throw (Pr Strength vs. Agility /AP 3):

The Supreme picks up an object in Base to Base and throws it as a projectile. You may target an enemy model, any structure or any place on the game board within the Range. Place the object so that it touches the target and apply an Opposed Roll.

Strength 1-4: Street Lamps, Bikes, Trash Cans, etc.

Strength 5-8: Cars, Phone Booths, etc.

Strength 9-10: Helicopters, Fighter Planes, Trucks, etc.

If you decide to pick up an object lighter than the ones allowed, add 2 to the Range of the Projectile.
(Range=Strength)

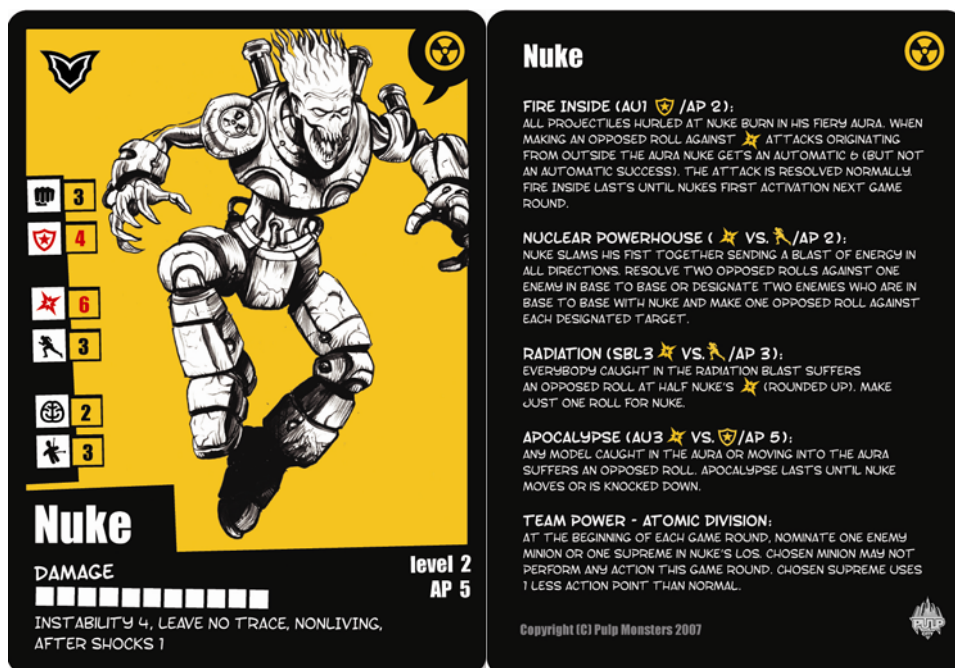
Spirit:

Basic: Last Stand (AP 1):

The Supreme forfeits all activations this Round. For the remainder of the Round, it benefits from a bonus equal to its Supreme Level to all Opposed Rolls.

Advanced: Strong Will* (AP 2):

When rolling this Opposed Roll, roll 2 dice and choose one of them. If you decide to use a re-roll afterwards, roll only 1 die.



Skills:

Instability 4: The Supreme's physical form is barely an anchor to our world. Each time the unstable Supreme is wounded, roll a d6. If the result is lower than 4, double the Damage suffered.

Leave no trace: The Supreme never suffers Incapacitated, when suffering the last point of Damage, it becomes immediately Eliminated.

Nonliving: The model is not a living being. It is not affected by harmful or beneficial effects reserved for Living models. It may only Command models that are Nonliving as well.

After shocks 1: Attacks of the Supreme are so powerful, their effects are suffered not only immediately but also later. When a Supreme endowed with After Shocks deals Damage, in the beginning of the next Game Round (and only this Round), apply 1 Damage to the target just before you calculate the Action Pool. After Shocks do not stack up, a model may suffer only one After Shock a Game Round, always the one with the highest value.

Trump Actions:

Defense:

Basic: Block (AP 2):

Whenever suffering any Damage other than from the Mind source, the Supreme may pay any number APs to cancel the equal amount of Damage points. Pay the AP cost outside of the regular turn sequence.

Advanced: Push Away (Defense vs.Defense /AP 2):

Make an Opposed Roll Defense vs.Defense against an enemy model in Base to Base, for each point you beat the opponent, move the model $\frac{1}{2}$ inch directly away from you in a straight line. If the Pushed model collides with a piece of scenery or any other model, it stops and both suffer a Defense vs.Defense Opposed Roll. If Push Away is successful, it cancels Base to Base condition.

Energy:

Basic: Power-up* (AP 2):

Roll two extra dice separately and add the lowest of them to the Energy Opposed Roll.

Advanced: Leech* (AP 1):

For every point of Damage inflicted with this Energy Action, the AP Allowance of that model increases by one for this Game Round. The limit of the extra AP is the Supreme's Level +1. If the Supreme fails to inflict any Damage, it may not activate this Round.



Skills:

Blink 4: A mystical power or high-tech gear that allows a Supreme to teleport short distances. On any Movement Action, a Supreme may move up to 4 inches in any direction (instead of the regular Movement), bypassing walls and obstacles. Place the model anywhere within its movement limit, making sure his/her base has enough space. The AP cost must be paid according to the Action replaced by Blink.

Fury 1: A Supreme may perform 1 extra Strike Actions in a Game Round.

Annoying: Some Supremes are annoyingly good at avoiding direct confrontation. The Supreme ignores the enemy model's Charging Condition (though the +1 bonus still applies against them) when wanting to leave Base to Base Condition.

Thick Bones: The model doesn't take any Damage from Falling or Shot Down.

Trump Actions:

Agility:

Basic: Duck (AP 1):

Whenever the Supreme suffers at least one Point of Damage from strength or energy ranged Attack and it is not in Base to Base with an enemy model, move up to 1 inch in any direction and reduce the Damage taken by 1 point per Supreme Level. Duck may reduce the Damage to 0. Pay the AP cost outside of the regular turn sequence.