Player's Guides

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Powers: Errata and Clarifications

Speed Powers

Flurry
Any powers that are not in use when the first attack is made with Flurry can't be used for the second attack. Any powers in use for the first attack are in use on the second attack unless the power has been lost.

Phasing/Teleport
A character using Phasing/Teleport that is able to carry characters can carry characters through blocking terrain and such as it uses Phasing/Teleport.

A character using Phasing/Teleport that is able to pick an object up can do so while using Phasing/Teleport.

Charge
Characters using Charge still follow standard rules of movement, including break away and the ability to carry other characters. However, a carried character must be dropped before the Charging character uses the Free Action portion of Charge to attack.

Mind Control
If a character affected by Mind Control KOs another opposing character, or is KOd itself, the controlling player receives the victory points.

When a character is affected by Mind Control, any of its powers previously countered remain countered. Powers and abilities that may only be used once per turn, round, or game may be used accordingly per Mind Controller.

A character that is successfully hit by Mind Control can't use any game elements assigned to it during force construction until the Mind Control action resolves.

Since a character targeted with Mind Control returns to its previous controller's force immediately after the free action resolves, any free actions that could be given to the targeted character "after actions resolve" can't be given.

Force Blast
Though not an attack, this power targets the figure(s) being knocked back.

Hypersonic Speed
All references to "Hypersonic Speed, Option 1" refer to the power Hypersonic Speed.

If the target character is defeated by the attack, it is removed from the board immediately and the attacking character can occupy that square.

The Hypersonic Speed character commits to the square from which the attack will be made prior to making the attack.

Running Shot
Characters using Running Shot still follow standard rules of movement, including break away and the ability to carry other figures. However, a carried figure must be dropped before the character using Running Shot uses the Free Action portion of Running Shot to attack.

Attack Powers

Blades/Claws/Fangs
This power may be used to destroy a wall even though no attack roll is made. The result of the roll to determine the damage value must meet or exceed 3.

Energy Explosion
When knock back occurs from this attack, all characters that take damage from this attack are knocked back normally in the direction away from the attacker starting with those farthest from the attacker. If the attacker itself takes damage, it is not knocked back.

The first sentence reads: "When this character is given a ranged combat action and deals damage, an area of effect may include all untargeted characters that are adjacent to one or more hit targets assigned at least 1 damage."

When a special power indicates that a character can use Energy Explosion and it adjusts the number of the character can use, this only changes the number of different targets the character can target with a single ranged combat attack. It does not alter the number of printed ; when calculating damage to untargeted but hit characters, use only the printed .

Pulse Wave
While Pulse Wave ignores powers and abilities, it does not counter them. Therefore, terrain created as a result of using a power is considered terrain and affects Pulse Wave normally, even if the character generating that terrain is within range of the Pulse Wave. Characters holding an object due to a feat or power would still be able to hold the object and even use the held object (if it helps defensively).

The character using Pulse Wave does not have any of its powers, traits, abilities, or feats ignored during the Pulse Wave attack.

Pulse Wave does not ignore the effects of terrain except as noted in the power.

Quake
When using Quake against multiple opposing characters and one or more of the characters becomes an illegal target (due to Shape Change, Skrull, etc.), the attack is still made against all legal targets. If there are no legal targets then the attack can't be made.

Penetrating/Psychic Blast
Any reference to "Psychic Blast" refers to "Penetrating/Psychic Blast".

Steal Energy
A character using Steal Energy while on their first click is not considered healed when an opposing character takes damage from a close combat attack.

Telekinesis
A character that has been placed via Telekinesis can't use Telekinesis until the end of the turn.

A friendly character placed via Telekinesis can still be given a non-free action the turn it was moved (though it

can't use Telekinesis).

A figure may not target itself with Telekinesis.

Any reference to an "option" of Telekinesis is resolved as follows. Option 1: A is an opposing character; Option 2: A is a friendly character or A is an object placed with no attack; Option 3: A is an object placed to make an attack.

The third sentence reads: "Place A in B. If A is a character, it must be a single base character and possess the 🔫 or ✦ symbols."

The last sentence reads: "If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack targeting the character occupying B, dealing object damage and destroying the object."

When designating an object as A and making an attack, the only line of fire required is to square B. The attacked character does not have a line of fire drawn to it and, as such, would not benefit from a hindering terrain bonus (even if the target is using Stealth while occupying hindering terrain). It is still a target of a ranged combat attack, though, so powers like Energy Shield/Deflection, Shape Change and Super Senses would still activate.

A range value of 0 will not prevent a character from using Telekinesis to make ranged combat attacks

Defense Powers

Defend
The decision to replace the value occurs before any applicable dice rolls occur..

Combat Reflexes
Using this power does not prevent knock back from occurring, if doubles are rolled.

A character that is normally immune to knock back that has Combat Reflexes can choose to take knock back when hit with a successful attack. (Clarification: Removed because of the change to the power in the 2013 PAC – these items are no longer relevant)

Barrier
Blocking terrain markers can be destroyed as per the rules for destroying blocking terrain. They would be replaced with debris markers when destroyed. The debris markers are removed from the game the same time that the normal blocking terrain markers are removed from the game.

Mastermind
Damage dealt by Mastermind is considered to have come from the original attacker.

Damage Powers

Outwit
When a Special Power is used to counter all powers on a character, it causes new powers to appear on the dial to also be countered, as the character's dial changes.

If a countered power no longer shows on the dial, but then returns to the dial before the beginning of the Outwitting player's next turn, the power is still countered.

Leadership
Game effects which refer to a Leadership result of 4-6 are actually referring to a successful Leadership roll, which is now a result of 5-6.

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Abilities: Errata and Clarifications

General

Trait abilities are generally denoted by the ☆ symbol, but other symbols may be used to denote a trait. When a symbol appears to the left of the combat symbols on a figure's dial (except for the ✚ symbol), that symbol denotes a trait whose description will be found on the character card with that symbol.

Capture

The rules for Capture can be seen on page 18 of the 2012 HeroClix Core Rulebook.

If a character is holding an object when captured, the object is placed in the square the character occupied when captured. If there is an object already in the square, the dropped object would be removed from play.

If a character using this ability loses it, then any captives are rescued.

Capture is a combat ability appearing only on characters specifically designating that they can use it.

Carry

Characters being carried are not considered to be on the map for any game effect.

The fourth sentence reads: "If a character has any other combat symbols or is holding an object it can't be carried."

Duo Attack

The free actions used in this ability may activate the same effect.

Giant Reach

This ability does allow the character to target characters on a lower elevation.

Merge

Game effects assigned to the individual characters pass to the Duo.

The Duo can use those effects provided that the Duo qualifies for the effect.

Regardless of the label (eg, "Names and Titles"), the name at the top of the biographical information on a character card is considered to be the real name for this ability.

Multiattack

The Capture ability may not be used via the free action granted by Multiattack.

~~The free actions used in this ability may activate the same effect.~~ (Clarification: no longer valid)

Ram

A multibased character moves as if it has a single base, thus that square is what is used for this ability.

Sharpshooter

This ability allows the character to make a ranged combat action/attack while based. If the attack targets, then targets of the attack must be the adjacent character(s). Regardless of targets, non-adjacent characters can be affected by the attack (such as would be the case with powers like Pulse Wave and Energy Explosion).

Split

Game effects assigned to the Duo character pass to one qualifying character of the controller's choice.

If the game effect was assigned to the Duo via the Merge ability, the effect does not have to go back to the original figure.

Regardless of the label (eg, "Names and Titles"), the name at the top of the biographical information on a character card is considered to be the real name for this ability.

Throw a Grenade

This is a trait ability, not a combat ability. Only combat abilities are able to be countered.

Your initial grenade pool is determined by summing the grenade pool values of all figures on your force at the beginning of the game. The grenade pool values are indicated under the keywords on the character cards of figures who can use the Throw a Grenade trait ability. If your grenade pool is 0, you can't use the Throw a Grenade trait.

This trait ability is denoted with different symbols based on the set. For example, the ＼ symbol is used for the Gears of War 3 set while the ⬥ symbol is used for the Halo set.

The initial square chosen does not have to contain a character, nor is there anything restricting it to being clear or hindering terrain.

Plasma Grenades end with "…and then remove the marker."

A range value of 0 will not prevent a character from using Throw a Grenade to make ranged combat attacks.

Tiny Size

The second sentence of Tiny Size begins: "A friendly character that is larger and adjacent can use the Carry ability to carry up to one ▦ character, regardless of its other combat symbols…"

Carrying a Tiny Size via Tiny Size does not prevent a figure from Carrying a second Tiny Size character through other means.

Lines of fire between a ▦ and a ☆ character which pass through hindering are hindered by default. (This is not conveyed through the informational chart at the back of the rulebook.)

Powers: Reference

Speed Powers

Flurry
Give this character a close combat action. After the close combat attack resolves, it may make a second close combat attack as a free action. The first attack does not activate the Damage Depletion Modifier.

Leap/Climb
Give this character a move action and move it up to its speed value; during this movement, this character adds 2 to its d6 roll when breaking away and can use 🦶 🟥, 🟩, 🟤, 👁. When you give this character a close combat action, it may target a character regardless of the target's elevation.

Phasing/Teleport
Give this character a move action and move it up to its speed value; this character can use 🦶 🟥, 🟩, 🟤, ● during this movement.

Earthbound/Neutralized
This character possesses 📄, 🔖, ⬭, ✦ instead of its combat symbols. This power can't be countered or ignored.

Charge
Give this character a power action; halve its speed value for the action. Move this character up to its speed value and then it may be given a close combat action as a free action. This character ignores knock back.

Mind Control
Give this character a close or ranged combat action (minimum range value 4) that deals no damage. A successfully hit target becomes friendly to your force. Each target hit may be assigned one action as a free action, immediately after which the target becomes an opposing character again. Deal this character 1 unavoidable damage if the successfully hit targets' combined point value is 150 points or more.

Plasticity
This character adds 2 to its d6 roll when breaking away. Opposing characters can't automatically break away from this character and subtract 2 from their d6 roll when breaking away from this character. Opposing characters entering a square adjacent to this character must end their movement, even if they would not have to do so normally.

Force Blast
Give this character a power action and roll a d6; a single adjacent opposing character is knocked back from this character a number of squares equal to the result. When this character hits with an attack, you may choose that it generates knock back if it doesn't already.

Sidestep
Give this character a free action; it can move with a locked speed value of 2.

Hypersonic Speed
Give this character a power action and move it up to its speed value. It adds 2 to its d6 roll when breaking away and can use 🦶 ∞. During its move, this character may, as a free action, make one close combat or ranged combat attack with its range value halved for the attack. This character

must be in a square where it could legally end its move in order to make the attack.

Stealth
When it is not your turn, hindered lines of fire drawn to this character are blocked.

Running Shot
Give this character a power action; halve its speed value for the action. Move this character up to its speed value and it may be given a ranged combat action as a free action.

Attack Powers

Blades/Claws/Fangs
When this character is given a close combat action, you may roll a d6 after making a successful attack. The result replaces this character's damage value, then that damage value is locked.

Energy Explosion
When this character is given a ranged combat action and deals damage, an area of effect may include all untargeted characters that are adjacent to one or more hit targets assigned at least 1 damage. Hit targets are dealt damage normally, other hit characters are dealt 1 damage for each ⚡ printed on this character's base.

Pulse Wave
Give this character a ranged combat action even if it is adjacent to an opposing character; the area of effect for this attack is half the character's range. Draw lines of fire to all other characters within the area of effect, including at least one opposing character; these lines of fire ignore all game effects except for walls, blocking and elevated terrain. Game effects possessed or used by characters with a line of fire drawn to them are ignored until the action has been resolved. If a line of fire is drawn to more than 1 character, this character's damage value becomes 1 and is locked. Each character hit is dealt damage.

Quake
Give this character a close combat action; this character's damage value becomes 2 and is locked. Make a close combat attack that targets all opposing characters this character can attack with a close combat attack. Each hit character is knocked back 2 squares.

Super Strength
When this character moves due to its own action, it may either pick up an object or place an object it is holding. The object must be picked up from or placed in either a square the character occupies or an adjacent square. If this power is lost or countered while this character is holding an object, immediately place the object in the square this character occupies.

Incapacitate
Give this character a close combat or ranged combat action to make an attack that deals no damage. If the attack hits, give the target an action token; if the target already has 2 action tokens, deal the target 1 penetrating damage.

Penetrating/Psychic Blast
Give this character a ranged combat action. Damage from

the attack is penetrating damage.

Smoke Cloud
Give this character a power action; place up to 6 hindering terrain markers in distinct, adjacent squares that are all within this character's range (minimum range value 4). At least one of the terrain markers must be within line of fire when it is placed . The terrain markers remain until the beginning of your next turn. Characters that occupy these terrain markers modify their attack value by -1 unless they can use Smoke Cloud or ignore hindering terrain for line of fire purposes.

Precision Strike
When this character makes an attack, it can't be evaded, and the damage dealt can't be reduced below 1 or transferred.

Poison
At the beginning of your turn, give this character a free action and deal 1 damage to each adjacent opposing character.

Steal Energy
Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.

Telekinesis
Give this character a power action and designate a target character or object (A) and a destination square (B). This character, A, and B must all be within 8 squares and line of fire of each other. Place A in B. If A is a character, it must be a single base character and possess the 🎯 or 💫 symbols. If A is an opposing character, make a close or ranged combat attack that deals no damage against A, and only place the character in B if the target is hit. If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack targeting the character occupying B, dealing object damage and destroying the object. A character that has been placed by Telekinesis this turn can't use Telekinesis this turn.

Defense Powers

Super Senses
When this character is hit by an attack, you may roll a d6 before damage is dealt. On a result of ⊞ or ⊞, this character evades the attack.

Toughness
Damage dealt to this character is reduced by 1.

Defend
Any adjacent friendly character may replace its defense value with this character's unmodified defense value.

Combat Reflexes
Modify this character's defense value by +2 against close combat attacks. This character ignores knock back.

Energy Shield/Deflection
Modify this character's defense value by +2 against ranged combat attacks.

Barrier
Give this character a power action; place up to 4 blocking terrain markers in distinct, adjacent squares of clear terrain that are all within this character's range (minimum range

value 4). At least one of the terrain markers must be within line of fire when it is placed. The terrain markers remain until the beginning of your next turn.

Mastermind
When this character would be dealt damage, you may instead choose to have all the damage be dealt to a single adjacent friendly character with a point value less than this character's. Any additional effects of the damage dealt (knock back, penetrating damage, etc.) are applied to the character taking the damage. Damage dealt by this power is not an attack.

Willpower
This character may ignore pushing damage.

Invincible
Half of damage dealt to this character is ignored.

Impervious
When this character is dealt damage, roll a d6. On a result of ⊠ or ⊞ , the damage dealt is reduced to 0. On a result of ⊡ – ⊞ , the damage dealt is reduced by 2.

Regeneration
Give this character a power action; roll a d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.

Invulnerability
Damage dealt to this character is reduced by 2.

Damage Powers

Ranged Combat Expert
Give this character a power action. It makes a ranged combat attack against a single target character; ; before making the attack, you may modify attack value by +2, its damage value by +2 , or both combat values by +1.

Battle Fury
This character ignores Shape Change, can't make ranged combat attacks, can't be carried, and can't be targeted by Incapacitate or Mind Control.

Support
Give this character a power action and target an adjacent friendly ; neither this character nor the target can be adjacent to an opposing character. Roll 2d6 and add the result to this character's unmodified attack value. If the result is equal to or higher than the tar get character's unmodified defense value, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.

Exploit Weakness
Give this character a close combat action. Damage from the attack is penetrating damage.

Enhancement
When an adjacent friendly character makes a ranged combat attack, this character modifies that adjacent friendly character's damage value by +1.

Probability Control
Once during your turn, this character allows you to reroll one of your rolls, ignoring the original roll. A character using this power must be within range (minimum range 6) and line of fire to the character for which the original roll was made. Using the same rules, once per round during an

opponent's turn, this character allows you to force that opponent to reroll one of their rolls, ignoring the original roll.

Shape Change

When this character is chosen as the target of an attack, you may roll a d6. On a result of ⊠ or ⊞, the attacker can't target this character with an attack this turn and the attacker may choose another target character instead. The attacker then makes the attack unless there are no targets, in which case the action resolves without an attack.

Close Combat Expert

Give this character a power action. It makes a close combat attack against a single opposing target character; before making the attack you may modify its attack value by +2, its damage value by + 2 , or both combat values by +1.

Empower

When an adjacent friendly character makes a close combat attack, this character modifies that adjacent friendly character's damage value by +1.

Perplex

Give this character a free action to modify by +1 or −1 any combat value of a target character until the beginning of your next turn. A character using this power must be within range (minimum range 6) and line of fire to the target. If a target character is damaged or healed, the effect of Perplex on that character ends immediately.

Outwit

Give this character a free action to counter a power or a combat ability possessed by a single target opposing character until the beginning of your next turn. Any game effects with a duration specified by the countered power or combat ability are removed. A character using this power must be within range (minimum range 6) and line of fire to the target.

Leadership

At the beginning of your turn, give this character a free action and roll a d6. On a result of ⊠ – ⊞, add one action to your action total for that turn and this character may remove an action token from an adjacent friendly character with a lower point value.

Abilities: Reference

Combat Abilities

Capture

Give this character a power action and make a close combat attack that deals no damage against a single opposing character with the ⚜ or 🎗 damage symbol; targets that can use Phasing/Teleport or Plasticity modify their defense values by +2 for the attack. If the attack succeeds, the target character is captured and is called a captive.

Remove a captive from the battlefield until it is rescued (see below).

If this character has three captives, it can't capture another character until at least one of the captives is rescued or released (see below), and it can't make close combat attacks.

If this character has any captives when it is knocked out, before removing this character from the game, each captive is rescued (see below) by the active player..

Releasing captives. When it occupies its starting area, this character can be given a power action to release one of its captives into an adjacent unoccupied square also in the starting area. A released captive is immediately defeated, and this character's player receives additional victory points for the released captive equal to 50 points or the released captive's point value, whichever is less.

Rescuing captives. Characters friendly to a captive can attempt to rescue that captive. To do so, give a friendly character a power action; it makes a close combat or ranged combat attack that deals no damage against the target character that captured the captive. The target modifies its defense value by −1 for the attack for each of its captives. If the attack succeeds, the attacker chooses a friendly captive. The captive is rescued and put into an unoccupied square adjacent to the target of the attack. The rescued character now has one action token regardless of how many it was previously assigned; it can be given an action in the same turn it is rescued, but it is pushed normally.

Countering Capture. When Capture would be countered, roll 2d6; if the result of the roll is not doubles, Capture is not countered. If Capture is countered, all captives of this character are rescued immediately.

Carry

When moving as a result of being given an action, this character may carry one friendly character. When this ability is used, modify this character's speed value by −2 until the end of the action. The following characters can't be carried: larger characters, multi-based characters, characters holding an object, and characters with any of the following combat symbols: 🛡, 🦅, 🕊, ◐, 👑.To be carried, the friendly character must be adjacent to this character at the beginning of this character's action. When this character ends its movement for the action, the carried character must be placed in a square adjacent to this character. While being carried, a carried character is not adjacent to any other character, nor can it draw a line of fire until placed at the end of this character's movement for the

action. A character which has been carried this turn can't be given an action (other than a free action) until the beginning of the next turn.

Colossal Stamina

This character automatically breaks away and can use ◉ ☞ . When this character has two action tokens, it can be given a non-free action. If you do, after actions resolve deal it 1 unavoidable damage and do not clear action tokens from it at the end of the turn. This ability can't be countered.

Duo Attack

Give this character a power action to make a duo attack. This character possesses 🕊for this action. It makes <u>2 combat attacks (close and/or ranged) as free actions.</u> ~~a close or ranged combat attack as a free action. After the attack resolves, it may make an additional close or ranged combat attack as a free action with its damage value modified by −1 to a minimum of 1.~~

Flight

This character can use 🦅 🟥,🟩,🟫, ☞ . An elevated character using this ability ignores knock back damage if its knock back path crosses the boundary to a lower level.

Giant Reach

This character ignores opposing characters' Plasticity and adds 1 to its d6 roll when breaking away. This character can use the Carry ability. When this character is given an action that includes a close combat attack, all squares within a range of 2 and line of fire are considered adjacent. This ability can't be countered.

Great Size

This character can use 🦅 🟥,🟩,🟫, ☞ and can't be knocked back. When this character makes a close combat attack, it may target characters on higher elevations. This character may draw lines of fire (and have lines of fire drawn to it) as if the character occupied the elevation equal to or greater than the elevation it occupies, using the elevation level with the least restrictive line of fire. This ability can't be countered.

Improved Movement

A character with the 🦅 symbol uses the effects indicated by its character card. Improved Movement activates whenever the character moves.

Improved Targeting

A character with the ◉ symbol uses the effects indicated by its character card. Improved Targeting activates whenever the character draws a line of fire.

Symbol	🦅	◉
🟥	Ignores elevated terrain.	Ignores elevated terrain.
🟩	Ignores hindering terrain.	Ignores hindering terrain.
🟦	Ignores water terrain.	Ignores water terrain.
🟫	Ignores blocking terrain.	Ignores blocking terrain.
🟧	Ignores indoor blocking terrain.	Ignores indoor blocking terrain.

Symbol	⚡	◉
▣	Ignores outdoor blocking terrain.	Ignores outdoor blocking terrain.
▦	Ignores blocking terrain and destroys blocking terrain as the character moves through it.	Ignores blocking terrain. When a ranged combat attack resolves, any blocking terrain along its line of fire to the target is destroyed.
●	Ignores characters.	Ignores characters.
◐	--	Ignores friendly characters.
◎	Ignores opposing characters.	Ignores opposing characters.
∞	May move through squares adjacent to opposing characters but still needs to break away normally.	May make a ranged combat attack targeting adjacent opposing characters.
∞▸	May move through squares adjacent to or occupied by opposing characters but still needs to break away normally.	May make a ranged combat attack while adjacent to an opposing character.

Indomitable
This character can use Willpower.

Merge
When this character is adjacent to other friendly characters that each represent one distinct qualifying character listed on a Duo character's character card and all of them have no action tokens, give this character a free action to replace all of them with that Duo character, the same number of clicks from its starting line as this character. The combined point value of the qualifying characters must be equal to or greater than the point value of the Duo character (unless that Duo character previously used the Split ability to be replaced by these same characters). The Duo character can't use the Split ability this turn. This ability can't be countered.

Move and Attack
This character can use Hypersonic Speed if it is not adjacent to an opposing character when given the power action, but its attack value is modified by -2.

Multiattack
~~Once per turn, g~~Give this character a power action. It can be given any two actions as free actions. ~~Resolve the first free action before giving it the second. Modify this character's damage value by -1 to a minimum of 1.~~ This ability can't be countered.

Ram
Give this character a move action; it may only move along a straight horizontal or vertical path and it can't change its orientation. After actions resolve, make a close combat attack as a free action that targets all opposing characters that were moved through. Each hit character is dealt this character's damage value and deal this character 1 unavoidable damage for each 100 points of characters dealt damage during the movement.

Sharpshooter
This character can use ◉ ◎ ∞ .

Split
Give this character a power action if it has no action tokens. Replace this character with one or more qualifying characters each from a

different entry listed on this character's character card. The qualifying replacement character(s) must have either qualifying name and total no more than this character's point value (unless those characters previously used the Merge ability to be replaced by this character). Replacement character(s) are assigned an action token and can't be given an action this turn. Replacement character(s) begin a number of clicks from their starting line equal to the number of clicks from this character's starting line. This ability can't be countered.

Swim
This character can use ⚡ ▢ .

Tiny Size
Modify this character's defense value by +1 against ranged combat attacks. A friendly character that is larger and adjacent can use the Carry ability to carry up to one ▦ character regardless of its other combat symbols, does not reduce its speed value for doing so and can continue to use the Carry ability if it can normally. This ability can't be countered.

Trait Abilities

Throw a Grenade
Give the character a power action, decrease the number of grenades in your grenade pool by 1 (if greater than 0), and choose a type of grenade listed on the character's character card. Choose a target square within 5 squares and line of fire and for this attack, this character can use ◉ ● . Make a ranged combat attack targeting all characters occupying or adjacent to the target square. Deal damage to each character hit based only on the type of grenade chosen.

Flashbang(no damage): The target square for this grenade can be within 8 squares. Place an action token on all hit characters that have zero action tokens.

Frag (2 damage): A hit character in the target square is dealt 1 additional damage. Each other hit character is knocked back from the target square.

Ink (1 penetrating damage): Place a hindering terrain marker in the target square. At the beginning of your next turn, deal 1 additional penetrating damage to each character occupying the target or adjacent squares, then remove the marker.

Plasma (no damage): Mark a hit character in the target square. At the beginning of your next turn, deal 2 damage to the character marked in this way and 1 damage to all adjacent characters that are friendly to that character, then remove the marker.

Smoke (1 damage): Place a hindering terrain marker in the target square and up to two adjacent squares. Remove them at the beginning of your next turn. Characters occupying squares with these markers can't make ranged attacks.

Thermite (1 damage): Destroy up to 3 squares of blocking terrain or walls adjacent to the target square.