# DC UNIVERSE MINIATURE GAME

# RULEBOOK

KNIGHT MODELS™

# Contents

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# Introduction

The *DC Universe Miniature Game* is a tabletop skirmish game, pitting teams of exquisitely detailed miniature superheroes and villains against each other in exciting contests of strategy and might! Based on the epic, best-selling DC Universe, this game includes many of the well-loved characters that have thrilled comic book fans for generations.These mighty heroes and their arch nemeses can now assemble at your call, ready to save the world... or destroy it.

In the *DC Universe Miniature Game*, you and your friends collect a set of beautiful miniatures of your favorite DC heroes and villains, bring them to life by painting them, and then use them as playing pieces in an exciting multi-faceted, three-dimensional tactical game. By using the information in this book, you will be weaving your own stories, worthy of the greatest comic book sagas. Whether you're a seasoned veteran of tabletop miniature games, or a new recruit to this rewarding hobby, you'll soon be controlling your own super-team, and battling for control of Metropolis, the Earth at large, or even the entire galaxy!

The *DC Universe Miniature Game* is designed for two or more players, with each taking control of a number of finely detailed miniatures, representing their faction, or team. The miniatures are in essence playing pieces, much

like those you'd find in a board game. But unlike most board games, a miniature game doesn't take place on a readily defined board, but rather the players take an active role in designing their own custom gaming area, usually on a tabletop populated by scratch-built scenery. The rules use a sophisticated system of power counters and unique character abilities, allowing you to move your models freely and utilize a large range of skills and powers to give you a tactical edge over your opponents.

While veteran tabletop gamers will recognize this book as a set of 'skirmish-level rules', newcomers to this wonderful hobby should not be put off! These rules are written in such a way as to be accessible to all. Newcomers and experienced gamers alike will find all the information they need to start collecting and playing.

## Things You'll Need

In addition to the miniatures from Knight Models – the most important part of the game! – there are a few things that you and your opponent will need in order to play.

## Gaming Area

In order to set up a proper gaming area, you should prepare any table, board, or plain surface such as an area of floor, with a minimum area of 36" x 36", and place scenery (buildings, fences, model cars, etc.) upon it. There is no proscribed way to do this – just use whatever scenic items you have in your collection to recreate your

favored battleground: the streets of Gotham, the jungles of Lian Yu, or even Apokolips if you want to get really fantastical.

Some scenery and terrain elements can be purchased from Knight Models and specialist gaming stores, either locally or online. Alternatively, many players prefer to scratch-build their scenery, only limited by their own skill and imagination (check out our Facebook page and online forum for some inspirational examples). It doesn't matter where the scenery comes from, but our advice is that you get your hands on as much as you can for your models to hide behind, leap from, fly around or climb – the more scenic elements you have on the table, the more fun the game will be.

## Dice

You will need a number of eight-sided dice (or 'D8') to play the *DC Universe Miniature Game*. The more dice you can lay your hands on the better.

## Counters

Counters are used in the game for marking how many actions a model has remaining to perform, working out who goes next in the play sequence, and more. The various uses of counters are discussed throughout the rules. Game counters can be represented by beads, poker chips, pieces of colored card, or even dice (just be sure that they're a different type from the dice that you use for rolling, to avoid confusion). Having a few different colors will be very useful. Whatever type you use, they should be of a suitable size to fit on the designated spaces for them on each Character Card. You will normally need between 4 and 10 counters per character, so make sure you have plenty to go around.

Additionally, you will need some additional counters and a small opaque bag or container to keep them in. These are drawn at random to determine who goes first in each Round (see page 12 ). We will explain how counters are used in various forms later.

## Markers

During the game, a character may be subject to various effects (Damaged, Poisoned, Knocked Out, etc.), and it is very important to remember them. Unlike counters, markers are physically placed on the board, next to characters, to remind you of special rules. When required, a marker should be placed next to the affected miniature, in order to keep track of the Damage or special effect during the game.

## Measure

The movement of models around the gaming area, and the measuring of weapon and power ranges, require the use of a measure, marked in inches ("). A retractable tape measure will be most useful for getting into the hard-to-reach areas of the gaming table, although a ruler will be fine for most situations.

## Getting Started

Presented here are some of the conventions and abstractions that recur throughout this rulebook – take a moment to familiarize yourself with these to get a better understanding of the game rules.

## Miniatures and Scale

In the rules that follow, the miniatures used to play the *DC Universe Miniature Game* are also referred to as 'models' or 'characters'. The number of characters under your control represents your team – a small group of like-minded characters, such as the heroic Justice League or the Green Lantern Corps.

Most *DC Universe Miniature Game* characters are human or at least human-sized, and thus share a similar height (approx. 30-40mm). Small size differences between them are insignificant for matters of game scale, which is why we consider all of them to be of a standard size, unless it is specifically noted on a Character Card that this is not the case.

## Volume

The miniature's volume is determined by the circular base the miniature is set on. Thus, the miniature can be imagined to occupy a cylindrical space, extending from its base to the top of its head. Equipment, extended limbs, and any other miniature component that protrudes from this area are ignored when calculating this space. If the character's miniature portrays him/her on its knees, bending, standing over a decorative element, and so on, consider the volume as if the character was standing upright over its own base. Remember that, as many of the models in the range are sculpted in dynamic poses, many of these considerations require a good dose of imagination and agreement on the part of the players.



SIZE 4

SIZE 3

SIZE 2

SIZE 1

*For game purposes, a miniature's volume is considered part of the miniature, but extended limbs and weapons are not.*

## Measuring

To play the *DC Universe Miniature Game*, tape measures are used to gauge the distance a character can move, or measure the distance between a character and another point on the tabletop, such as another model or piece of scenery. During the game, any distance can be measured by any player at any time. All measurements between two different miniatures, or between a miniature and an obstacle or terrain piece, must be taken between the closest points on their volume. For horizontal measurements, this is usually worked out by measuring from the edge of a character's base.

Note that models may move so that their bases are touching (or are in 'base contact'), but should never overlap.

*It's a common mistake to measure the distance and then place the model on the far side of the tape measure. This is incorrect, as it adds the diameter of the character's base to the distance moved. As shown in this example, when measuring movement across the ground, the outer rim of the model's base must not move beyond the limit of the distance measured.*

## Dice Rolls

In the *DC Universe Miniature Game*, you will frequently need to roll dice to see how the actions of your characters turn out – how accurate their firepower is, how much damage they've done in combat, and so on.

During the course of the rules, eight-sided dice are referred to as D8s (so if the rules ask you to roll 2D8, you must roll two dice).

### Modifying Dice Rolls

Sometimes you may have to 'modify' a dice roll, or 'apply a modifier'. This is normally denoted in the rules as a plus or minus figure, such as +1, -2 and so on. Roll the dice and add or subtract the number to or from the score to get the final result. So, rolling D8+1 will give you a final score of between 2 and 9, for example.

### Rerolls

In some situations, the rules allow you to 'reroll' your dice. This is exactly how it sounds – pick up all the dice you wish to reroll, and roll them again. The second score always counts, even if it is worse than the first – no dice can be rerolled more than once.

### Fractions and Rounding Down

In some situations, the rules will instruct you to divide a number, usually by half. If there is a remainder, the result should be always rounded down.

*For example: A score of 5 needs to be halved. As the result would be 2.5, you will need to round it down to 2.*

The Character Card (Batman / Bruce Wayne example)

ATTRIBUTES
Power: 8
Speed: 4/7
Strength: 2
Attack: 7
Size: 2
Agility: 7
Stamina: 10
Willpower: 10

LEVEL 9

AFFILIATE

SKILLS
Master Tactician
Strategist
Stealth

DEFENSES
16
15
15
18

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Batarang | 2 | | 1 | 8 | Ensnare/1 |
| Reinforced Gloves | 2 | | 2 | | |
| Grenade Launcher | 3/ | | 2 | 8 | Explosive/3 |
| Power Strike | 4/ | | 4 | | Stun/2 |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Batclaw | 2/ | (A) | - | Displace this model up to 12" away. |
| Heavy Batarmour | 0 | (R) | - | When this character uses the Combat Stance Defensive improvement he also gains Resistance /1 too. |
| Trick | 1/ | (A) | 8 | Target must pass a Willpower roll or obtain Distract/2 until the end of the round. |

ENDURANCE

-1 ALL DEFENSES / -1 AGILITY / -1 ATTACK

# The Character Card

All characters in the *DC Universe Miniature Game* have their own Character Card. This card serves two functions: to display the character's profile and abilities, and to keep track of a character's actions during the game. Knight Models provides a Character Card for each miniature in the game. As you can see from the example, the Character Card displays the following features:

### (1) Character Name

This is what makes a character unique in game terms – it is the 'real name' of a given character. You can't include more than one character with the same name in the same team.

### (2) Alter-ego

The Character Card will include the most relevant alias by which the character is known (such as Arrow, Superman, etc.). Some characters may have several different models available to them, representing different incarnations of that character through history (such as different Batman armor)– this doesn't mean you can include several Batman models in your crew – they are all Bruce Wayne beneath the mask!

## Characteristics

The most important sections of the Character Card are given over to the essential characteristics that each model possesses. Every characteristic has a numeric value attached to it, which will be the key to success during the game.

## Atributes

### (3) Power (POW):

One of the most important characteristics in the game, Power (or POW) represents a character's capacity to act during a round. The higher a character's Power value, the more he will be able to do when he is activated. It may mean that he can move, attack, defend himself, or perform special actions more times than those around him. Expenditure of Power counters is covered in more detail later.

### (4) Speed

This characteristic represents the character's mobility (their ability to run, climb, dodge, etc.) There are three values, presented as X/X/X. These values represent the distance, in inches ("), that the character can move when he spends 1, 2 or 3 Power counters respectively.

### (5) Strength

Strength is a measure of a character's physical power. A value of 1 in this characteristic indicates normal human being, while a value of 4 indicates superhuman strength. This characteristic is most often used to interact with scenery elements (see the scenery rules, later), and to damage enemy characters with certain melee attacks.

### (6) Attack

This value represents the offensive capabilities of the character; the numeric value is added to any attack rolls this character makes.

### (7) Size

The size rating of the character.

### (8) Agility

This value is a representation of the character's reflexes and evasion. Agility rolls are most often used to avoid attacks and dodge template weapons.

### (9) Stamina

Stamina rolls are used to avoid certain game effects, and represent a character's ability to shake off debilitating injuries and keep fighting.

### (10) Willpower

Willpower rolls are most often used to resist psychic attacks, partake in battles of will, or control psychic powers.

### (11) Level

The level cost of the characters.

### (12) Affiliation

This section is divided into two: Faction and Alignment. Each character may form a team with members of his own faction and alignment. If a character has multiple factions or alignments listed on his Character Card, he may team up with any of them.

**Faction:** All characters are limited in which teams they are able to join – those teams or factions are listed here. More than one faction may appear in this section.

**Alignment:** All characters are categorized as Hero (blue), Villain (red), Neutral (grey), or a combination of the three:

Hero       Villain       Neutral

## (13) Skills

This section of the Character Card lists all the special skills that the character possesses. Skills represent traits, equipment and special knowledge (i.e. Acrobat).

## Defenses

### (14) Physical Defense

This numerical value represents the defensive capacity of the character against Physical attacks.

### (15) Energy Defense

This numerical value represents the defensive capacity of the character against Energy attacks.

### (16) Supernatural Defense

This numerical value represents the defensive capacity of the character against Supernatural attacks.

### (17) Mental Defense

This numerical value represents the defensive capacity of the character against Mental attacks.

## (18) Endurance

This characteristic represents the character's ability to soak up damage and carry on fighting. It is a mixture of physical fitness, overall health, determination and sheer stubbornness. Its value represents the maximum amount of damage a character can endure before getting Knocked Out (KO). Endurance is represented by a special bar – note that modifiers to certain characteristics are noted on this bar. As the character is wounded and his Endurance bar moves down, these modifiers are applied to his characteristics.

## Abilities

The remainder of the Character Card is dedicated to the character's special abilities, which are broken down into Skills and Powers.

### (19) Attack Forms

This section is dedicated to the personal forms of attacks which each character has.

### (20) Special Powers

This section lists the specific powers of the character. These powers are usually superhuman in nature (such as Flight); they define the character and make him unique.

# Sequence of Play

Fighting across the rooftops of Central City, the dark alleys of Gotham, the haunted ruins of Atlantis, or even the alien landscape of Apokolips can be chaotic, visceral and confusing. To mitigate the brutal reality of super-powered battles, we structure the game by breaking it down into a series of 'Rounds', in which players take it in turns to activate, move and fight with the models in their crew.

During each Round, players should execute the following steps consecutively, following the exact order shown below. When all players have completed the sequence, a new Round will start and the process begins again. Rounds will continue until the scenario goals are achieved, one player's team is entirely Knocked Out or removed from play, or until the scenario's 'Round limit' is reached.

## Sequence of Play

Each Round is broken down into four distinct phases, which proceed in the following order:

1. **Power Phase:** Players distribute Power counters to each of the models in their team, usually up to the character's Power value. If a character is KO, Power counters are instead generated as described on page 12.

2. **Initiative Phase:** Players determine the order in which they will proceed through the round. This stage adds a level of unpredictability to the game – you might go first this round, but end up going last in the next.

3. **Action Phase:** The players activate each character in turn – moving, fighting, shooting, and resolving special actions. Play alternates, with the player who went first activating a single model, then the second player activates a model, and so on, until all models that can act have done so.

4. **Final Phase:** Some special effects must also be resolved in this phase. This is also a 'tidying up' phase, where Power counters are removed and scenario victory conditions are checked. NB. If, at the end of the Final Phase, one player's entire crew is Knocked Out and/or has been removed from play, the game ends and the other player is declared the victor.

## 1. The Power Phase

Before anything else happens in a round, each player must distribute a number of Power counters to each of the models in his team, equal to each character's Power value. These counters are stacked on the Character Card, as described earlier.

If a character is KO, then no Power counters are allocated – instead, those characters must test to see if they recover as part of their activation, as described later.

## 2. The Initiative Phase

Before the game begins, each player takes a number of counters (or dice) equal to the scenario's round limit (usually 6-8), and adds them to an opaque bag or other suitable container. Each player's counters should be of a color unique to him, but roughly the same size, shape and weight as those belonging to the other player – they will be drawn from the bag randomly to work out who goes first. Each player must begin the game with the same number of counters inside the bag.

At the beginning of each round one player extracts a counter from the bag and shows it to the other players. The owner of the extracted counter will take the Initiative for the Round, and must choose which player goes first in the Action Phase (if there are more than two players, then owner choose the order to activate). Players must draw a counter each Round until the game's Round Limit is reached. The same player should not draw a counter from the bag twice in a row – if there are two players, they should alternate; if there are more than two, then take it in turns to draw a counter, moving clockwise from the original player.

If, for any reason, there are no more counters to draw from the bag AND you want to draw another for some reason, the game will automatically end. In addition, a game cannot last more Rounds than initially decided, or as specified in the scenario description, even if there are counters left to extract.

## 3. The Action Phase

Now it's time to move and fight with your characters. We do this by 'activating' a model, one at a time, alternating between players until every model that can act has done so. Whoever was nominated to go first by the player with the Initiative must, of course, be the first to activate a model (note that some special rules can modify this order).

As soon as a character is activated, he may spend Power counters to move and attack, and/or use special skills and powers as explained later. Once activated, a character must use at least one Power counter, although he doesn't have to use all of his counters in a turn.

Once a character has finished his turn, play passes to the next player, who also activates a model. Once every model is able to activate has done so, the sequence of play continues to the Final Phase.

## Passing on Activation

Before any models are activated, you must work out if either player is eligible to 'pass on activation', and how many times they may do so. The player with the fewest characters in his team on the game zone may choose to pass on activation a number of times during the round, allowing him to skip an activation and see what his opponent will do first. The number of times a player may pass on activation is equal to the difference between the current number of characters in the largest and smallest teams in play. A player cannot pass more than twice consecutively in the same round (so, for example, he may pass twice, but then must activate a model when it is his turn to do so next, and then he may pass on the turn after that if he wishes).

## 4. The Final Phase

At the start of this phase the players have to resolve all effects and rules that specify resolution in the Final Phase.

Final Phase Order:

- Make the Stamina Rolls to Pale and Blue Zones.
- Clear the end of round Abilities/Powers.
- Check the victory conditions.

Once all of the outstanding special rules have been resolved (as described in the Scenarios section), it is time to check the scenario's Victory Conditions to see if one side has won the game. If, at the end of this phase, all the characters on one team are incapacitated (i.e. are Knocked Out or removed from play), the game ends (see End of the Game, later). The opponent will gain one extra Victory Point (this extra point can't take a player's score above the maximum number of Victory Points for the scenario).

# Basic Rules

We're almost ready to start looking at the core rules of the game – the rules for moving, firing ranged weapons, and fighting in combat. But before we get down to the business of moving around and battling super-powered foes, let's take a quick look at some basic principles and terminology that you'll need to know for all the rules that follow.

## Generic Rolls

Many actions in the game are resolved with a 'roll' – i.e. a 'To Hit Roll' or 'Agility Roll'. These rolls are always resolved in the same way: take 2D8, roll them together, and add the results to get a total. The most common rolls are detailed here:

### To Hit Roll

This roll will is used to hit the target of an attack. See later.

### Agility Roll

This roll is successful when the dice score is equal to or lower than the character's Agility. It is most commonly used to avoid being automatically hit by a template attack (See later).

### Stamina Roll

This roll is successful when the dice score is equal to or lower than the character's Stamina. It is most commonly used to avoid being made KO when taking damage (See later).

### Willpower Roll

This roll is successful when the dice score is equal to or lower than the character's Willpower It is most commonly used to avoid psychological effects.

## Line of Sight

The concept of 'line of sight' is very important in tabletop gaming, as it allows you to work out what your models can 'see' – usually their target! If a character cannot be seen, it cannot be attacked.

*To see another character you must be able to trace a straight, unobstructed line between any point of the volume of both characters.* The easiest way is to draw an imaginary line between the characters using a tape measure or a laser pointer. To see another character, at least some part of the target miniature's volume must be visible, not including extended arms, equipment or other appendages that may extend from the base.

Note: Models doesn't block Line of Sight.

## Arc of Vision

In the *DC Universe Miniature Game, all characters have a 360° arc of vision*, meaning that they can see all around regardless of which way the model is facing, unless otherwise specified.

# Actions

A character's POW represents the amount of Power counters that a character has to spend during a round. A character can spend these counters to perform various actions, such as moving (see this page), jumping into the void (page 16), improving his Defense (page 24), standing up (page 27), grabbing/throwing things (page 28) and using special powers (page 18). In the last two cases, the POW cost will be indicated on the Character Card.

During the game, each time a character makes use of his abilities, he will expend Power counters. Remove the necessary number of counters from the Character Card for each action. Actions must be performed one at a time – you cannot perform several tasks simultaneously, even if you have enough Power counters to do so. If an action requires the character to spend more than one Power counter and he does not possess enough, then he cannot perform that action or use that special rule.

*At the end of the round, unless otherwise specified, any unused Power counters are lost* – they cannot be stored and used in the next round. Once all the Power counters are spent, the character will have to wait until the next round to generate more counters before acting again.

The various actions that a character can perform, along with their associated POW cost, are described fully on the following pages.

## Movement Actions

A character can move in any direction when activated. This movement does not have to be in a straight line, as long as the total distance moved does not exceed the character's movement allowance. The character must end its move in a position where its base will physically fit.

A character can move only make a maximum of 1 movement actions per Round, unless a special rule or power states otherwise. The available movement actions are as follows:

### Walk/Run

All characters are able to *move a number of inches equal to their Speed characteristic by spending Power counters.* A character may spend 1, 2 or 3 Power counters, and in doing so moves the first, second or third distance indicated on his Speed value. These distances may be modified by several special rules.

A character may spend a maximum of 3 POW as a single movement action. So, for example, a character with Speed 4/7/9 declares he is making a movement action, and opts to move as fast as he can by spending 3 Power counters. He may therefore move up to 9".

Note that some characters do not have three Speed values. If, for example, a character's Speed is 4/7, he may only spend 2 POW on his movement, for a maximum distance of 7".

Characters cannot move through any space already occupied by another character's volume, friend or foe. This means that if a character wants to move 'through' another character, he will have to go around him. Characters do not have to move their full movement allowance during their activation, but they may never exceed it.

If a character wishes to attack an enemy model in close combat during his turn, he must move into contact with that enemy as part of his movement.

### Jumping a Gap or Obstacle

The Walk/Run action can be made across any 'open' part of the gaming area – flat areas of ground, gentle slopes, ramps and hills, wide stairs, and so on. If a character meets a gap, ditch, or barrier (no greater than half the height of the model's volume) that would otherwise halt their movement, they may jump over it simply by spending 1 Power Counter and then can move as usual. To jump the gap or obstacle, the character must have enough movement to finish the action, taking into account that the base must be in a valid position or the movement action can't be completed. Even in the case of a thin barrier, only the horizontal distance is measured.

### Climbing

Obstacles taller than half the character's height that may reasonably be climbed (such as a chain-link fence, a wall with plenty of ledges and footholds, or a craggy cliff) are traversed in similar way to Jumping. The model may climb up or down, to do this the character must spend 1 Power counter to start the climb and move then as usual.. The character must have enough movement to reach a valid position, such as a ledge, the top of the wall, or the ground on the other side of the obstacle.

### Jumping into the Void

When a character finds himself on the edge of an abrupt drop that cannot be climbed or jumped across, they may find their only option is to jump down and hope that they survive! This is called Jumping into the Void, and is used to rapidly descend between two different height levels of different.

Jumping into the Void is a bespoke movement action – it cannot be performed as part of a move like a regular jump or climb. Any preceding movement action must have ended before Jumping into the Void can begin.

To Jump into the Void, a character must be directly adjacent to the gap (on the very edge of a ledge or precipice). They must spend 1 POW to initiate the action, and then check the consequences on the Falling Table (see later). However, because Jumping into the Void represents a deliberate, 'controlled' fall, count the distance fallen as one level lower on the table. So, if the distance fallen is 4", you would refer to the row on the table directly above (Less than 3").

If the character survives the jump and is not made KO, the miniature is placed standing up at the foot of the drop, and may continue its activation normally if it has enough Power counters remaining.

## Falling Table

| Height Fallen | Effect |
|---|---|
| Less than 3" | No damage |
| 3"-6" | 1 ⊛ ⛏ |
| 6"-9" | 2 ⊛ ⛏ + Knocked Down Effect |
| 9"-12" | 3 ⊛ ⛏ + Knocked Down Effect |
| 12"-16" | 5 ⊛ ⛏ + Knocked Down Effect |
| More than 16" | 7 ⊛ ⛏ + Knocked Down Effect |

**NB.** If the height is on the border of two levels on the table (exactly 9", for example), go with the lower of the two.

## Falling

A character can fall from a height at various points in the game: perhaps they are pushed back off a ledge after being attacked, or the surface on which they were standing is destroyed, or maybe they chose to Jump into the Void.

When this happens, the character may suffer damage and other effects depending on the height of the fall. The height is always measured directly downwards from the model's starting position to its end position (remember that models must end their movement in a position that their base can be placed).

If a model has successfully Jumped into the Void, it always counts the distance fallen as one level lower on the Falling Table. Damage is applied as soon as the fall is complete. All falling damage is Physical ⊛ and Blunt ⛏.

## Other Movement Actions

A character may have additional movement actions available to him in the form of special powers (i.e. Super Jump, Grapple Gun, or similar). These will have their own rules detailed on the Character Card,.You must take into account the following differences:

- Special Power with "Move this character": This doesn't count as a Movement Action and follow all the rules for Movement.
- Special Power with "Displace this character": This count as a Movement Action. You can (displace) move the character in any direction

Additionally, some characters have other movement rules on their Character Card in the form of skills that modify other movement actions. These do not count as actions in their own right, but instead apply bonuses or penalties to other actions.

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Batclaw | 2 / 🟥 | (A) | – | Displace this model up to 12" away. |
| Heavy Batarmour | 0 / 🟩 | (R) | – | When this character uses the Combat Stance Defensive improvement he also gains Resistance ✸/1 too. |

## Special Power Actions

Many characters have Special Powers, which are what makes them unique in a world of superheroes. These Special Powers are listed on the Character Card. The use of a Special Power during a character's activation is an action.

Special Powers are used in the following way:

- Declare the Special Power the character wishes to use.
- If the Special Power requires a target, you must choose it now (the target must be valid and in Line of Sight).
- Pay the POW cost of the Special Power (this will be listed with the power's description).
- Resolve the effects of the Special Power.

### Special Power Rules

Special Powers have a profile of their own containing all the rules you need to use them. They are presented in the following way:

- The Power Icon represents the POW cost, frequency of use, and when you may use the Special Power.

- **Cost:** The number indicates how many Power counters are needed to use the Special Power.
- **Frequency:** The color of the bar denotes how often it can be used – the power is either:
  - Basic 🟩,
  - Extraordinary 🟦,
  - Unique 🟥 (see Frequency, later).
- **Use:** The shape of the icon denotes whether the power is Active [A], Passive [P], or Reactive [R] (see Power Use, below).
- **Range:** This is the maximum distance the Target of the Special power could be.
- **Sp Powers:** The name of the Special Power is displayed here.
- **Nature and Type of Damage:** If the power is an attack, it will specify the Nature and type of Damage it inflicts here. See page 25 for a detailed breakdown of what this means.
- **Special Rules and Effects:** This area contains the specific rules for using the Special Power and the effects it has.

## Frequency

The number of times a Special Power can be used during a game is determined by its color-coded Frequency.

- **Basic Special Power** 🟩 **:** These powers can be used as many times as you wish, as long as the character can pay the POW cost.
- **Extraordinary Special Power** 🟦 **:** These powers may only be used once per Round, as long as the character can pay the POW cost.
- **Unique Special Power** 🟥 **:** These powers may only be used once per game!

*NB. As long as a character has enough Power counters remaining, he may use several Special Powers in the same Round as part of his activation (with the usual restriction on the total number of movement actions that can be performed in a single Round).*

## Power Use

Not all Special Powers are used during a character's activation, and not all of them require use as a specific action. The use of a power is denoted by the shape of the Power Icon on the Special Power's profile, as follows:

**Active Power (A):** The most common type of Special Power; Active powers are used as an action as described earlier, expending the POW cost and resolving the effects just like any other action.

**Passive Power (P):** These powers are always in effect, providing the character with special invulnerabilities, bonuses or resistances. The power's profile or special rules will inform you if there is any POW cost to pay.

**Reactive Power (R):** As the name suggests, these powers are used to react to an opponent's actions. When certain powers or abilities are used by an eligible enemy model, the character may immediately declare the use of an appropriate Reactive Power. The power must be declared before the enemy rolls any dice for his action. The power's profile or special rules will inform you if there is any POW cost to pay.

## Attack Actions

Characters in the *DC Universe Miniature Game* can make a variety of attacks, from simple punches to earth-shattering sonic booms and energy blasts against both enemies and allies!

The types of attack a character can make as an action are dependent upon their skills, Special Powers and equipment. As long as a character fulfils all the criteria for making attack, they may perform as many attacks as they like during their activation, limited only by their POW and the attacks' Frequency.

A character may choose from one of the following when making an attack action:

- Melee Attack
- Ranged Attack
- Expansive Wave Attack
- Spray Attack

To perform the attack, follow these steps:

1. Declare which attack the character will use.
2. Choose the target – an attack must always have a valid target (in Line of Sight with a clear trajectory) depending on its type (see below).
3. Pay the POW cost if applicable including any Overloads.
   - This step may trigger an enemy model's Reactive or Passive Power (only one of these can be used against each Attack).
   - At this stage, the target may choose a Defensive Improvement – see page 24.
4. Resolve the To Hit rolls against the target's Defense (If the targets Reaction has made it an invalid target, the Attack misses), taking into account the attack's Nature (each roll is taken independently).
5. If the To Hit roll is successful, resolve Damage and Effects from the attack (any additional hits from these effects can not be Overloaded or Reacted to).

## Attack Profiles

An attack will usually be presented as follows:

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Batarang | 2 / ▮ | 🛡 - ⬧ | 1 | 8 ⊕ | Ensnare/1. |
| Reinforced Gloves | | | | | |

The first icon is the attack's Nature (see below); and the final part lists the Type of damage, such as slash ✎ or cold damage ❄. The number denotes the amount of damage inflicted by the attack.

### Attack Nature

All attacks in the *DC Universe Miniature Game* fall into one of four broad categories, which we call the attack's 'Nature':

- Physical 🛡
- Energy ✳
- Mental 🧠
- Supernatural 👁

The Nature of an attack directly corresponds to one of the four Defense types on a Character Card – so a Physical attack, for example, will be performed versus the target's Physical Defense.

## MELEE ATTACK ✊

A melee attacks usually target an enemy model in contact (or, more specifically, the enemy's volume must be in contact with at least part of the attacker's volume) or no further away than the maximum range of the attack.

### Range

The maximum range of the attack, in inches, will always be displayed next to the Melee attack icon ✊ .

## RANGED ATTACK ⊕

To perform a ranged attack, a character choose a target (either a character or a piece of scenery) within line of sight (page 14), no closer than 2" from himself, even if there is another model within 2", and no further away than the maximum range of the attack.

### Range

The maximum range of the attack, in inches, will always be displayed next to the Ranged Attack icon ⊕.

*Solomon Grundy uses his Magic Cleave, unleashing his Expansive Wave attack! Once successfully performed, the Magic Cleave extends outwards 3", meaning Wonder Woman must pass an Agility roll or receive full damage from the attack.*

## Cover

A ranged attack will always follow a direct straight line from attacker to target. If this line passes through intervening scenery that obscures at least 50% of the target's volume, then the target is in cover. Only models can benefit from cover – never scenery.

When a target is in cover, the attacker receives a -1 penalty to the To Hit roll (this does not stack and is only applied once).

## EXPANSIVE WAVE ATTACK 👁

When a character makes an expansive wave attack, every miniature – friend and foe – within range and line of sight is hit automatically, as the attack spreads out in a wide radius from the attacker. Unlike a regular ranged attack, there is no minimum range for an expansive wave attack, although it may be performed if there are enemies in contact with the attacker's volume.

Models hit by this attack may make an Agility roll. If this roll is passed, they receive only half damage from the attack, rounding fractions down (to a minimum of 1 point of damage), and do not receive any Effects from the Attack.

NOTE: A Expansive Wave attack does not class any models hit as being a Target of the Attack.

### Range

The radius of the attack, in inches, will always be displayed next to the Expansive Wave Attack icon 👁 (This goes out in all directions from the models volume).

### Cover

Targets of an expansive wave attack fully behind cover are not hit.

## SPRAY ATTACK

To make a Spray attack place the thinnest side of the Spray template in contact with the edge of the attacker's volume. every miniature – friend and foe – within range and line of sight is hit automatically. The attacker must be able to draw line of sight to a model in order for it to be affected by the attack – models completely behind scenery are not affected. Other characters do not count for the purposes of obscuring targets from a spray attack – the weapon's spray engulfs them all the same!

Models hit by this attack may make an Agility roll. If this roll is passed, they receive only half damage from the attack, rounding fractions down (to a minimum of 1 point of damage), and do not receive any Effects from the Attack.

NOTE: A Spray Attack does not class any models hit as being a Target of the Attack.

## To Hit Rolls

When an attack is made, you must make a To Hit roll. The method is always the same: roll 2D8 and add the total score to the attacker's Attack value. Compare the result to the appropriate Defense value on the target's Character Card (so a physical attack is compared to the target's Physical Defense, for example). If the To Hit score is higher than the Defense value, damage has been inflicted, and/or one or more effects will be applied to the target.



*Superman successfully uses his Super Breath at Batman. Batman are caught within the spray template's area. The weapon normally causes 2 Damage ,Push/2 and Stun/1 -if tBatman passes an Agility rolls, however, this will be reduced to only 1 damage.*

## Overload!

When paying the Pow cost of the attack, the attacker may spend 1 POW to Overload the attack (for each viable target if there is more than one). Add 1D8 to the total score for the To Hit roll. Only one Overload die may be added per hit, either an extra die OR an additional Overload effect of the Attack.

Some attacks have alternate options for the Overload rule – the controlling player may choose whether to use the alternate rule listed on his card, or the standard Overload rule, above.

## Critical Hits!

When making a successful To Hit roll, if two or more of the dice rolled score the same result, you have made a Critical Hit. Unless the attack you are using specifies its own Critical Hit rule, the attacking model adds 1 point of damage in addition to any other damage and effects.

If the attack has its own Critical Hit rules, these must be used instead of the standard rule above.

## Defensive Improvements

At the third step of enemy's attack, a target model may spend 1 POW to acquire a defensive bonus, which lasts until his next activation. A character cannot acquire more than one defensive bonus at the same time, whether of the same type or two different types. A character may, if he has sufficient POW, change one defensive improvement for another by spending 1 POW.

Any character may use any one of the following defensive improvements:

- Combat Stance: +2 🛡 (Physical defense).
- Evasive Action: +2 ☀ (Energy defense).
- Concentration: +2 ❄ (Mental Defense).

## Damage

If an attack successfully hits the target, deduct the damage inflicted from the target's Endurance. If the target's Endurance reaches 0, the model is Incapacitated (see below). If the model is not Incapacitated, any effects associated with the attack must be applied immediately.

Some effects can cause additional damage as well as apply special rules and modifiers. An attack might also inflict more than one effect. In these cases, take each effect in turn, and apply the damage first, before applying any other rules. So the sequence would go: damage/effect; damage/effect; etc.

## Damage Accumulation and the Endurance Bar

Each time a character receives damage, the amount is subtracted from their current Endurance, which is tracked along the Endurance Bar on the Character Card (starting on the first box). The Endurance Bar is divided into several colored sections, which denote the character's current Damage Status. As each new level of Damage Status is reached, various modifiers are applied immediately to your model, while losing modifiers from the previous section.

ENDURANCE

⊕ 18

-1 ALL DEFENSES / -1 AGILITY / -1 ATTACK

When Endurance is restored and the tracker moves out of one Status zone into another, the previous modifiers cease to apply. In addition, note that a character's Endurance can never exceed the maximum displayed on the Character Card even through healing.

The Damage Status zones are as follows:

- ▬▬ Grey Zone: The character is in good health and doesn't need to make KO rolls – see KO, below. Modifiers may however apply, as denoted on the Character Card.
- ▬▬ Pale Zone: The Character is injured, and at the end of the Round must make a KO roll. Modifiers will also apply as denoted on the Character Card.
- ▬▬ Blue Zone: The Character is heavily injured. As soon as their Endurance reaches the blue zone, they must take a KO roll (see below). The character must also take a KO roll at the end of the Round while their Damage Status is blue. Modifiers will also apply as denoted on the Character Card, If the damage does beyond this section the model is Incapacitated.

## Types of Damage

As mentioned earlier, each attack specifies a damage type (such as 'Cold', for example), which **could** determine the effects and any additional damage.

### Energy
- 🔥 Fire
- ⚡ Electric
- ❄️ Cold
- 🧪 Acid
- 🔆 Laser
- ☢️ Radiation
- 🔊 Sonic

### Mental
- 🧠 Psionic
- 🗣️ Control
- 👁️ Illusion

### Physical
- 🌀 Blunt
- 🗡️ Slash
- 🔻 Pierce

### Supernatural
- ⛏️ Magic
- ✝️ Holy
- ☯️ Evil
- 💀 Death
- 🛡️ Kryptonite

## Effects

Many attacks cause Effects as well as damage, such as 'Stun' or 'Piercing'. Some of the more common effects are listed on page 31, while many more unique effects will be detailed on Character Cards. Effects are applied as soon as an attack is successful, after damage is applied. Some effects persist over time, lasting until they are successfully canceled, or until the duration specified on the effect description expires.

*NB. The rules of KO and Incapacitated, below, are also considered effects.*

### Effect Markers

Some Effects require a marker to be placed alongside the affected model, as described on page 31. The marker remains in place for the duration of the Effect as a reminder. When the Effect ends, the counter is removed.

## Knocked Out (KO)

When a character is damaged sufficiently that their Endurance enters the blue status zone, the Character must immediately make a Stamina roll, as described on page 14. If this roll fails, the character becomes Knocked Out, or 'KO'. This effect will be resolved after any other effects resulting from the attack. When a character is Knocked Out, a KO counter is placed adjacent to the miniature.

At the end of each Round that a character's Damage Status is in either the blue or pale zones, they must also pass a Stamina roll or become KO.

When a character is KO, they suffer the Knocked Down effect (see later).

A KO character may not use skills that involve spending Pow or rolling dice. (Some special powers or skills could be used if it stated in the description). In addition, he immediately loses all Power counters he currently has, until he recovers from KO.

In addition to the Knocked Down effect, a character that is KO has all of their Defense values reduced by a further -3, and may not benefit from Defensive Improvements.

### Recovering from K.O.

When a character is KO, they may still be activated, but they must first pass a Stamina roll before they can do anything at all.

If this roll is failed, the activation is wasted and the character remains KO.

If the roll is successful, the character recovers Power counters equal to their Power value, with a -1 penalty. Remember that outstanding effects and Damage Status modifiers may reduce the number of Power counters even further. Remove the KO counter. The character may now act normally, although they start the activation Knocked Down.

### Knocked Down

When a character is Knocked Down they can't use any of their special powers that involve spending Pow. Other Passive Special Powers stay active, nor may they move or attack, until they stand up (see below).

A Knocked Down character may still be targeted by enemy attacks, and suffers a -3 penalty to all of their Defense values. For the purposes of line of sight, the Knocked Down character's volume extends only to the height and diameter of their base. A character that is Knocked Down may not benefit from Defensive Improvements. or make Agility rolls but may still be moved, pushed or thrown.

### Stand Up

A character that is Knocked Down may spend 1 POW during their activation to stand up, acting normally once again.

### Incapacitated

If a character's Endurance value is reduced to 0 (or less), the character is Incapacitated. Remove the model from the game immediately – the character is either badly injured, killed, or has fled the battle, and may not be used again for the remainder of the game.

## Scenery

Scenery plays a huge part in the DC Universe Miniature Game. It blocks line of sight, provides vantage points and obstacles, and can be thrown, destroyed or manipulated by characters during the game. Because scenery is interactive, we recommend that every scenic item on the board is a separate piece – so a small building on its own base, for example, or a lamppost, trash can or vending machine on the street. Avoid grouping items together where possible, so that damage to one item will not impact another.

In order to interact with scenery, you must assign each piece three characteristics: Size, Damage Absorption (DA), and Structure Points (SP). Mark these on each item in some way – perhaps with a pencil mark under the base, or written on a small counter.

Some scenarios specify unique scenery pieces as part of their setup – these will have their characteristics assigned already. For all other scenery pieces, use the following list as a guide.

| Scenery Chart | | | | |
|------|---------|------|----|------|
| Type* | Example | Size | DA | SP** |
| T1 | Street furniture, motorcycle, man-sized objects | 1-2 | 0 | 1-2 |
| T2 | Cars, trees, garden sheds, bus shelters | 3-4 | 0 | 1-3 |
| T3 | Trucks, school buses, light aircraft | 5 | 1 | 2-3 |
| T4 | Tanks, fighter jets, small houses, cranes | 6 | 1 | 2-4 |
| T5 | City buildings, silos, space shuttles | 7 | 2 | 3-6 |
| T6 | Skyscrapers, castles | 8+ | 2 | 4-10 |

 * Scenery Type can be represented by counters, as shown, for ease of reference.
** Structure Points are assigned by the players based on the actual size of the scenery in their collections. These values serve only as a guide.

### Size

The Size rating of a scenery piece not only describes its physical mass, but is also the amount of damage the item does when it is thrown! Normal-sized characters are classed as Size 2, for example, while large characters like Solomon Grundy are Size 3.

### Roll to Hit Vs Scenery

Scenery pieces are considered to have a Defense value of 12 versus attacks of all kinds.

### Structure Points

This numerical value is treated in much the same was as Endurance for characters. If the Structure Points are ever reduced to 0, it is destroyed and removed from the game (players may like to replace very large structures with rubble or ruins to show where the scenery once stood!).
Note: All items with structure points fails automatically Agility, Stamina and Willpower Rolls.

### Damage Absorption

This value represents the natural protection offered by the structure. When the scenery piece suffers damage, the DA of the piece is deducted from the actual damage taken.

### Additional Damage Rules

In addition to the rules above, note that scenery is immune to all effects, and cannot be damaged by an attack with the Mental Nature.

Finally, scenery pieces of T3 or higher cannot be damaged by a melee attack from a character with Strength 1.

### Scenery Destroyed

When the SP of a scenery piece is reduced to 0, the scenery is destroyed and is removed from play.

Note: If a model is standing on a scenery piece that is destroyed, the model will immediately fall to the ground, measuring the height from their start position. The model is placed where the structure used to be, directly beneath where they started, following all the rules for Falling. Whatever happens, the model is Knocked Down.

## Grabbing and Throwing

Any character, if they meet the criteria below, can grab and throw scenery items or other characters as part of their activation. This is a special action open to all characters, and counts as ▆ Special Power with a POW cost of 3.

This special action is an attack, and consists of two parts: the grab and the throw. If the character fails to grab his target, the attack fails and the target may not be thrown.

## Grabbing

Choose a model or scenery piece that is in contact with the character's volume. Now this is called 'grabbed item'.

The grabbed item must have a Size value equal to or lower than the character's Strength.

If the grabbed item is a scenery piece, then the grab is automatically successful.

If the grabbed item is an enemy character, you must make a Physical melee attack against the model (the POW cost is already paid as part of the Grab and Throw action). If the attack fails, the action ends. If the attack succeeds, no damage or effects are inflicted, but the model is thrown instead! (See below). As this is a melee attack, remember that you may use the Overload rule as usual.

If the model is a friendly character, then the grab is automatically successful.

## Throwing

To perform a throwing you use the following steps:

1. Remove the Grabbed item from the game zone. Now this is called 'thrown item'.
2. Chooose a point on the game zone in Range and Line of Sight.
3. Trace a straight line between the thrower and the point selected. This line has a width of X inches where X is the thrown item Size. This line will be named LoT (line of throw).
4. Thrower chooses between all models or scenery partially or completely affected by the LoT. Then the thrower distribute X damage between the selected models or scenery pieces, X is equal to thrown item Size.
5. Models selected for the thrower must pass an Agility roll, if it fails the model receives the damage distributed on it and becomes Knocked Down. If passed nothing happens. Scenery doesn't roll, always fails the roll!
6. If thrown item is a scenery piece it's becomes destroyed and removed from play.

7. If the thrown item is a model, it receives damage ⊗ ⊘ equal to the Thrower Strength -1. The Character is also Knocked Down. The model must be placed on the selected point on step 2 if possible, if not the opponent player places the model where the base can fit in the closest position of the point selected on step 2.
8. The thrown model may suffer further damage if it is thrown from a higher point on the board than its target point – in this case, measure the difference between the starting and finishing point heights, and consult the Falling Table.

### Damage

The damage caused by a thrown item is ⊗ ⊘.

### Range

The maximum range of the throw is determined by the character's Strength value multiplied by 2 (so a Strength 2 character has a máximum throw range of 4", for example, while a Strength 5 character has a throw range of 10").

No item or model can be thrown out of the limits of the game board. If the trajectory of the throw would take an item even partially off the edge of the board, it is instead placed as close as possible to the 'exit' point, remaining entirely within the bounds of the gaming área. Thrown characters are still Knocked Down as normal.

*Superman throws a Swat Van (Size 3), Superman chooses a point in range behind the Joker, the straight line he designed (with 3 inches wide) affect Black Manta and Joker. He chooses to distribute 2 damage on Black Manta and 1 damage on the Joker (Size is 3 so maximum 3 damage can be distributed). Both characters must pass an Agility roll or take damage and becomes Knocked Down. Joker fails the roll, so takes damage and becomes Knocked Down. The Swat Van becomes destroyed and removed from play.*

# Playing the Game

Now that you've familiarized yourself with the rules, it's time to put together a team of heroes or villains and do battle!

## Team Building

Building a Team for the DC Universe Miniature Game is very easy. Each character from Knight Models is supplied with its own card. This will state the character's Faction, Alignment and Level (5/8/13 etc.).

To build a team you must pick a Faction and Alignment, and agree on a game Level (usually 50). You then select characters that match your choices up to the agreed Level. You may not take the same character twice.

Although a team must comprise Heroes or Villains, Neutral characters can join either side, or even form teams of their own.

## Team Cards

The Team Cards are and upgrade to Team. Each player can select up to 1 Team Card upgrade, to do this you must pay the level cost and meet all the Team's Requirements.

# Special Rules

This section contains examples of the more common special rules, effects and abilities encountered in the game. Many more rules will be found on the various Character Cards.

## Special Effects

- **Awkwardness X:** Reduce the Energy Defense of the target by 'X' points till the end of the round or the next activation of the target, whichever comes first.
- **Dazzle X:** Reduce the Mental Defense of the target by 'X' points till the end of the Round or the next activation of the target, whichever comes first.
- **Distract X:** Reduce the Physical Defense of the target by 'X' points till the end of the Round or the next activation of the target, whichever comes first.
- **Ensnare X:** Reduce the Speed of the target by 'X' points till the end of the Round. If the Speed value is reduced to 0, the target character cannot move.
- **Explosive X:** When this attack successfully hits, the attack affects an area with a radius of X" centered on the base of the target. Each model affected, friend or foe, within that radius in all directions is hit automatically. Models within the explosive area (but not the original target) may make an Agility roll. If this roll is passed, they receive only half damage from the attack, rounding fractions down (to a minimum of 1 point of damage).

- **Homing:** Attacks with this special rule do not require line of sight. Measure a clear trajectory around any intervening scenery or models.
- **Irresistible:** Ignore any Resistance the target may have to the Nature or *damage type* of this attack's damage.
- **Penetrative:** Attacks with this rule ignore scenery and cover bonuses (line of sight may be required as usual depending upon the type of the attack). If the trajectory passes through a scenery piece, that object will take damage, but will not block the attack. (Remember that scenery can't suffer Mental Nature damage.)
- **Pierce X:** When using this attack, continue measuring the line of the shot X inches beyond the target. This attack damages the target and other models or scenery in a dead straight line behind it, up to X". Note: You still roll to hit additional Targets.
- **Push X:** Displace the affected miniature directly away from the attacker along the trajectory of the attack X inches, stopping if it comes into contact with something. If it comes into contact with something both the model and the item (it could be another model or scenery) receive 1 damage ⊗ ◈.
- **Stun X:** Remove 'X' Power counters from the target, to a minimum of 0.

## Some Common Skills

Here you will find some of the more common abilities that are listed only as key words on the Character Card.

- **Acrobat:** Model may reroll failed Agility rolls.
- **Agile:** This model can make one extra movement action per Round.
- **Assassin:** If this character scores a double 8 on a To Hit roll doing a melee or ranged attack, the base damage of that attack is doubled.
- **Brutal:** If this character scores a Critical in a To Hit roll for a melee attack, the target of the attack may also receive the Push 4 effect (Attacker's choice) in addition to the usual +1 to damage.
- **Close Combat Master:** This character may reroll one of the dice To Hit each time they make a Melee To Hit roll.
- **Comrade X:** Unactivated Character X can be activated immediately after the character with the Comrade ability. This allows you to activate two characters consecutively, bypassing the usual sequence of play.
- **Cruel:** If the target character's Endurance is in the blue zone after this attack is resolved, add 1 to the damage caused.
- **Defensive Teamwork:** When this character is in contact with one or more friendy characters, those friendly characters gains +1 to Physical and Energy defenses. This bonus doesn't Stack.
- **Elite Figther:** This character gains +1 to their To Hit rolls on all melee attacks.

- **Energy:** Once per round, this character can use the Overload rule twice in the same Attack.
- **Fly:** This character may move in any direction, even vertically, to land on a higher or lower level of the tabletop. The character never takes damage from falling but may still become KD. In addition, the character gains a +1 bonus to Defense against melee attacks from models without the Fly Skill (if a model loses the Fly skill for any reason, it also loses it's third Speed value).
- **Fury:** Once per game, at the beginning of this character's activation this character can reduce all its defenses by 3 until this characters next activation. If used it gains +1 to attack damage, +2 to its Attack stat and 3 power counters. This effect lasts until the end of the round.
- **Great Strategist:** At the start of the game add an extra counter for your side to the initiative bag.
- **Heroic Action:** The first attack this character makes each round gains +1 to damage.
- **Immunity X:** This character can't be damaged or affected by attacks/powers with the 'X' nature or *damage type*.
- **Infiltrator:** During deployment, this model may be placed anywhere on the game board where its base will fit, and not in contact with an enemy model's volume.
- **Invisible:** This model cannot be seen by models more than 1" away.

- **Leadership X:** Friendly models within 'X' with a base Power value lower than this character's will gain one bonus Power counter when they are activated. A character that has this ability cannot benefit from this rule. This bonus doesn't stack.
- **Luck:** Once per Round, this character may reroll any one die.
- **Marksmanship:** This character gains +1 to their To Hit rolls on all ranged attacks.
- **Master Fighter:** This character may reroll one of the dice To Hit each time they make a To Hit roll.
- **Master Tactician:** At the end of this model's activation, make a Willpower roll. If successful, you can activate another unactivated model immediately. This allows you to activate two characters consecutively, ignoring the usual sequence of play.
- **Mastermind:** At the start of the game add an extra counter for your side to the initiative bag, and remove one of your rival's counters.
- **Metallic:** When this model receives the Stun effect, it reduces the effect applied by 1.
- **Order:** At the end of this character's activation, you may choose a friendly model within 5", in line of sight, that has not yet been activated. That model may immediately take its activation. This allows you to activate two characters consecutively, ignoring the usual sequence of play.
- **Perfect Plan:** Once per game, at the start of the Initiative phase, look into the Initiative bag and draw a counter of your choice. Alternatively, you may use this ability to counter the Perfect Plan ability from an enemy character.

- **Phase Shift:** This character can pass through solid scenery elements or miniatures when he moves as if they weren't there, but can't end his movement in a place where his base can't fit (for example inside a wall), or overlapping another miniature's position.
- **Power Master:** When this character uses the overload rule the base damage of the attack overloaded is increased by 1.
- **Power Thief:** When this character damages another character with a melee attack, the target loses 1 Power Counter (if possible), if this happens the attacker gains 1 Power Counter.
- **Power Transference X:** At the beginning of this character's activation, it can transfer up to X Power Counters to a friendly model within 4".
- **Rage X:** When this character recovers from KO, they immediately gain an additional 'X' Power counters.
- **Regeneration X:** This character recovers 'X' Endurance points at the start of the Power phase. Endurance points cannot exceed their starting value in this way. Note: This skill doesn't recover from KO.
- **Resistance X vs Y:** When this character suffers any kind of damage of the 'Y' Nature or *Damage Type*, it is reduced by 'X' points.
- **Scientific:** Model may reroll failed Willpower rolls.
- **Sharpshooter:** This character may reroll one of the dice To Hit each time they make a Ranged To Hit roll.
- **Soldier:** Model may reroll failed Stamina rolls.
- **Solid:** This character cannot use Defensive Improvements.

- **Stealth:** This model cannot be seen by models more than 8" away.
- **Strategist:** At the start of each round if this character is on the game zone, the owner player can Pass on Activation one additional time per round.
- **Thermal Vision:** This character ignores the Invisible and Stealth abilities.
- **Toughness/X:** The distance this character can be Pushed or Thrown is reduced by X inches. If Toughness lowers a Push or Throw distance to 0", they are no longer considered Pushed or thrown.
- **Total Vision:** This character can draw line of sight to any point on the gaming area, ignoring effects, scenery, Invisible and Stealth rules.
- **Wall-Crawler:** A character with this ability not have to pay the extra 1 POW to climb, and can end their movement in any part of the gaming area, even if their base does not fit. The character may not end their movement in a space occupied by other character. Mark the exact position of the miniature with a counter.
- **Weakness X:** If this character suffers any kind of damage of 'X' Nature or *Damage Type*, the damage received is doubled. This rule cancels any resistance or immunity abilities the character may have.

## Scenarios

Each game that you play represents a conflict between opposing sides, and the aim is usually to complete one or more objectives in order to determine a winner. For this reason, the DC Universe Miniatures Game is structured around scenarios, which provide a variety of gaming set-ups, special deployments and victory conditions to keep each game fresh and challenging.

Scenarios tailored to specific factions are included in each character pack. The rules below explain how the scenarios work.

## How to play a Scenario

Before setting up a game, you first need to choose a scenario.

Players should randomize or simply agree which of them will then set up the gaming area, placing scenery of different size categories, as described earlier, and paying special attention to any restrictions and guidelines imposed by the Deployment section of the scenario rules. The other player may choose whether to set up their models in deployment zone A or B, as illustrated on the Scenario map.

The rest of the Scenario rules are presented in the following standard format, for ease of reference:

### Description:
A short narrative explanation of the Scenario.

### Game Length:
This Section indicates the maximum number of Rounds the Scenario will have.

### Deployment:
Here you will find guidelines and restrictions of setting up the gaming area, and details of where models will be placed.

### Special Rules:
This section describes the special rules for the Scenario, if it has any. Scenario special rules always supersede the core rules of the game when in play.

### Victory Conditions:
This section describes how many Victory Points (or VPs) can be scored in the game, and how to accumulate them.

# Big Combat

- **Description:** The Champions take an individual combat.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board.

  Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first.

  Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.



## Special Rules

- **The Champion:** The Highest Level character (in case of a tie owner chooses) of each player will be the Champion.
- **Gladiator's Arena:** Inside the marked centred zone cannot be deployed any character, The zone must be clear, only the Champion of each player must be deployed in the middle of the game zone in base-to-base contact (see map).

  The Champions characters gains +2 to all defences during the first round of the game.

## Victory conditions

- 2 Vp to a player who incapacites the opponent's Champion.
- 1 Vp to a player whose Champion survive at the end of the Game.
- 1 additional Vp to a player whose lowest level character incapacite the opponent's Champion.
- 1 Vp to a player for every friendly model which survive at the end of the Game.

*Legend:*
*Champion Player A:* 🟡
*Champion Player B:* 🟣

# Power Zones

- **Description:** Two power zones appear; the Characters must go inside to control the strange power.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board.

  Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
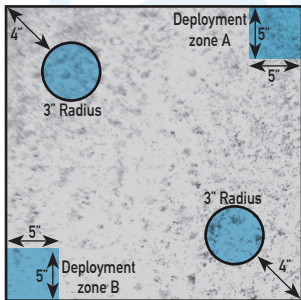


## Special Rules

- **Power Zones:** To move a model into a Power zone the model must roll 2D8 plus its Power stat. If the result is higher than 15 the model maybe move into or pass through the Power Zone.

  A character may only attempt this roll once per round it and may not be rerolled by any means.

  If a Thrown or Pushed model is going to enter the Power Zone they must attempt the roll. If it is failed, they will stop at the edge of the zone.

  Gran and Throw may not be used inside the Power Zone.

## Victory conditions

- 2 Vp to the player who owns the only models inside one Power Zones at the end of each Round.
- 1 Vp to the player who owns the only models inside in both Power Zones at the end of each Round.
- 1 Vp to the player who incapacites an enemy model with power 10 or more.
- 1 Vp to the player whose models all survive until the end of the game.

# Getaway

- **Description:** The characters must try to get to the enemy deployment zone.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board.
  Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
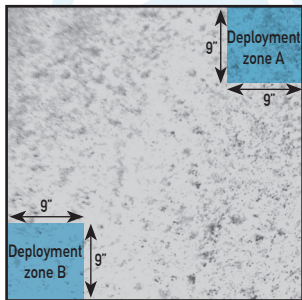


## Special Rules

- **Disturbing Aura:** a model can´t be placed or deployed in the enemy deployment zone in the first Round.
  The players can control the deployment zones, to control you must have more models inside than opponent.

## Victory conditions

- 2 Vp to the player who control an enemy deployment zone This Victory Condition is checked at the end of each Round.
- 1 Vp to the player who controls its own deployment zone This Victory Condition is checked at the end of each Round.
- 2 Vp to the player whose all of its models survive at the end of the Game.
- 1 Vp to the first player who places 2 models in an enemy deployment zone in the same round.

# Boom Tubes

- **Description:** The characters must try to activate all the Mother Boxes.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board.

  Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
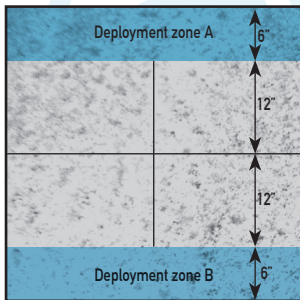


## Special Rules

- **Mother Boxes:** Each player takes 4 Mother Box markers and places them alternately in the four zones, outside of the deployment zones. Mother Box markers have a 30mm base. In each zone cannot be placed more than 2 Mother Boxes markers.

  A model whose volume is in contact with a Mother Box marker may attempt to activate it by paying 1 Power Counter and making a successful Willpower roll. This will make it controlled by that team.

  To turn an activated Mother Box to your side you must be in contact with it, pay 1 POW and pass a Willpower roll.

  A character may use an activated Motherbox to move to another, selected randomly, by paying 1 POW and then placing the model in base to base with the new marker.

  These markers cannot be moved, displaced nor change its original position by any means.

## Victory conditions

- 1 VP to each Mother Box controlled by their side. This Victory Condition is checked at the end of each Round.
- 1 VP to the player who has the most Mother Boxes activated by their side when each Round ends.

# Siege

- **Description:** The time for making damage in the earth of the enemy has come.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board.
  Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
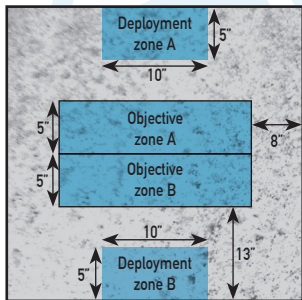


## Special Rules

- **Headquarters:** For this scenario each player need two Headquarters counters. They are 40mm bases, Size 4 and are placed alternately in the objective zone. The marker has 10 to all defenses and it is immune to all Effects.

  Each marker has 30 Structure points. Once per round a character in contact with the marker can spent 1 Power Counter to try to repair it. The character must make a willpower roll, if the roll is sucessfull repair 1D8 structure points from it.

  These markers cannot be moved, displaced nor change its original position by any means.

## Victory conditions

- 3 Vp to the player who destroy an enemy Headquarters Marker.
- 1 Vp to the player who causes more damage to enemy Headquarter Markers during each Round.
- 1 Vp to the first player who places 2 models in an enemy deployment zone in the same round.
- 1 Vp to each incapacite enemy Character above lvl 8.

# Rifts

- **Description:** Characters must try to close as many Rifts as possible.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board.
  Roll a dice to choose deployment zone, the player who choose the deployment zone start deployment first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

## Special Rules

- **Planar Distortion:** Each player make two D8 roll (if roll the same number, reroll it) at the beginning of the Round, the Rift with that numbers become open, to close a Rift need a model to be Base-to-Base with it spend 1 Pow and make a Stamina test. If fail that roll, the character suffer a 1 Fis Damage with Irresistible.

## Victory conditions

- 1 VP to each Rift closed by your models at the end of each Round.
- 1 VP if close more Rifts at the end of each Round.
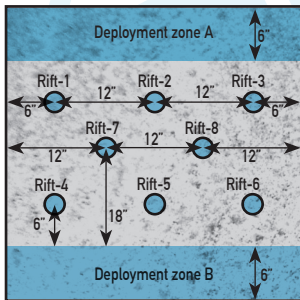


- **Rifts:** The Rifts Markers are 30 mm base. See the map to place the Rifts Markers. These markers cannot be moved, displaced nor change its original position by any means.

# FLASH
## BARRY ALLEN

## ATTRIBUTES
Power: 9
Speed: 10/15
Strength: 1
Attack: 6
Size: 2
Agility: 10
Stamina: 8
Willpower: 9

## LEVEL
## 10

## AFFILIATE

## SKILLS
Agile
Scientific
Wall-Crawler
Phase Shift
Regeneration/1

## DEFENSES
🛡 18
✴ 18
👁 14
🧠 16

## DC UNIVERSE MINIATURE GAME

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Combostrike | 2 / 🟩 | 🛡 - 🗡 | 2 | 👊/2 | Distract/1. |
| Charge | 2 / 🟦 | 🛡 - 🗡 | 2 | 👊/4 | Push/3. |
| Supermasscritical Punch | 5 / 🟥 | 🛡 - 🗡 | 4 | 👊/4 | Distract/2. Push/3. |
| Bolts | 3 / 🟥 | ✴ | 3 | 6 ◎ | Stun/2. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Hyperspeed | 2 / 🟥 | (A) | - | Displace this model up to 20" away. This character gains +1 to all Defenses until the end of the round. |
| Too tired | 0 / 🟩 | (P) | - | If this character hasn't got any power counter, it gains -1 to all defenses. |

## ENDURANCE

+1 ATTACK

-1 POWER / -1 SPEED

# GREEN ARROW
## OLIVER QUEEN

**ATTRIBUTES**
Power: 6
Speed: 4/7
Strength: 1
Attack: 8
Size: 2
Agility: 10
Stamina: 7
Willpower: 8

**LEVEL**
5

**AFFILIATE**

**SKILLS**
Acrobat
Stealth
Markmanship

**DEFENSES**
🛡 15
✴ 16
👁 13
🧠 13

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Standard Arrow | 2 / 🟩 | 🛡 - 🗡 | 1 | 16 ⊕ | |
| Explosive Arrow | 2 / 🟥 | ✴ - 🔥 | 2 | 12 ⊕ | Explosive/3. |
| Punch Arrow | 2 / 🟦 | 🛡 - 🌀 | 2 | 8 ⊕ | Stun/2. |
| Strike | 2 / 🟩 | 🛡 - 🌀 | 1 | 👊 | |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Hook Arrow | 3 / 🟥 | (A) | - | Displace this model in a different position in line of sight within 12". |

**ENDURANCE**

+1 SPEED

-1 ALL DEFENSES / -1 ATTACK

DC UNIVERSE MINIATURE GAME

# CYBORG
## VICTOR STONE

### ATTRIBUTES
Power: 7
Speed: 4/7/11
Strength: 3
Attack: 6
Size: 2
Agility: 7
Stamina: 9
Willpower: 8

### LEVEL
8

### AFFILIATE

### SKILLS
Fly
Order
Total Vision
Metallic

### DEFENSES
✪ 15
✴ 17
👁 13
🧠 16

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| E. Strike | 2 / 🟩 | ✪ - ☄ | 1 | ✊ | Stun/1. |
| Plasma Cannon | 6 / 🟥 | ✴ - ☢ | 5 | 8 ⊕ | Explosive/3. |
| White Sound Disruptor | 4 / 🟦 | ✴ - 🔊 | 2 | 📶 | Irresistible. Stun/1. |
| Vibration Attack | 3 / 🟦 | ✴ | 1 | 8 ⊕ | Distract/3. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Total Disruption | 3 / 🟥 | (A) | 4 | All characters in range suffer Stun/2. |

### ENDURANCE

+1 POWER

-1 POWER / -1 FLY
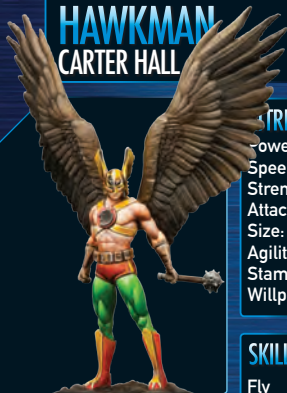
# HAWKMAN
## CARTER HALL

### ATTRIBUTES
Power: 7
Speed: 4/8/12
Strength: 3
Attack: 6
Size: 2
Agility: 7
Stamina: 9
Willpower: 8

### LEVEL
9

### AFFILIATE

### SKILLS
Fly
Comrade Hawkgirl
Brutal
Resis /1
Master Figther
Immunity Fire

### DEFENSES
15
15
17
14

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Nth Metal Mace | 3 / | 👁 - | 2 | 👊 | |
| Death from above | 4 / | 👁 - | 4 | 👊/4 | Ensnare/2. |

### ENDURANCE

-1 POWER / -1 SPEED

DC UNIVERSE MINIATURE GAME

# HAWKGIRL
## KIERA SANDERS

**LEVEL** 7

### ATTRIBUTES
Power: 7
Speed: 4/8/12
Strength: 3
Attack: 5
Size: 2
Agility: 9
Stamina: 7
Willpower: 8

### AFFILIATE

### SKILLS
Fly
Comrade Hawkman
Immunity Fire
Resistance /1 ✴
Master Figther

### DEFENSES
🛡 15
✴ 15
👁 17
🧠 14

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Nth Metal Mace | 3 / 🟩 | 👁 - 🛡 | 2 | ✊ | |
| Death from above | 4 / 🟥 | 👁 - 🛡 | 4 | ✊/4 | Ensnare/2. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Bodyguard | 1 / 🟩 | (R) | 2 | When a friendly model in range becomes the target of an attack, this model becomes the new target. |

### ENDURANCE

-1 POWER / -1 SPEED

**DC UNIVERSE MINIATURE GAME**

# JOKER
## UNKNOWN

**ATTRIBUTES**
Power: 7
Speed: 4/7
Strength: 1
Attack: 6
Size: 2
Agility: 7
Stamina: 7
Willpower: 10

**LEVEL**
**7**

**AFFILIATE**

**SKILLS**
Luck
Comrade Harley Quinn
Cruel
Perfect Plan
Great Strategist

**DEFENSES**
14
14
14
20

**DC UNIVERSE MINIATURE GAME**

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Knife | 2 / | - | 1 | | |
| Acid Flower | 3 / | | 3 | 3 | Awkwardness/2. |
| Demential Laugh | 3 / | | 2 | /3 | Dazzle/1. |
| One Shot Gun | 4 / | - | 2 | 10 | Critical: +2 to Damage. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Trick | 1 / | (A) | 8 | Target must pass a Willpower roll or obtain Distract/2 until the end of the round. |

**ENDURANCE**

# LOBO
## UNKNOWN



| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Heavy Chain | 3 / 🟩 | 🛡 - 🔥 | 2 | ✊/4 | |
| Finisher Hook | 4 / 🟥 | 🛡 - 🔱 | 4 | ✊/4 | Stunt/2. |
| Heavylasgun | 3 / 🟦 | ✺ - ☀ | 2 | 10 ◎ | Dazzle/1 |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| I'm the Main Man | 3 / 🟥 | (A) | 4 | All models in range must pass a Willpower roll or suffer Dazzle/2. |

## ATTRIBUTES
Power: 9
Speed: 5/8
Strength: 4
Attack: 7
Size: 2
Agility: 9
Stamina: 10
Willpower: 8

## LEVEL
### 12

## AFFILIATE



## SKILLS
Assassin
Regeneration/2
Rage/2
Cruel
Brutal
Soldier

## DEFENSES
🛡 16
✺ 16
👁 16
🧠 16

## DC UNIVERSE MINIATURE GAME

## ENDURANCE

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

+1 ATTACK | -1 POWER | -1 POWER / -1 SPEED / -1 ATTACK

# KILLER FROST
## CAITLYN SNOW

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Ice Daggers | 2 / 🟩 | ☀ - ❄ | 1 | 6 ⊕ | Stun/1. |
| Zero° | 4 / 🟥 | ☀ - ❄ | 4 | ✊/6 | Ensnare/5. |
| Ice storm | 3 / 🟦 | ☀ - ❄ | 2 | 📶 | Ensnare/2. |
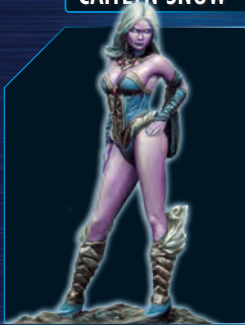
**ATTRIBUTES**
Power: 6
Speed: 4/8
Strength: 3
Attack: 6
Size: 2
Agility: 9
Stamina: 8
Willpower: 8

**LEVEL**
6

**AFFILIATE**

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Freeze Zone | 2 / 🟥 | (A) | 10 | The target must make an Agility roll. If it fails it gains Ensnare/2 and Distract/2. |

**SKILLS**
Weakness to 🔥
Resistance /2 ❄

**DEFENSES**
🛡 15
☀ 16
👁 14
🧠 14

**ENDURANCE**

+1 SPEED

-1 AGILITY

# DEATHSTROKE
## SLADE WILSON

### ATTRIBUTES
Power: 7
Speed: 5/9
Strength: 2
Attack: 8
Size: 2
Agility: 8
Stamina: 10
Willpower: 8

### LEVEL
9

### AFFILIATE

### SKILLS
Acrobat
Agile
Assassin
Cruel
Infiltrator
Master Figther

### DEFENSES
✪ 16
✸ 16
◉ 14
🧠 14

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Strike | 2 / 🟩 | ✪ - | 2 | 👊 | |
| SMG | 3 / 🟥 | ✪ - ⬆ | 3 | 8 ⊕ | |
| Ancient Sword | 3 / 🟦 | 🛡 - | 2 | 👊 | Critical: +2 to DMG. Irresistible |
| Guns | 2 / 🟩 | ✪ - ⬆ | 1 | 8 ⊕ | |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Trick | 1 / 🟦 | (A) | 8 | Target must pass a Willpower roll or obtain Distract/2 until the end of the round. |
| Soul Armor | 3 / 🟥 | (A) | - | This character recovers 4 Endurance points. |

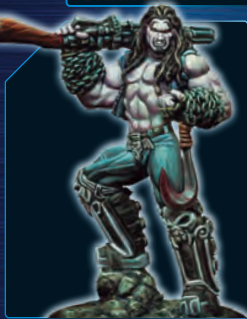### ENDURANCE
+1 ATTACK

-1 ATTACK / -1 ALL DEFENSES

### DC UNIVERSE MINIATURE GAME

# BANE
UNKNOWN
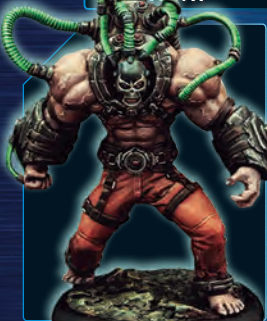


## ATTRIBUTES
Power: 6
Speed: 4/9
Strength: 4
Attack: 6
Size: 3
Agility: 7
Stamina: 11
Willpower: 7

## LEVEL
10

## AFFILIATE

## SKILLS
Brutal
Close Combat Master
Rage/2
Toughness/2
Resistance/1

## DEFENSES
✖ 14
✳ 15
👁 15
🧠 14

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Mega Strike | 3 / 🟩 | ✖ - 🔧 | 2 | ✊ | |
| Titan Strike | 5 / 🟥 | ✖ - 🔧 | 5 | ✊ | Push/4. Critical Distract/2. |
| Technique | 4 / 🟦 | ✖ - 🔧 | 3 | ✊ | Distract/1. Awkwardness/1. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Titan Dose | 1 / 🟥 | (A) | - | Until the end of the round this character gains +1 to Strenght, Attack and Speed. |
| Bodyguard | 1 / 🟩 | (R) | 2 | When a friendly model in range becomes the target of an attack, this model becomes the new target. |

## ENDURANCE

+2 ATTACK / +2 POWER

-1 POWER

# HARLEY QUINN
## DR. HARLEEN QUINZELL

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Mallet | 2 / 🟩 | ✪ - 🔨 | 2 | ✊ | |
| Custom Gun | 3 / 🟥 | ✪ - 🔺 | 3 | 4 ⊕ | |

**LEVEL** 4

**AFFILIATE**

## ATTRIBUTES
Power: 6
Speed: 4/8
Strength: 1
Attack: 6
Size: 2
Agility: 10
Stamina: 7
Willpower: 7

## SKILLS
Acrobat
Comrade Joker

## DEFENSES
✪ 16
✸ 15
👁 14
🧠 16

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Trick | 1 / ⬜ | (A) | 8 | Target must pass a Willpower roll or obtain Distract/2 until the end of the round. |
| Pounce | 1 / ⬜ | (A) | - | Move this character up to 4". |

## DC UNIVERSE MINIATURE GAME

## ENDURANCE

+1 ATTACK

-1 POWER / -1 SPEED

# DEADSHOT
## FLOYD LAWTON



### ATTRIBUTES
Power: 6
Speed: 4/8
Strength: 1
Attack: 8
Size: 2
Agility: 8
Stamina: 7
Willpower: 8

### SKILLS
Sharpshooter
Assassin
Soldier
Thermal Vision

**LEVEL**
6

**AFFILIATE**

### DEFENSES
🛡 15
✴ 17
👁 14
🧠 14

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Gun | 2 / 🟩 | 🛡 - ↑ | 1 | 8 ⊕ | |
| Barret | 2 / 🟦 | 🛡 - ↑ | 2 | 14 ⊕ | |
| Dead Shot | 4 / 🟥 | 🛡 - ↑ | 4 | 18 ⊕ | |
| Strike | 2 / 🟩 | 🛡 - 🔨 | 1 | 👊 | |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Bullet Time | 2 / 🟥 | (A) | - | Until end of the round reduce the power cost of Barret attack by 1 and change the frequency to 🟩 |

### ENDURANCE

| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|
| +1 POWER / +1 ATTACK | | | | | -1 ATTACK | | | -1 POWER / -1 SPEED | | |

# BATGIRL
## BARBARA GORDON



## ATTRIBUTES
Power: 6
Speed: 4/8
Strength: 1
Attack: 6
Size: 2
Agility: 10
Stamina: 7
Willpower: 8

## LEVEL
4

## AFFILIATE

## SKILLS
Infiltrator
Acrobat
Perfect Plan

## DEFENSES
16
15
14
15

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Batarangs | 2 / | - | 1 | 8 | |
| Strike | 2 / | - | 1 | | |
| Sneak Attack | 3 / | - | 3 | /4 | Distract /2. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Batclaw | 2 / | (A) | - | Displace this model up to 12" away. |

## ENDURANCE

-1 WILLPOWER

-1 WILLPOWER / -1 ATTACK

# STARFIRE
## KORIAND'R

### ATTRIBUTES
Power: 8
Speed: 6/10/14
Strength: 4
Attack: 7
Size: 2
Agility: 8
Stamina: 9
Willpower: 8

### LEVEL
10

### AFFILIATE

### SKILLS
Fly
Close Combat Master
Resistance/1 ✹

### DEFENSES
✸ 16
✹ 19
👁 14
🧠 15

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Punch | 2 / 🟩 | ✸ - 🔨 | 2 | ✊ | |
| Starbolts | 3 / 🟦 | ✹ | 3 | 8 ⊕ | Overload Explosive/4. |
| Final Beam | 4 / 🟥 | ✹ | 4 | 14 ⊕ | Dazzle/3. |
| Lead Kick | 2 / 🟦 | ✸ - 🔨 | 2 | 👊 | Push/3. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Energy Negation | 2 / 🟥 | (A) | . | This character gains immunity to energy until the end of the round. |

### ENDURANCE
+1 ATTACK
-1 POWER
-2 POWER / -2 SPEED

# BLACK CANARY
## DINAH LANCE

### ATTRIBUTES
Power: 6
Speed: 4/7
Strength: 1
Attack: 5
Size: 2
Agility: 9
Stamina: 8
Willpower: 7

### LEVEL
5

### AFFILIATE

### SKILLS
Acrobat
Resistance/2 🔊

### DEFENSES
🛡 16
✴ 16
👁 12
🧠 13

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Strike | 2 / 🟩 | 🛡 - 🔨 | 1 | | ✊ |
| Canary Cry | 3 / 🟦 | ✴ - 🔊 | 3 | 📶 | Stun/1. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Pounce | 1 / 🟦 | (A) | - | Move this character up to 4". |

### ENDURANCE

+1 ATTACK  |  -1 WILLPOWER  |  -1 POWER / -1 ATTACK

# SOLOMON GRUNDY
## CYRUS GOLD

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Punch | 2 / 🟩 | ✴ - 🔨 | 2 | 👊 | |
| Magic Cleave | 4 / 🟥 | 👁 - ⛪ | 3 | 👁 /3 | |
| Magic Punch | 2 / 🟦 | 👁 - ⛪ | 2 | 👊 | |

**LEVEL**

**8**

**AFFILIATE**

## ATTRIBUTES
Power: 7
Speed: 4/8
Strength: 5
Attack: 6
Size: 3
Agility: 7
Stamina: 10
Willpower: 8

## SKILLS
Immunity 🔥
Regeneration/1
Brutal

## DEFENSES
✴ 16
✳ 15
👁 17
🧠 14

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Bodyguard | 1 / 🟩 | (R) | 2 | When a friendly model in range becomes the target of an attack, this model becomes the new target. |

## ENDURANCE

-1 SPEED

-1 POWER / -1 SPEED

## DC UNIVERSE MINIATURE GAME

# CLAYFACE
## BASIL CARLO



### ATTRIBUTES
Power: 7
Speed: 4/9
Strength: 3
Attack: 6
Size: 3
Agility: 8
Stamina: 9
Willpower: 8

### SKILLS
Regeneration/2
Immunity to ⚒
Infiltration
Toughness/2

**LEVEL**
# 10

**AFFILIATE**

**DEFENSES**
⚒ 15
✴ 15
👁 15
🧠 15

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Clayspike | 3 / 🟦 | ⚒ - 🔨 | 2 | 10 ⊕ | Ensnare/2. |
| Metamorphic Weapon | 2 / 🟩 | ⚒ - 🔨 | 2 | ✊/2 | |
| Maleable Clay | 4 / 🟥 | ⚒ - 🔨 | 3 | ✊/5 | Distract/3. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Clay Travel | 2 / 🟥 | (A) | - | Displace this model up to 10' away. |

### ENDURANCE
+1 POWER / +1 ATTACK | +1 ATTACK | -2 POWER / -1 ALL DEFENSES

# RA'S AL GHUL
## RA'S AL GHUL

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Soultaker Sword | 3 / 🟩 | 👁 - 🏭 | 2 | 👊 | Stun/1. |
| Punch | 2 / 🟩 | ✴ - ✎ | 2 | 👊 | Distract/1. |
| Mortal Strike | 4 / 🟥 | 🛡 | 6 | 👊 | Irresistible. Can't Be Overloaded. |

## ATTRIBUTES
Power: 9
Speed: 5/8
Strength: 2
Attack: 8
Size: 2
Agility: 9
Stamina: 9
Willpower: 9

## LEVEL
### 10

## AFFILIATE

## SKILLS
Assassin
Cruel
Leadership/5
Master Tactician
Mastermind
Perfect Plan

## DEFENSES
✴ 16
✴ 16
👁 16
🧠 16

## ENDURANCE

-1 ATTACK
-1 POWER / -1 ATTACK

# PROFESSOR ZOOM
## EOBARD THAWNE



| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Combostrike | 2 / 🟩 | ⊗ - ◍ | 2 | 👊/2 | Distract/1. |
| Charge | 2 / 🟦 | ⊗ - ◍ | 2 | 👊/4 | Push/3. |
| Phase Strike | 5 / 🟥 | ⊗ - ◍ | 5 | 👊/4 | |
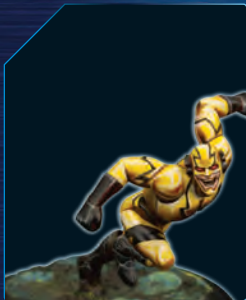
## ATTRIBUTES
Power: 7
Speed: 10/15
Strength: 1
Attack: 6
Size: 2
Agility: 10
Stamina: 7
Willpower: 9

## LEVEL
### 8

## AFFILIATE

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Hyperspeed | 2 / 🟥 | (A) | - | Displace this model up to 20" away. This character gains +1 to all Defenses until the end of the round. |
| Too tired | 0 / 🟩 | (P) | - | If this character hasn't got any power counter, it gains -1 to all defenses. |

## SKILLS
Agile
Scientific
Wall-Crawler
Phase Shift

## DEFENSES
🛡 17
✳ 18
👁 14
🧠 16

## DC UNIVERSE MINIATURE GAME

## ENDURANCE

+1 ATTACK

-1 POWER / -1 SPEED

# KID FLASH
## BART ALLEN

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Combostrike | 3 / 🟩 | ⚔ - ✴ | 2 | ✊/2 | Distract/1. |
| Supersonic Cyclone | 4 / 🟥 | ✴ - 🔊 | 3 | 8 ⊕ | Explosive/3. |
| Charge | 3 / 🟦 | ⚔ - ✴ | 2 | ✊/4 | Push/3. |

## ATTRIBUTES
Power: 6
Speed: 7/13
Strength: 1
Attack: 6
Size: 2
Agility: 12
Stamina: 7
Willpower: 7

## LEVEL
5

## AFFILIATE

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Hyperspeed | 2 / 🟥 | (A) | - | Displace this model up to 20" away. This character gains +1 to all Defenses until the end of the round. |

## SKILLS
Agile
Acrobat
Wall-Crawler
Phase Shift

## DEFENSES
🛡 17
✴ 16
👁 14
🧠 13

## ENDURANCE
+1 POWER
-1 POWER
-1 POWER

# RAVAGER
## ROSE WILSON

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Swords | 3 / 🟩 | ✴ - 🗡 | 2 | | 👊 |
| Bulletrain | 3 / 🟦 | ✴ - ➹ | 3 | 8 ⊕ | |
| Psionic Blast | 2 / 🟥 | 🧠 - 🗣 | 3 | 8 ⊕ | |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Pounce | 1 / 🟦 | (A) | 4 | Move this character up to 4". |
| Power Dampening | 0 / 🟩 | (P) | - | This character ignores Immunities and resistances of their targets. If this character damages an enemy model reduce its strenght by 2 to a minimum of 1 and it loses all Immunities and resistances, both effects last until end of the round. |

## ATTRIBUTES
Power: 6
Speed: 4/7
Strength: 1
Attack: 7
Size: 2
Agility: 8
Stamina: 8
Willpower: 8

## LEVEL
**8**

## AFFILIATE

## SKILLS
Acrobat
Stealth
Elite figther

## DEFENSES
✪ 16
✴ 15
👁 14
🧠 14

## ENDURANCE
+1 POWER

-1 POWER / -1 ATTACK

DC UNIVERSE MINIATURE GAME

# BLACK MANTA
## DAVID

**ATTRIBUTES**
Power: 7
Speed: 5/9
Strength: 2
Attack: 7
Size: 2
Agility: 8
Stamina: 9
Willpower: 7

**LEVEL**
9

**AFFILIATE**

**SKILLS**
Stealth
Master Figther
Thermal Vision

**DEFENSES**
🛡 17
✴ 14
👁 16
🧠 16

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|---|---|---|---|---|---|
| Strike | 2 / 🟩 | 🛡 - 🚫 | 1 | | 👊 |
| Death Ray | 5 / 🟥 | ✴ - ☀ | 4 | 14 ⊕ | Pierce/3. |
| Dualblade | 2 / 🟦 | 🛡 - 🚫 | 2 | | 👊 |
| Harpoon | 3 / 🟦 | 🛡 - ↑ | 2 | 12 ⊕ | Ensnare/2. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|---|---|---|---|---|
| Pounce | 1 / 🟦 | (A) | 4 | Move this character up to 4". |

**ENDURANCE**

+1 POWER

-1 POWER / -2 DEFENSE 🛡

**DC UNIVERSE MINIATURE GAME**

# SWAMP THING
## ALEC HOLLAND

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Altered Limb | 3 / 🟩 | 🛡️ | 2 | 👊/3 | |
| Spikes | 3 / 🟦 | 🛡️ - 🔺 | 3 | 6 ⊕ | |
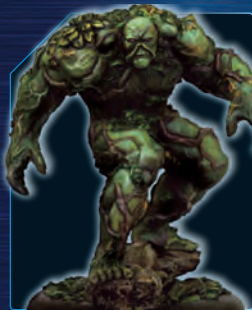
**ATTRIBUTES**
Power: 10
Speed: 5/8
Strength: 5
Attack: 6
Size: 3
Agility: 7
Stamina: 9
Willpower: 9

**LEVEL**
12

**AFFILIATE**

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Bodyguard | 1 / 🟩 | (R) | 2 | When a friendly model in range becomes the target of an attack, this model becomes the new target. |
| Green Travel | 3 / 🟥 | (A) | - | Remove this character and then place him anywhere on the game board where his base will fit. |
| Paralizing Roots | 2 / 🟦 | (A) | 6 | The target can not move until the end of the round unless they pass an Agility roll. |

**SKILLS**
Toughness/2
Scientific
Rage/4
Regeneration/2
Infiltrator
Weakness to 🔥

**DEFENSES**
🛡️ 16
✴️ 16
👁️ 18
🧠 16
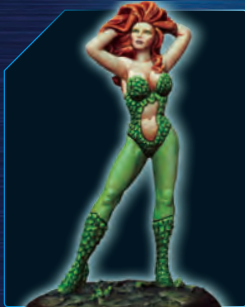
## DC UNIVERSE MINIATURE GAME

**ENDURANCE**

+1 POWER / +1 SPEED

-1 POWER

-2 POWER / -2 SPEED

# POISON IVY
## DR. PAMELA LILLIAN ISLEY

### ATTRIBUTES
Power: 7
Speed: 4/7
Strength: 1
Attack: 6
Size: 2
Agility: 8
Stamina: 8
Willpower: 9

### LEVEL
8

### AFFILIATE

### SKILLS
Scientific

### DEFENSES
- ⊗ 14
- ✳ 14
- 👁 16
- 🧠 17

| ATTACK | COST/FREQ | NAT/TYP | DMG | RANGE | EFFECTS |
|--------|-----------|---------|-----|-------|---------|
| Poison Thorn | 2 / 🟩 | ⊗ - ♠ | 1 | ✊ | Ensnare/2. |
| Verdant Growth | 4 / 🟥 | ⊗ - ♠ | 3 | 10 ⊕ | Explosive/3. Ensnare/3. |
| Springling Spores | 3 / 🟦 | ✳ - ⚗ | 2 | 📶 | Stun/2. |
| Mortal Kiss | 3 / 🟥 | 👁 - ☠ | 5 | ✊ | Can't be overloaded. |

| SP POWERS | COST/FREQ | USE | RANGE | EFFECTS |
|-----------|-----------|-----|-------|---------|
| Paralizing Roots | 2 / 🟦 | (A) | 6 | The target can not move until the end of the round unless they pass an Agility roll. |

### ENDURANCE
+1 POWER / +1 SPEED

-1 POWER

# JUSTICE LEAGUE OF AMERICA

## TEAM'S REQUIREMENTS

There must be 3 or more of the following Characters in the Team:

- Superman
- Batman
- Flash
- Wonder Woman
- Aquaman
- Green Lantern
- Martian Manhunter

### LEVEL COST

**1**

## BONUS

At the beginning of the game, up to 2 of your characters gain the Defensive Teamwork skill.

**TEAM CARD**