

ARTILLERY

You do your best work when attacking from afar, lobbing ranged attacks down on your foes.

TEAM

When you hit with a ranged attack, you can spend any number of hero points. For each hero point you spend, add +20 to the damage dealt if you attacked a villain, or reduce the size of a squad of minions you attacked by an additional 2 minions.

TEAM ROLE 1/8

BOOSTER

You bring out the best in your fellow heroes by watching their backs and pointing out opportunities for success when they arise.



TEAM

After any hero rolls advantage or challenge dice, you can spend any number of hero points. For each hero point you spend, that hero can reroll any combination of up to 2 advantage dice or challenge dice and keep the new result.

TEAM ROLE 2/8

CONTROLLER

You manage the battlefield, using your powers to slow and stall your enemies to lessen the pressure on your allies.

TEAM

When you hit an enemy with an attack, spend any number of hero points. For each hero point you spend, add 2 challenge dice ( ) to each roll that enemy makes on their next turn.

TEAM ROLE 3/8

LEADER

You combine tactical advice with confident reinforcement to keep your teammates fighting long after they would otherwise have fallen.



TEAM

After the Narrator lays out the initiative track for the round, before the first turn begins you can spend any number of hero points. For each hero point you spend, move 1 hero's initiative card 1 space forward.

TEAM ROLE 4/8

STRIKER

You like to get up close and personal, making sure your enemies know who is dealing out the pain.

TEAM

When you hit with a melee attack, you can spend any number of hero points. For each hero point you spend, add +20 to the damage dealt if you attacked a villain, or reduce the size of a squad of minions you attacked by an additional 2 minions.

TEAM ROLE 5/8

SUPPORT

You work well alongside your fellow heroes, coordinating with them to keep the momentum on your allies' side.

TEAM

On your turn, you can spend any number of hero points. For each hero point you spend, one ally you choose that can see or hear you regains 30 resistance.

TACTICIAN

You coordinate your allies and look for openings in your enemies' defenses, giving your team a tactical edge.

TEAM

At the start of any hero's turn, you can spend 1 hero point (). That hero removes 1 additional time token () from any 1 of their powers.

TANK

*You get in the faces of your enemies
and remind them that to ignore you is to
invite punishment.*



TEAM

When you or any other character that is up close to you takes damage, you can spend any number of hero points, reducing the damage by 30 for each hero point you spend.



SPECTACULARS

TEAM ROLES