

CHAPTER XX: Effects Redux

This chapter outlines several new Effects and updates the rules explaining some existing Effects. All Effects are included here, even if unchanged, to make a single handy reference for players.

New Effects and revised Effects are noted as such after their name; if neither is noted they are unchanged. The revisions in this chapter are changes simply to add greater clarity to the original intent of the written rules.

Effects Reminders

As a reminder, when an Action results in any EFX, players have the option to not select any or all EFX; however, on a successful result any FX must be applied. If multiple Effects are achieved, either as FX and/or as EFX, then it is up to the Attacking player to decide the order in which they are applied.

Generally, multiple results of the same Effect 'stack'. This means, for example, that a Combat Action causing Damage 1 (from FX) and Damage 1 (from EFX) to a Target causes Damage 2. However, some Effects do not stack and this is noted in their descriptions; for example, no matter how many Stun Effects are applied; the Stunned Condition is still recovered in the subsequent Effects Phase. Another example is that usually models cannot suffer more than two Fatigues in a single Round unless they have a special rule allowing more (such as Speeders).

Effects – New & Revised

Attack X

The Target adds a number of dice equal to X to their Attacker Action Rolls. Bonuses from multiple Attack FX and EFX stack. Attack X counts as a Combat Bonus. This Effect lasts until the following Effects Phase.

Blast X

A template with radius X is placed with the center over the base of the Target model. After resolving the initial Action Roll, other models at least partially within the template area up to a height equal to the radius are also affected by the same Combat Action and a separate Action Roll is made applying FX and EFX as usual, except that no further Blast X FX/EFX are applied. If the Action Roll against the first model is failed, then the opposing player may move the center of the Blast by up to 2 inches. A Blast is not repositioned if further Action Rolls are failed. Attackers using a Blast that resolves Action Rolls with their ☹️ are **Immune** to their own Action.

Block X (NEW)

Add X dice (total all Block X from FX and EFX) to the Target model's next Action Roll as Defender within the current Turn; after the Turn ends or immediately after the Block X bonus has applied, that Block X bonus does not then apply to further Action Rolls. Block X counts as a Combat Bonus.

Brutal X (NEW)

Add X dice (total all Brutal X from FX and EFX) to the Target model's next Action Roll as Attacker within the current Turn; after the Turn ends or immediately after the Brutal X bonus has applied, that Brutal X bonus does not then apply to further Action Rolls. Brutal X counts as a Combat Bonus.

Damage X

The Defender loses X HP. A model that loses its entire HP is **KO'ed** (see Conditions).

Defend X

The Target adds a number of dice equal to X to their Defender Action Rolls. Bonuses from multiple Defend FX and EFX stack. Defend X counts as a Combat Bonus. This Effect lasts until the following Effects Phase.

Displacement (REVISED)

There are four Displacement Effects (**Grab & Throw; Knockback; Pull; and Shift**). They are grouped together as some models will have special interactions with all Displacements (such as due to being **Immune/Displacement Effects** for example). When moving a model due to a Displacement Effect, it cannot be moved through other models, Objects or Structures, and will stop if they contact the vertical volume of Terrain or another model. If the Displacement Effect is Self/X, then treat the Attacker as Target and Target as Attacker in the description of the Effect. The exception is Self/Shift which simply allows the Attacker to move the Attacker.

Grab & Throw (REVISED)

Apply other FX and EFX against the Defender first. Then the Attacker may immediately use their Throw Combat Action (at the usual Action costs) during the same Activation. Throwing the Defender as an Object (Thrown model), applying Damage 1 to the Thrown model (as with a Thrown Object). Grab & Throw may not be used to Throw models on a larger base size than the Attacker. The Thrown model applies a Smash It Up bonus based on Object rank; for non-Objects, 30 mm bases is considered Rank 1; 40 mm base is Rank 2; 50 mm base and above is Rank 3. You may Throw a model even if the initial Action KO'ed the Target model. This Throw cannot be used to Throw an alternative Object as a result of Grab & Throw. Once the Throw Action Roll is resolved, any EFX from the Throw may be divided as desired by the Attacking player between the Defender and the Thrown model.

Knockback X (REVISED)

The Defender is moved X inches horizontally directly away from the Attacker (There is no vertical movement). If Knockback movement takes the Target into empty space, then the

Knockback ends and the Target Falls. For Knockback from Blasts the Defender is moved directly away from the center of the Blast.

Pull X (REVISED)

The Defender is moved X inches directly towards the Attacker horizontally, with no vertical movement. If Pull movement takes any part of the Target's base into empty space, then the Pull ends and the Target Falls. For Pull from Blasts the Defender is moved towards the center of the Blast, with the leading edge of their base moving no further than the center of the Blast area.

Shift X (REVISED)

The Defender is moved up to X inches horizontally as chosen by the Attacker; this movement may be up to 4 inches vertically. Shift movement must end up with the model in contact with either the Battlefield or Terrain, and the model must be placed in a stable position that does not result in a Fall.

Drain X

Remove X AP from the AP Pool of the Target's Team.

Empowered

The Target achieves EFX on their Trump Trait Action Rolls on a 4+ until the following Effects Phase.

Energize X

Add X AP to the AP Pool of the Target's Team.

Extra Target X

Apply the listed FX and no EFX to another model within X inches of the original Defender. Each model can only be affected by a single Extra Target Effect per Action Roll.

Fatigue (REVISED)

The affected model is Fatigued. A model can usually suffer Fatigue twice before it can no longer use Movement Actions or other Actions costing Fatigue in the current Round (some models such as Speeders can suffer Fatigue three times). Remove all Fatigue in the subsequent Effects Phase. A model choosing to suffer Fatigue from using an Action or any similar cause can only do so if it has enough capacity to suffer Fatigue – it cannot do so if it has already suffered its limit of Fatigue in the current Round. Enemy Actions causing Fatigue may still be used on a Target model which has already reached its Fatigue Limit. If a model has already reached its Fatigue limit in the current Round it cannot then use any Actions that have a Fatigue cost, or FX or EFX which include **Self/Fatigue**.

Follow Up

After resolving this Action the Attacker may immediately use a single available Exclusive Action at the usual costs (which may be the Action just used), subject to the model's AP Limit.

Heal X

The Defender regains X HP, up to their starting maximum.

Immunity/X

The Target is Immune to X until the following Effects Phase. If a Target is currently suffering from X and then gains Immunity any instances of X are immediately removed.

Example: Supreme Zed is suffering from Suppress 2. He gains Immunity to Suppress thanks to a Friendly model's Action. Because he is now Immune/Suppress the Suppress 2 is removed.

Mind Control (REVISED)

The Defender may immediately be forced to perform a single eligible Exclusive Action or Movement Action, if they have enough AP Limit remaining and can meet non-AP costs. The AP cost is paid from the Attacking Team's AP Pool and counts against the Defending model's AP Limit; any other costs are applied against the Defender subjected to Mind Control. Mind Controlled models are considered Friendly to the Team whose Supreme used Mind Control, and as Enemy to their own Team for the duration of Mind Control.

Power Down X

Remove X Power Up dice from the Defender. If X exceeds remaining Power Up dice, all are removed.

Power Up X

The Target gains X Power Up dice. Each Power Up die may be spent to increase the number of dice used for one Action Roll, discarding the die after the result is determined. There is no limit to the number of Power Up dice that may be used on a single roll. Power Up dice remain until used or discarded. Power Up dice are not a Combat Bonus.

Quicken (NEW)

A model affected by Quicken increases its AP Limit by 1; if its new AP Limit is already equaled or exceeded, it cannot spend more AP. Quicken lasts until the following Effects Phase. If a model is subject to Slow before Quicken is applied, Quicken removes the Slow Effect. Multiple Quicken Effects do not stack.

Recover (NEW)

Remove the Stunned Effect from the Target model.

Revitalize (NEW)

Remove one Fatigue from the Target Supreme or Monster; Revitalize does not affect Minions.

Self/X

This is a qualifier added to other Effects; this listed Effect (X) is applied to the Attacking model. For example, **Self/Fatigue** means the Attacker is Fatigued.









Slow (NEW)

A model affected by Slow reduces its AP Limit by 1; if its new AP Limit is already equaled or exceeded, it cannot spend more AP. If a model is subject to Quicken before Slow is applied, Slow removes the Quicken Effect. Slow lasts until the following Effects Phase. Multiple Slow Effects do not stack.

Special/X

Some Effects are unique, so are described on the appropriate model's card, with the description (X) listed below the associated Action.

Spectral

The Defender becomes Spectral. Spectral models are **Immune/** , , , and  Exclusive Actions and **Immune/Falling Damage**; they cannot use , , , and  Exclusive Actions; they do not count as being in BtB; and the model's Movement Type changes to **Blink**. Spectral models do not inflict Crash **Damage**. Spectral models may not be **Burdened**, do not count for **Mobbing** and do not score **AGP**. Unless otherwise noted Spectral lasts until the following Effects Phase.

Summon X/X

This Effect places a model onto the battlefield. There are three Summon Effects which share some general rules. A Summoned model must be placed so that the center of the base is within the Summon Action range. Unless otherwise noted, Summoned Dangerous Terrain and Structures remain in play until the same Summon Action is used again by the same model using it; in which case the previously Summoned model is removed; excess Summoned Minions are removed if their limit is exceeded (see below).


Summon Dangerous Terrain/X

Below the Action profile is a description of the Dangerous Terrain listing the radius in inches (in parenthesis after the name); what FX are applied as Dangerous Terrain; and any unique rules for the Dangerous Terrain.

Summon Minion/X (REVISED)

Summon a Minion with the name X; the number listed after the name in parenthesis is the maximum number of Friendly copies of that Summoned Minion model which may be in play; if this is exceeded, the controlling player chooses which model(s) to remove until the maximum is not exceeded.

Summon Structure/X

Place a Structure X within range. Structures are **Inanimate**. The description below the Action profile lists: Structure name; the Structures  value; the height of the Structure in inches; the base size of the Structure; and the amount of HP the Structure has. Additional special rules are listed after this. Any Actions triggered by a Structure do not use the Summoning model's Powers or Effects.

Suppress X

The Defender reduces the number of dice it rolls for Action Rolls by the total of Suppress X applied to it, to a minimum of 1 die. Suppress lasts until the following Effects Phase.

Stun

The Defender is considered **Stunned** for all purposes (may only move as though it had Sprint Movement Type) and is an **Easy Target** (see Conditions). Stun is removed in the subsequent Effects Phase; Stun is applied after the Action Roll causing it is resolved; multiple Stun Effects on the same model do not stack.

Weak/X

The Defender is considered **Weak** against X until the following Effects Phase. If the model is already Weak to X no extra benefit is gained.