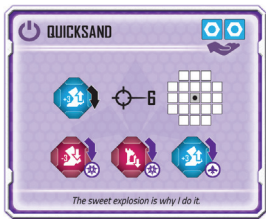
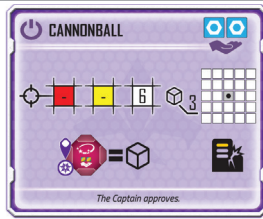


Fortune's Gadgets and MAYHEM



Fortune gains a Movement Up Status. Target a space up to 6 spaces away. The pictured Area of Effect is centered on that Space. Each LEGION Unit within the AoE gains a Movement Down and Defense Down Status after the Attack is made. Each MAYHEM Unit (not Fortune) within the AoE gains a Movement Up Status.



The Attack has an Area of Effect that is centered on the Target Space. If a LEGION Unit being Attacked has a Stunned Status, roll an additional Attack Die. If at least one Space of a Building is within the Attacks AoE, place an Explosion Marker face up on the building to show it was damaged. The Explosion Marker does not make an Attack.



The Attack has an Area of Effect that is centered on the Target Space. Fortune gains 2 white Shield Cubes and a Defense Up Status for each LEGION Unit within the Attacks AoE. Note that Fortune cannot hold more than 2 Shield Cubes so she would only receive Defense Up Status after the first LEGION Unit in the AoE.

Action Gadgets



After Fortune uses her Dash Action, she may place a Stunned Status on one LEGION Unit within 1 Space of herself.



After Fortune uses her Sprint Action, she gains a Shield Cube if she has room for it.



Whenever Fortune makes an Attack at 1 Range, the first Aimed Hit or Hit die result gives Fortune a Movement Up Status. Fortune only gains one Movement Up Status if she rolls more than one Aimed Hit and/or Hit.

Passive Gadgets



When Fortune Attacks with her Weapon Action, she may pay an additional yellow Focus Cube before she Attacks to roll an extra Attack Die.



After Fortune Downs an enemy with her Weapon Action, GLORY may immediately Attack another enemy with its Stun Cannon Action.

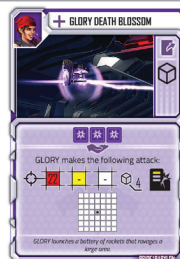


When Fortune performs an Aimed Attack with her Weapon Action, she may use an Aim Bonus gained from rolling an Aimed Hit die result to inflict an additional Hit on the Target. Note that Fortune may still also use another Aimed Hit to use the normal Aim Bonus to inflict an additional Hit. This Gadget essentially lets Fortune use that Aim Bonus twice.

Weapon Gadgets



All LEGION Units within two spaces of Glory gain a Stunned Status.



The Attack must be made from GLORY's Space and has an Area of Effect that is centered on the Target Space. If at least one Space of a Building is within the Attacks AoE, place an Explosion Marker on the building to show it was damaged. The Explosion Marker does not make an Attack.



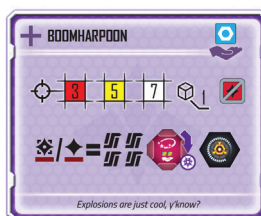
When Fortune is moving, she may use 1 Movement Point to move between two Spaces with a black Wall line between them that she could not normally move through. This may only be used once during the movement.

Mayhem Cards

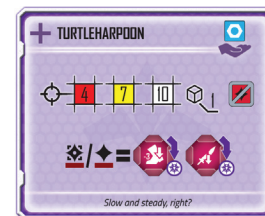
Hardtack's Gadgets and MAYHEM



The Attack never inflicts any Hits. Instead, the first Aimed Hit or Hit die result places a Stunned Status on the Target and moves the Target into one of the three Spaces in front of any MAYHEM Unit. If this places the Target in the air, they will fall and take fall damage. The Target may choose the direction they face after they are teleported.



The Attack never inflicts any Hits. Instead, the first Aimed Hit or Hit die result inflicts 4 Push die results on the Target, places a Stunned Status on them, and places an Explosion Marker face down in the Space they end in after being Pushed.



The Attack never inflicts any Hits. Instead, the first Aimed Hit or Hit die result places a Movement Down Status and an Attack Down Status on the Target.

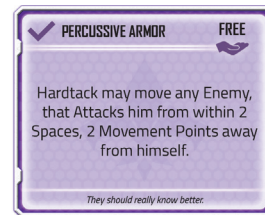
Action Gadgets



If Hardtack has 4 or more red Wound Cubes, he gains a Permanent Defense Up Status. He loses the Status if he ever has less than 4 Wound Cubes.



When Hardtack makes any Attack, he may spend 1 Special die result to remove 1 Wound Cube. This only can be used once per Attack.



If a Unit attacks Hardtack from 1 or 2 Spaces away, Hardtack may Push that Unit two spaces away from himself after the Attack is made.

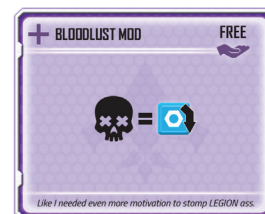
Passive Gadgets



Before Hardtack makes an Aimed Attack with his Weapon Action, Hardtack **may** increase each of his 3 Range values by 2 and gain an Attack Down Status before the Attack is made. Since the Attack Down Status is gained before the Attack roll, it affects the Attack.



Before Hardtack makes an Attack with his Weapon Action, he may pay an additional blue Tech Cube to allow him to re-roll 2 of the Attacks dice, using only the new results. Hardtack may choose to re-roll the same die twice.



After Hardtack Downs an enemy with his Weapon Action, he gains a blue Tech Cube if he has room for it.

Weapon Gadgets



Play this card after Hardtack Downs an adjacent enemy. He may immediately use his Weapon Action again.



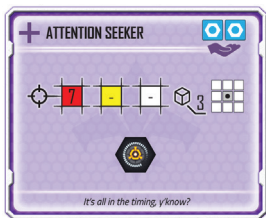
Hardtack may place up to 4 Explosion Markers face down on any Spaces that is up to 6 Spaces away and within his Line of Sight. Hardtack gains 3 Movement Points that he may use either before or after he places the Explosion Markers.



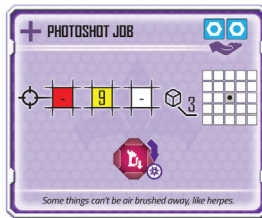
Hardtack targets the side of a building that is within his Line of Sight and along a Space's edge that is within 6 Spaces. The top Level of the building collapses. Each Unit that is within 3 Spaces orthogonally in front of the Wall also has 4 red Attack Dice rolled against them. Hardtack gains 3 Movement Points that he may use either before or after he targets the Wall.

Mayhem Cards

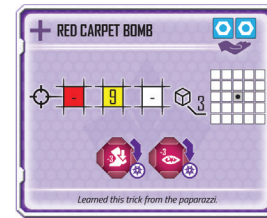
Hollywood's Gadgets and MAYHEM



The Attack has an Area of Effect that is centered on the Target Space. Place an Explosion Marker face down in the Target Space.



The Attack has an Area of Effect that is centered on the Target Space. Each LEGION Unit within the AoE gains a Defense Down Status after the Attack is made.

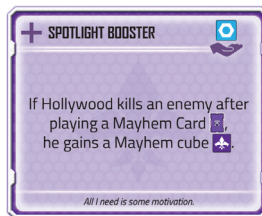


The Attack has an Area of Effect that is centered on the Target Space. Each LEGION Unit within the AoE gains a Movement Down Status and a Range Down Status.

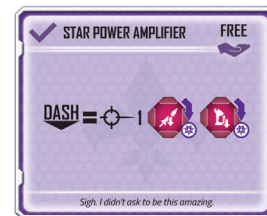
Action Gadgets



Each time that Hollywood loses his last white Shield Cube, he gains a blue Tech Cube if he has room.



Hollywood gains 1 Mayhem Cube if he Downs at least 1 enemy with an Attack on a Mayhem Card or with an Attack after he plays a Mayhem Card on the same Turn. He does not get multiple Mayhem Cubes for Downing more than 1 enemy.

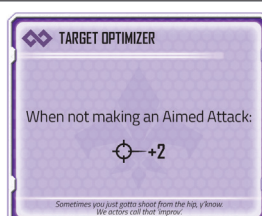


After Hollywood uses his Dash Action, he may place an Attack Down Status and a Defense Down Status on 1 LEGION Unit within 1 Space of himself.

Passive Gadgets



When Hollywood makes an Aimed Attack with his Weapon Action, he may use an Aim Bonus gained from rolling an Aimed Hit die result to gain either a green Speed or yellow Focus cube. Note that Hollywood may still also use another aimed Aimed Hit die result to gain the normal Aim Bonus that gives him a green, yellow, or blue cube.



When Hollywood makes an Attack with his Weapon Action but does not Aim the Attack, he increases each of his Attack's 3 Range values by 2.



After Hollywood uses his Weapon Action, he gains an Attack Up Status. This Status does not affect the Attack since it is gained after the Attack is made.

Weapon Gadgets



Hollywood gains 3 Attack Up and 3 Defense Up Status Markers.



Place a Reference Marker in Hollywood's current Space. At the end of Hollywood's Turn, place an Explosion Marker face down in his Space and move him back to the Space with the Reference Marker.



Play this card at the start of Hollywood's Activation. If Hollywood Downs at least 1 LEGION Unit during his Turn, he gains all the green Speed, yellow Focus, and blue Tech cubes he spent during his Turn. He does not get the 2 Mayhem Cubes back that he spent to use this Card.

Mayhem Cards

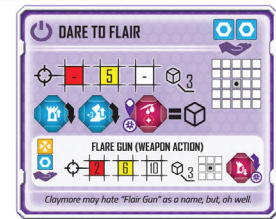
Kingpin's Gadgets and MAYHEM



The Attack has an Area of Effect that is centered on the Target Space. Each LEGION Unit within the AoE gains a Defense Down Status after the Attack is made. Kingpin gains an Attack Up Status and Range Up Status after the Attack. (This Gadget also changes his Weapon Action's Attack.)



The Attack rolls no dice, has a static 5 Range, and has an Area of Effect. Each LEGION Unit within the AoE gains an Attack Down and a Movement Down Status. Kingpin gains a Range Up and 2 Defense Up Status Markers after the Attack. (This Gadget also changes his Weapon Action's Attack. The Attack is delayed until LEGION's Refresh Phase and has an AoE.)



The Attack has an Area of Effect that is centered on the Target Space. If a LEGION Unit being Attacked has a Bleed Status Marker, the Attack rolls an extra die. Kingpin gains a Defense Up and Movement Up Status after the Attack. This Gadget also changes his Weapon Action's Attack. It has an AoE and places a Defense Down Status any LEGION Unit Attacked after the Attack is made.

Action Gadgets



Correction: The card should picture a white Shield Cube well instead of a black Armor Cube well. Kingpin starts the Mission with an extra white Shield Cube on this card. He may remove this Shield Cube like one of his normal Shield Cubes. If he wishes to refresh a Shield Cube onto this card during the Refresh Phase, he must pay 1 blue Tech Cube first.

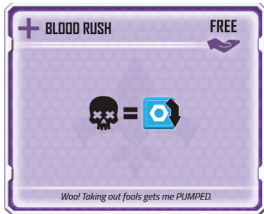


When Kingpin rolls dice for an Action Gadget's Attack, he rolls an additional Attack Die.



After Kingpin uses his Action Gadget, any Units targeted by the Gadget's Attack gain a Bleed Status Marker.

Passive Gadgets



After Kingpin Downs an enemy with his Weapon Action, he gains a blue Tech Cube if he has room for it.



After Kingpin Downs an adjacent enemy with his Weapon Action, he gains a yellow Focus Cube if he has room for it.



If Kingpin has less than 2 blue Tech Cubes when he Attacks with his Weapon Action, he rolls an extra Attack Die.

Weapon Gadgets



All LEGION Units within two spaces and Line of Sight of Kingpin gain a Stunned Status.



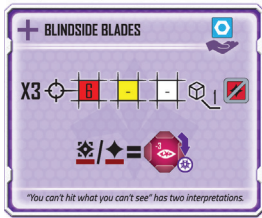
The other two Elite Unit Boards on Kingpin's Team gain an Attack Up, a Defense Up, and a Movement Up Status each.



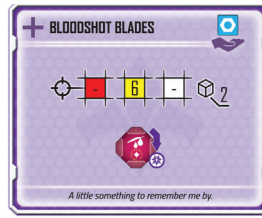
The Attack has an Area of Effect that is centered on the Target Space. Kingpin gains 3 Movement Points that he may use either before or after he Attacks.

Mayhem Cards

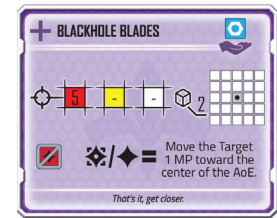
Scheherazade's Gadgets and MAYHEM



Scheherazade makes the Attack three times against the same or different Targets. The Attack never inflicts any Hits. Instead, the first Aimed Hit or Hit die result from each Attack places a Range Down Status on the Target. This can result in up to 3 Range Down Status Markers being placed on the same or different targets.



Scheherazade places a Bleed Status Marker on the Target after the Attack.

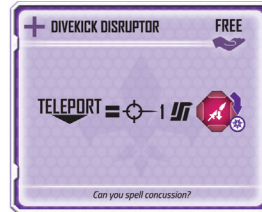


The Attack has an Area of Effect that is centered on the Target Space. The Attack never inflicts any Hits. Instead, the each Aimed Hit or Hit die result allows Scheherazade to move the Target 1 Movement Point closer to the center of the Area of Effect. If the Unit is already in the center or there is another Unit there, the Unit does not move.

Action Gadgets



When Scheherazade Downs an enemy who has a negative Status Marker with her Weapon Action, she gains a Permanent Mayhem Status Marker.

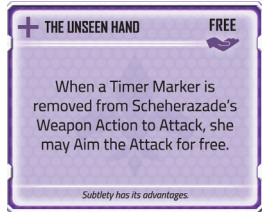


When Scheherazade uses her Weapon Actions Teleport Ability, she may Push and place an Attack Down Status on one adjacent Enemy.



When Scheherazade uses her Weapon Actions Teleport Ability, she inflicts an additional Hit on the target of her Weapon Action's Attack.

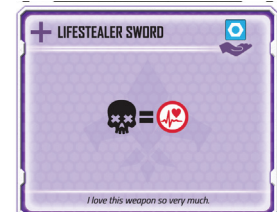
Passive Gadgets



When Scheherazade makes an Attack with her Weapon Action as a result of a Timer Marker being removed from it, she may make the Attack an Aimed Attack without paying the normal additional yellow Focus cube cost for making an Aimed Attack.



When Scheherazade inflicts 2 Aimed Hits and/or Hits with her Weapon Action, she places a Bleed Status on the Target. This may only be done once per Attack. She does not get to place another Bleed Status if she inflicts 4 Aimed Hits and/or Hits in one Attack.



Before Scheherazade makes an Attack with her Weapon Action, she may pay an additional blue Tech Cube to remove a Wound Cube from her Board if she Downs an enemy with her Weapon Action's Attack.

Weapon Gadgets



When Scheherazade plays this Mayhem Card, she places 2 Until Removed Mayhem Timer Markers on it. While there is a Timer Marker on this card, she is considered Cloaked, rolls an extra die when she Attacks with her Weapon Action, and gains an Attack Up Status each time she Downs an Enemy.



Scheherazade may play this card on the LEGION'S Turn after she is Attacked. She ignores all Hit and Push die results from the Attack and may immediately use 6 Movement Points to move.



Scheherazade may Target a LEGION Unit within 6 Spaces of her and within her Line of Sight. She places 3 Disrupt Status Markers on the Unit.

Mayhem Cards

Oni's Gadgets and MAYHEM



Oni may make an Aimed Attack with his Weapon Action at no cost other than the cost of this Card's Action. Oni rolls an additional die and places a Defense Down Status on the Target after the Attack. If he Downs the Target, he gains a blue Tech Cube. Oni does not gain the Movement Points from his Weapon Action.

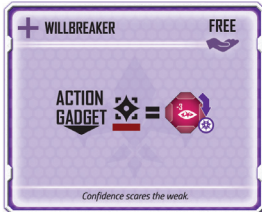


Oni may make an Aimed Attack with his Weapon Action at no cost other than the cost of this Card's Action. Oni rolls an additional die and places 2 Movement Down Status Markers on the Target after the Attack. If he Downs the Target, he gains a blue Tech Cube. Oni does not gain the Movement Points from his Weapon Action.

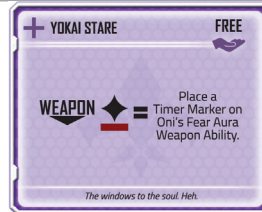


Oni may make an Aimed Attack with his Weapon Action at no cost other than the cost of this Card's Action. Oni rolls an additional die and places a Panic Status on the Target after the Attack. If he Downs the Target, he gains a blue Tech Cube. Oni does not gain the Movement Points from his Weapon Action.

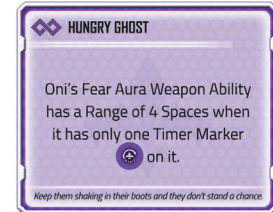
Action Gadgets



The first Aimed Hit that Oni rolls, when he is Attacking with his Action Gadget, places a Range Down Status on the Target.



The first Aimed Hit that Oni rolls, when he is Attacking with his Weapon Action, places a MAYHEM Until Removed Timer Marker on the Weapon Action's Oni's Fear Ability.

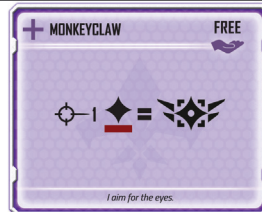


If Oni's Fear Aura only has one Timer Marker on it, its Range is 4 Spaces instead of 2 its normal 2.

Passive Gadgets



Oni may re-roll one of his dice when he Attacks with his Weapon Action.



When Oni Attacks an adjacent Target with his Aim Bonus, the first Hit result he rolls allows him to also choose an Aim Bonus. He gains this additional Aim Bonus whether he is making and Aimed Attack or not.



If Oni pays an additional yellow Focus Cube, he rolls an extra Attack Die when he uses his Weapon Action.

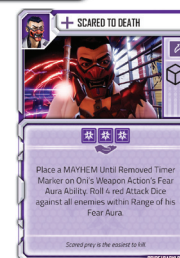
Weapon Gadgets



All LEGION Units within three Spaces and Line of Sight of Oni gain a Panic Status.



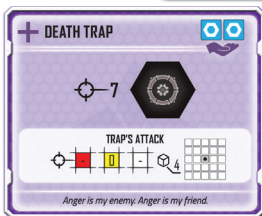
After Oni Downs an Enemy, you may play this card to place a Panic Status Marker on every Unit that is within 3 Spaces and Line of Sight of the Unit that was Downed.



Place a MAYHEM Until Removed Timer onto Oni's Weapon Action's Fear Aura Ability. Then roll a four Red Dice Attack against every LEGION Unit that is within Oni's Fear Aura Ability.

Mayhem Cards

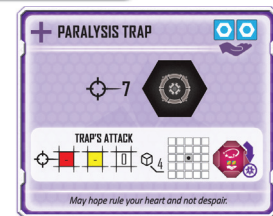
Rama's Gadgets and MAYHEM



Rama makes a Range 7 Attack and places a Trap Marker with its Unarmed side up in the Target Space. The Trap flips to its Armed side at the beginning of LEGION's Refresh Phase. The Trap Triggers with the Attack in the highlighted box if an enemy Unit is ever on the same Level, within LOS, and within 2 Spaces of the Trap. The Trap's Attack has an Area of Effect centered on the Trap.

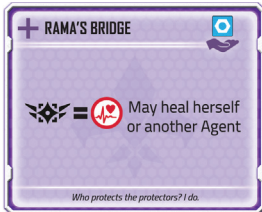


Rama makes a Range 7 Attack and places a Trap Marker with its Unarmed side up in the Target Space. The Trap flips to its Armed side at the beginning of LEGION's Refresh Phase. The Trap Triggers with the Attack in the highlighted box if an enemy Unit is ever on the same Level, within LOS, and within 2 Spaces of the Trap. The Trap's Attack has an Area of Effect centered on the Trap and places a Panic Status Marker on each enemy Attacked.



Rama makes a Range 7 Attack and places a Trap Marker with its Unarmed side up in the Target Space. The Trap flips to its Armed side at the beginning of LEGION's Refresh Phase. The Trap Triggers with the Attack in the highlighted box if an enemy Unit is ever on the same Level, within LOS, and within 2 Spaces of the Trap. The Trap's Attack has an Area of Effect centered on the Trap and places a Stunned Status Marker on each enemy Attacked.

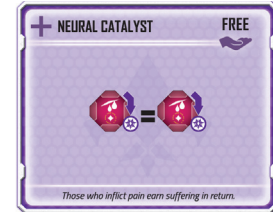
Action Gadgets



When Rama makes an Aimed Attack with her Weapon Action, she may use an Aim Bonus gained from rolling an Aimed Hit die result to remove a Wound Cube from any MAYHEM Unit. Rama must pay the additional blue Tech Cube before she rolls the Attack in order to use this ability.

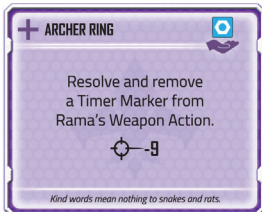


If Rama has less than 2 white Shield Cubes, she gains a Permanent Movement Up Status. She loses the Status if she ever has 2 or more Shield Cubes.

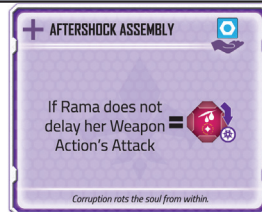


Whenever Rama places a Bleed Status on a Target, she places an additional Bleed Status.

Passive Gadgets



If Rama's Weapon Action has a Timer Marker on it, you may pay a blue Tech Cube to remove and resolve its affect immaterially. However, all 3 of her Weapon Action's Ranges are reduced by 9.



If Rama chooses not to place a Timer Marker on her Weapon Attack Action when she uses it, her Weapon Action Attack places a Bleed Status on the Target.



When Rama performs an Aimed Attack with her Weapon Action, she may use an Aim Bonus gained from rolling an Aimed Hit die result to inflict an additional Hit on the Target. Note that Rama may still also use another Aimed Hit to use the normal Aim Bonus to inflict an additional Hit. This Gadget essentially lets Fortune use that Aim Bonus twice.

Weapon Gadgets



Rama Targets a LEGION Unit up to 10 Spaces away and within Line of Sight and places two Bleed Status Markers on them. While there are Timer Markers on this card, any LEGION Unit that is Downed and has a Bleed Status, places a Bleed Status on every LEGION Unit within 2 Spaces of the Downed Unit.



Rama removes up to two red Wound Cubes from every MAYHEM Unit within three Spaces and Line of Sight of Rama, including herself.



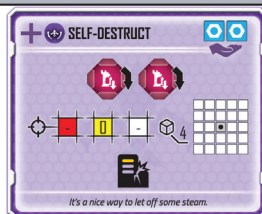
Play when Rama Attacks with her Weapon Action. Rama ignores Cover (no Attack Penalty) and Line of Sight when she makes the Attack. Rama must still be able to trace a path to the Target that is not blocked off by a Wall. The Attack uses the number of Spaces of the Path as the Range.

Mayhem Cards

Redcard's Gadgets and MAYHEM



After Redcard pays for this Action, place a Mayhem When Removed Timer Marker on this Card. When the Timer Marker is removed, Redcard gains 2 Defense Down Status Markers and makes the Attack which has an Area of Effect centered on his own Space. The first Aimed Hit or Hit die result removes 1 Wound Cube from Redcard. Place an Explosion Marker face up on a building if at least one Space of a Building is within the Attacks AoE. The Explosion Marker does not make an Attack.

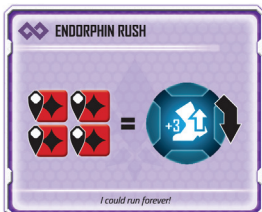


After Redcard pays for this Action, place a Mayhem When Removed Timer Marker on the Gadget Card. When the Timer Marker is removed, Redcard gains 2 Defense Down Status Markers and makes the Attack which has an Area of Effect centered on his own Space. Place an Explosion Marker face up on a building if at least one Space of a Building is within the Attacks AoE. The Explosion Marker does not make an Attack.



After Redcard pays for this Action, place a Mayhem When Removed Timer Marker on the Gadget Card. When the Timer Marker is removed, Redcard gains 2 Defense Down Status Markers and makes the Attack against a single Target Space. If the Target Space is in a building, place an Explosion Marker face up in the Space. The Explosion Marker does not make an Attack.

Action Gadgets



If Redcard has 4 or more red Wound Cubes, he gains a Permanent Movement Up Status. He loses the Status if he ever has less than 4 Wound Cubes.



If Redcard has 4 or more red Wound Cubes, he gains a Permanent Attack Up Status. He loses the Status if he ever has less than 4 Wound Cubes.



If Redcard has 4 or more red Wound Cubes, he ignores the effects of any negative Status Markers that he has or receives. He loses this immunity if he ever has less than 4 Wound Cubes.

Passive Gadgets



After Redcard uses his Action Gadget, he gains either a green Speed or yellow Focus Cube.

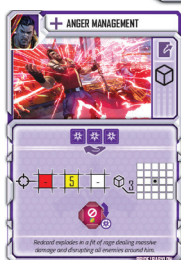


When there is a Special Refresh Symbol on the Refresh Card, Redcard gains a green Speed and yellow Focus Cubes during the Refresh Phase.



When Redcard Attacks with he Weapon Action, he may pay an additional yellow Focus Cube before he Attacks to roll an extra Attack Die.

Weapon Gadgets



The Attack has an Area of Effect that is centered on the Target Space. Each LEGION Unit within the AoE gains a Disrupt Status after the Attack is made.



Redcard gains 6 Movement Points. He may use these MP to move through Walls. He may also move into an enemy Unit's Space. When he moves into an enemy Unit's Space, he Pushes the enemy 1 Space away and places a Stunned Status on them. You may move into a enemy's Space multiple times but the enemy does not receive more Stunned Status Markers after the first.



Redcard gains a Movement Up, Attack Up and Defense Up Status Markers.

Mayhem Cards

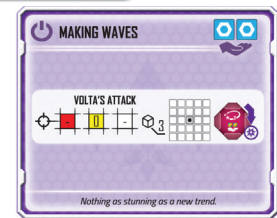
Joule's Gadgets and MAYHEM



When a LEGION Unit attacks Joule, Joule may pay a blue Tech Cube before the Attack is made to force the LEGION Unit to attack VOLTA instead. VOLTA ignores the first Hit from the Attack.



Joule may pay a blue Tech Cube to have VOLTA attack with its Blaster Action.



VOLTA makes the Attack in the highlighted box. The Attack has an Area of Effect that is centered on VOLTA. Each LEGION Unit within the AoE gains a Stunned Status.

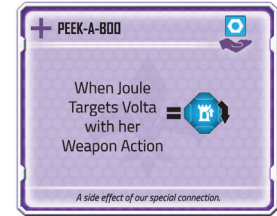
Action Gadgets



VOLTA is deployed with an Additional Armor Cube.

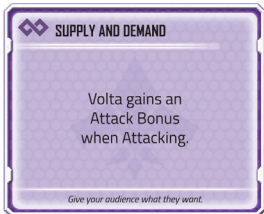


Joule may use VOLTA's Deploy Action for only 1 blue Tech Cube instead of the normal 2. However, VOLTA is Deployed with one fewer Armor Cubes.



When Joule Targets VOLTA with her Weapon Action, Joule gains a Defense Up Status if she pays 1 blue Tech Cube.

Passive Gadgets



VOLTA always gains an extra Attack Bonus when it Attacks.



When VOLTA is downed, place an Explosion Marker face down in the Space VOLTA was Downed in.



When Joule Attacks with her Weapon Action, she may pay an additional blue Tech Cube before she Attacks to roll an extra Attack Die.

Weapon Gadgets



Place 3 MAYHEM Until Removed Markers on this Card. As long as there are Timer Markers on this card, VOLTA's Attacks Target every Enemy in LOS and Range and it rolls an additional Attack Die. VOLTA Ignores the first Hit from each Attack.



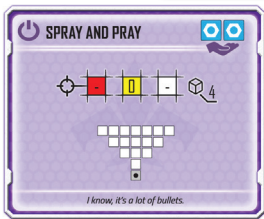
VOLTA Attacks with an Area of Effect that is centered on itself. After the Attack, VOLTA is Downed and removed from the Map.



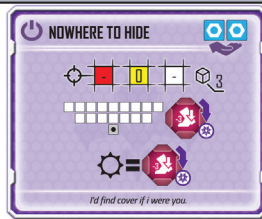
Joule makes an Attack with a range of 8 that places three Range Down Status Markers on the targeted LEGION unit.

Mayhem Cards

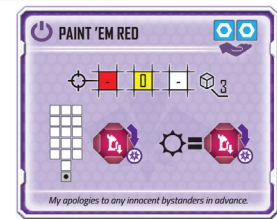
Gat's Gadgets and MAYHEM



Gat Attacks with an Area of Effect that has an origin on himself and projects in front of him.



Gat Attacks with an Area of Effect that has an origin on himself and projects in front of him. Each LEGION Unit within the AoE gains a Movement Down Status after the Attack is made. Gat may also spend a Special die result to place a Defense Movement Status on the LEGION Unit being Attacked.

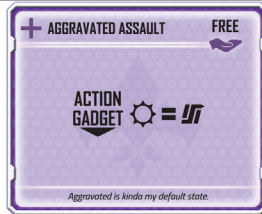


Gat Attacks with an Area of Effect that has an origin on himself and projects in front of him. Each LEGION Unit within the AoE gains a Defense Down Status after the Attack is made. Gat may also spend a Special die result to place a Defense Down Status on the LEGION Unit being Attacked.

Action Gadgets



Gat gains a yellow Focus Cube after he uses his Action Gadget.



When Gat uses his Action Gadget and he may spend a Special die result to inflict a Push die result on the Target.



Gat gains a Move Up Status when he Downs an adjacent enemy. He may use the extra MP it gives him immediately.

Passive Gadgets



Gat gains a blue Tech Cube when he Downs an enemy with his Weapon Action.



When Gat Attacks with his Weapon Action, he may pay an additional yellow Focus Cube before he Attacks to roll an extra Attack Die.



When Gat Attacks with his Weapon Action, he may spend a Special die result to place Disrupt Status on the Target.

Weapon Gadgets



Place 2 LEGION When Removed Timer Markers and 1 MAYHEM When Removed Timer Marker on this card. When the card is played, Gat may Attack any Target within Line of Sight, at any Range, and in any direction (even on his Flank) with a 4 red die Attack. He also gains 6 Movement Points that he may use before or after he Attacks. Whenever a timer Marker is removed from the card, Gat may make the Attack again. However, Gat may not use any other Action while their is at least one Timer Marker on the Card.



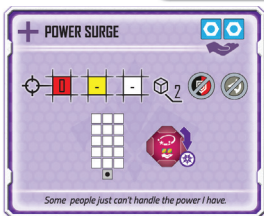
If Gat is on a Vehicle Tile, he may use his Weapon Action's Attack without paying its cost.



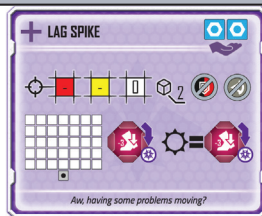
Gat may deal 3 Hits to an adjacent Target without needing to make a roll.

Mayhem Cards

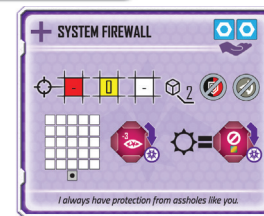
Safeword's Gadgets and MAYHEM



Safeword Attacks with an Area of Effect that has an origin on herself and projects in front of her. The Attack does not gain Attack Penalties from Cover and does not need Line of Sight on the Target (it can Attack through walls). Each LEGION Unit within the AoE gains a Stunned Down Status after the Attack is made.



Safeword Attacks with an Area of Effect that has an origin on herself and projects in front of her. The Attack does not gain Attack Penalties from Cover and does not need Line of Sight on the Target (it can Attack through walls). Each LEGION Unit within the AoE gains a Movement Down Status after the Attack is made. Safeword may also spend a Special die result to place a Movement Down Status the Target.



Safeword Attacks with an Area of Effect that has an origin on herself and projects in front of her. The Attack does not gain Attack Penalties from Cover and does not need Line of Sight on the Target (it can Attack through walls). Each LEGION Unit within the AoE gains a Range Down Status after the Attack is made. Safeword may also spend a Special die result to place a Range Down Status the Target.

Action Gadgets



As long as Safeword has a LEGION When Removed Timer Marker on her Board, she gains a Permanent Defense Up Status. She loses the Status as soon as she does not have a LEGION When Removed Timer Marker.



After Safeword Attacks with her Weapon Action, she places a Defense Down Status on the Target of the Attack and gains an Attack Up Status.



If Safeword delays her Weapon Action's Attack, the first Aimed Hit or Hit die result she rolls gains her a white Shield Cube.

Passive Gadgets



If Safeword delays her Weapon Action's Attack and Attacks an adjacent Target, she rolls an extra Attack Die and inflicts an additional Push die result.



When Safeword Downs an enemy with her Weapon Action, she gains a random positive Status Marker.



When Safeword Attacks with her Weapon Action, she may pay an additional yellow Focus Cube before she Attacks to roll an extra Attack Die.

Weapon Gadgets



Target an enemy Unit within 6 Spaces of Safeword. Safeword may move the Target with 6 Movement Points and then Attack the Unit and any other Units within 2 Space of the Target with 4 red die Attacks.



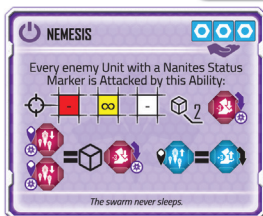
Safeword may use move each Ad Drone Vehicle 6 Movement Points and then place an Explosion Marker in one of the Ad Drone's Spaces. Every Ad Drone is then Downed and removed from the Map.



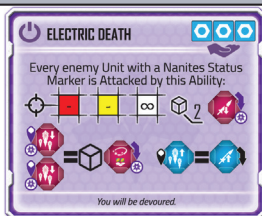
Safeword may place any 1 Status Marker on 3 different LEGION Units. Different Status Markers may be placed on each Unit. She does not need LOS on the LEGION Units.

Mayhem Cards

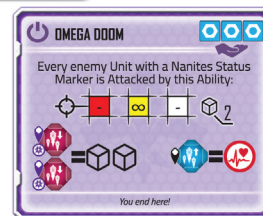
Lazarus's Gadgets and MAYHEM



Each enemy with a Nanite Down Status is Attacked. No LOS is needed. Each enemy Attacked receives a Movement Down Status. An enemy with multiple Nanites Status Markers is only Attacked once but has an extra Attack Die rolled against them and gains another Movement Down Status. If Lazarus has at least one Nanite Up Status, she gains a Movement Up Status.

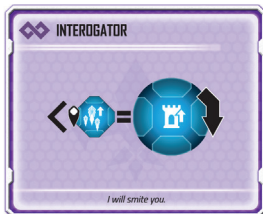


Each enemy with a Nanite Down Status is Attacked. No LOS is needed. Each enemy Attacked receives an Attack Down Status. An enemy with multiple Nanites Status Markers is only Attacked once but has an extra Attack Die rolled against them and gains a Stunned Status. If Lazarus has at least one Nanite Up Status, she gains an Attack Up Status after the Attack.

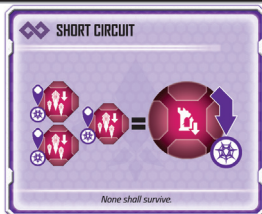


Each enemy with a Nanite Down Status is Attacked. No LOS is needed. An enemy with multiple Nanites Status Markers is only Attacked once but has an extra 2 Attack Die rolled against them. If Lazarus has at least one Nanite Up Status, she may remove a Wound Cube from her Board.

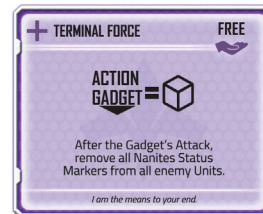
Action Gadgets



If Lazarus has no Nanite Up Status Markers on her Board, she gains a Permanent Defense Up Status. She loses the Status if she ever gains back a Nanite Up Status.

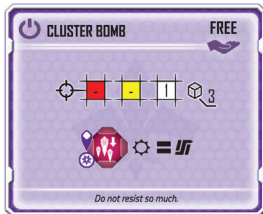


If an enemy has 3 or more Nanite Down Status Markers, it gains a Permanent Defense Down Status. It loses the Status if it ever has fewer than 3 Nanite Down Status Markers.

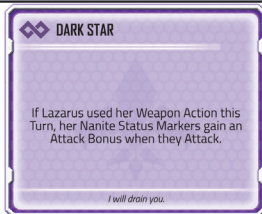


Lazarus rolls an extra die when she Attacks with her Action Gadget. After all the Gadget's Attacks are finished, Lazarus removes all Nanite Down Status Markers from enemy Units and places them back on her Board as Nanite Up Status Markers.

Passive Gadgets



When Lazarus uses her Weapon Action, she Attacks with this card's Attack before placing a Nanites Down Status on the Target as normal. If the Target already has a Nanites Down Status, Lazarus may use a Special die result to inflict an additional Push die result on the Target.



If Lazarus uses her Weapon Action, when her Nanites Attack during that Turn's Refresh Phase, their Attack receives an Attack Bonus. Multiple Nanite Down Status Markers on an enemy each receive one Attack Bonus.



Lazarus starts the Mission with 1 less Nanite Up Status Marker on her Board than normal. Each Nanite Down Status Marker on an enemy rolls a red d12 Attack Die instead of their normal white d6 Attack Die.

Weapon Gadgets



Place 2 LEGION When Removed Timer Markers and 1 MAYHEM When Removed Timer Marker on this card. When the card is played, Lazarus may place a Nanites Status from her Board on an enemy within 3 Spaces of herself and within her Line of Sight. She may do this again every time a Timer Marker is removed from the card as long as she has a Status Marker on her Board.



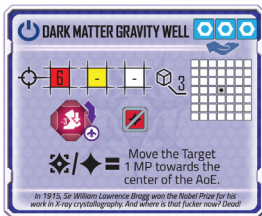
Lazarus gains any two Status Markers. She may not gain Nanite Status Markers.



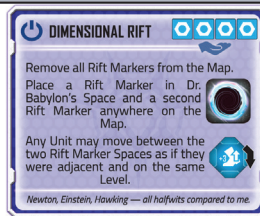
All Nanite Down Status Markers immediately roll their Attack against the enemies they are Attached to. They still get to Attack again during the Status Phase.

Mayhem Cards

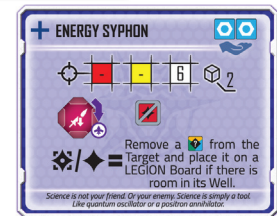
Babylon's Gadgets and MAYHEM



The Attack has an Area of Effect that is centered on the Target Space. Each MAYHEM Unit within the AoE gains a Movement Down Status. The Attack never inflicts any Hits. Instead, the each Aimed Hit or Hit die result allows Babylon to move the Target 1 Movement Point closer to the center of the Area of Effect. If the Unit is already in the center or there is another Unit there, the Unit does not move.



Dr. Babylon gains a Movement Up Status Marker. If there are already Rift Markers on the Map, they are removed. Dr. Babylon then places one Rift Marker in his Space and another Rift Marker in any other Space on the Map. He does not need Line of Sight on the Space. Any LEGION or MAYHEM Unit may move between the two Spaces as if they were adjacent. Units may not make Attacks through the Rift.



The Attack never inflicts any Hits. Instead, the each Aimed Hit or Hit die result allows Babylon to remove a green Speed, yellow Focus, or blue Tech Cube from the Targets board and place it on a LEGION Board. If no LEGION Board has room for the Cube, it is discarded. If Babylon Attacks an Ally with this Gadget, the Cube is removed from the Board the Ally is attached to. The Target also receives an Attack Down Status.

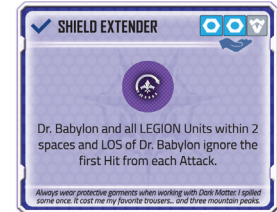
Action Gadgets



Dr. Babylon's Block Action costs only 1 blue Tech Cube instead of 1 blue Tech Cube and 1 yellow Focus Cube.



At any time, Dr. Babylon may spend 2 blue Tech Cubes to gain a purple Mayhem Cube. He must have room for the Mayhem Cube.



At any time, Dr. Babylon may spend 2 blue Tech Cubes and a white Shield Cube to place a Mayhem Until Removed Timer Marker on this Card. While the Timer is on this card, Dr. Babylon and any other Unit within 2 Spaces and LOS of Dr. Babylon may ignore the first Hit from each Attack that is made on them. Note that Dr. Babylon can use this Ability after the Target of an Attack is declared but before the Attack Dice are rolled.

Passive Gadgets



When Babylon Attacks with his Weapon Action, he may ignore Attack Penalties caused by Cover and places a Defense Down Status on the enemy. If the Target Space is on a Building's Space, place an Explosion Marker face up on the building to show it was damaged. The Explosion Marker does not make an Attack.



When Babylon Attacks with his Weapon Action, he does not need a direct LOS on the Target. Instead, he may trace any path to the Target that is not blocked by a Wall. The range of the Attack is determined by the length of the path and the Attack comes from the direction of the last Space the path takes before it reaches the Target when determining Cover. Babylon may also reroll one of the Attack Dice, using only the new result, and places an Attack Down Status on the Target.



When Babylon Attacks with his Weapon Action, he places an Explosion Marker face down in the Target Space and places a Movement Down Status on the Target.

Weapon Gadgets



Draw a Random Dooomsday Tile from the box and place it anywhere on the Map. You may choose to use either side of the Dooomsday Tile.



Dr. Babylon Places the Golem Mini on the Map so that one of the Golem's Spaces is within 6 Spaces of himself. The Golem may not be placed Indoors. He gains the Golem Ally Board.

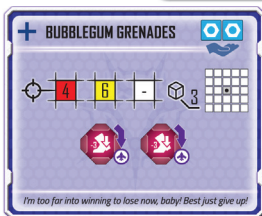


Correction: This card should have a "Roll Die" Universal Use that lets you roll an extra die to any Attack.

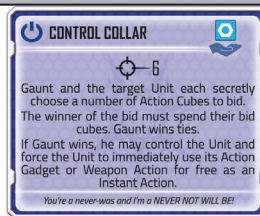
Dr. Babylon may play this card after an Attack Roll is made against him. He ignores all results of the roll and then immediately uses the listed Attack against any Target.

Mayhem Cards

Gaunt's Gadgets and MAYHEM



The Attack has an Area of Effect that is centered on the Target Space. Each enemy within the AoE gains 2 Movement Down Status Markers.



Gaunt makes a Range 6 Attacks against a MAYHEM Unit. Each Player secretly bids a number of Action Cubes that they have available. The winner spends their Cubes and Gaunt wins ties. If Gaunt Wins, he controls them and may force them to use their Weapon Action or Action Gadget for free. Effects on the Action that usually affect LEGION affect Mayhem instead and vice versa.

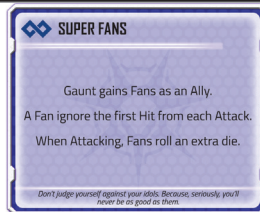


The Attack places a Bleed Status on the Target. Each Push die result rolled not only Pushes the Target but also adds a Hit die result and allows Gaunt to re-roll the die. He may continue re-rolling and accumulating Push and Hit die results as long as he rolls Push die results.

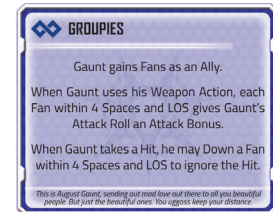
Action Gadgets



Gaunt gains Fans as an Ally. Place the Fan Ally Board next to Gaunt's Board. When a Fan is Downed, place an Explosion Marker face down in its Space. A Fan is automatically Downed after it Attacks, placing an Explosion Marker.

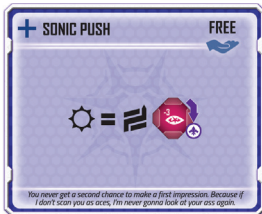


Gaunt gains Fans as an Ally. Place the Fan Ally Board next to Gaunt's Board. A Fan ignores the first Hit from each Attack and rolls an extra Attack Die when it Attacks.

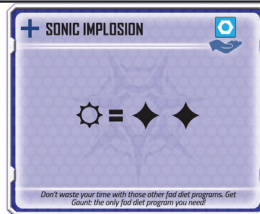


Gaunt gains Fans as an Ally. Place the Fan Ally Board next to Gaunt's Board. When Gaunt Attacks, he gains 1 Attack Bonus for each Fan within 4 Spaces and LOS of himself. When Gaunt is Attacked, he may choose to Down a Fan within 4 Spaces of himself to ignore all the Hits (and Aimed Hits). He may choose to do this after the Attack roll is made.

Passive Gadgets



When Gaunt uses his Weapon Action, he spend a Special die result to add an additional Push die result and place a Range Down Status on the Target.



When Gaunt uses his Weapon Action and pays an additional blue Tech Cube, he may spend a Special die result to add two Hit die results.



When Gaunt uses his Weapon Action, he may choose to spend a blue Tech Cube to re-roll 1 Attack Die after he rolls the Attack, using only the new result. Gaunt may use this any number of times during an Attack since it is an Anytime Action.

Weapon Gadgets



Every Gaunt Fan on the Map may immediately use its Move and Attack action in either order. This effectively lets them Move and Attack twice in a Turn.



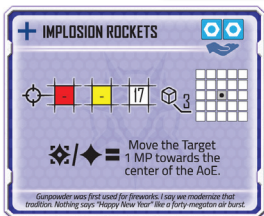
Place up to four Fans in any empty Spaces on the same Map Tile as Gaunt.



Place 8 Explosion Markers face down on any 8 different Explosions Symbols on the Map that do not already have an Explosion Marker on them.

Mayhem Cards

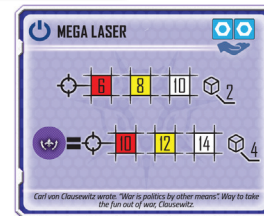
Hammersmith's Gadgets and MAYHEM



The Attack has an Area of Effect that is centered on the Target Space. Each Aimed Hit or Hit die result allows Hammersmith to move the Target 1 Movement Point closer to the center of the Area of Effect. If the Unit is already in the center or there is another Unit there, the Unit does not move.

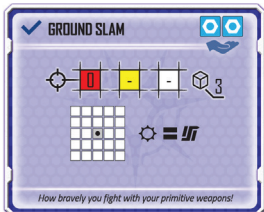


Make a Range 20 Attack. Place an Explosion Marker face down in the target Space. Also place a MAYHEM When Removed Timer Marker on the Explosion Marker. When the Explosion Marker would normally be revealed and Attack, LEGION may choose instead to remove the Timer Marker and the Explosion Marker and pay the 1 blue Tech Cube to perform the Action again. Since the Marker is a Mayhem Timer Marker, the Explosion Marker has to Attack as normal if it is revealed on LEGION's Refresh Phase.



Hardtacks Attacks with the top Attack and places a MAYHEM When Removed Timer Marker on this card. When the Timer Marker is Removed, make the second Attack. This Attack costs nothing extra.

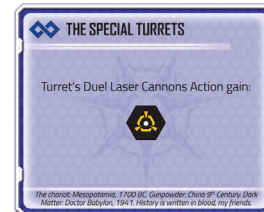
Action Gadgets



The Attack has an Area of Effect that is centered on Gaunt. Spend a Special die result to add an additional Push die result to an Attack Roll.



Hammersmith's Mines are not only triggered by and Attack enemies on the same Level, they also are Triggered by and Attack any Enemy that moves (jumps) above its Area of Effect.



LEGION Hell Turrets place an Explosion Marker face down in the Space they Attack with their Duel Laser Cannons Action.

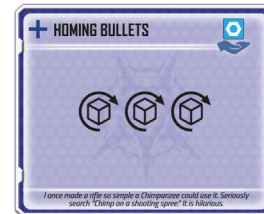
Passive Gadgets



When Hammersmith uses his Weapon Action against an adjacent Target, he may spend a Special die result to add two Hit die results.



After Hammersmith chooses a Target for his Weapon Action's Attack, he places a When Removed Status Marker on this card and delays completing his Weapon Action (both the movement and the Attack). The Target that would that would have been Attacked receives a Movement Down Status. When the Timer is removed, Hammersmith complete his Weapon Action roll an extra die when he Attacks.



Before Hammersmith makes an Attack with his Weapon Action, he may pay an additional blue Tech Cube to allow him to re-roll 3 of the Attacks dice, using only the new results. Hammersmith may choose to re-roll the same die multiple times.

Weapon Gadgets



Draw a Random Doomsday Tile from the box and place it anywhere on the Map. You may choose to use either side of the Doomsday Tile.



Every Hell Trooper on the Map gains an Attack Up Status.



Hammersmith Activates all of his Mine Markers and they Attack all enemies within four Spaces, on the same Level, and within Line of Sight of themselves. Each Mine in or on top of a building Collapses 1 Level.

Mayhem Cards

Minion Cards



Dark Matter Rifle: 2 extra Hell Troopers can Attack at no extra cost.
Dark Matter Grenade: The Hell Trooper Attacks a Space and places an Explosion Marker face down in the Space with a Defense Down Status on top of the Explosion Marker. Every Unit Attacked by the Explosion Marker gain a Defense Down Status.



Lunge: Use this Action when the Swarm Trooper is Attacking with its Knives Action. Increase the short red Range of the Swarm Troopers Knives Action. Both the cost of the Knives Action and the Lunge Action must be paid.



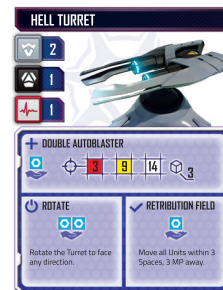
Gun Kata: Use this Action when the Blitz Trooper is Attacking with its Dual SMGs Action. The Blitz Trooper may Attack each enemy within the Attack's Range and the Blitz Trooper's LOS. The Blitz Trooper may Attack enemies in both its Front and its Flank. Both the cost of the Dual SMGs Action and the Gun Kata Action must be paid.



Dark Matter Sniper Rifle: After the Action is paid for, delay the Action and place a MAYHEM When Removed Timer Marker on the Action. Complete the Attack when the Timer Marker is removed. If the Attack is Aimed, a Aimed Hit may be spent to place Disrupt Status on the Target.
Dark Matter Grenade: The Snipe Trooper Attacks a Space and places an Explosion Marker face down in the Space with 2 Movement Down Status Markers on top of the Explosion Marker. Every Unit Attacked by the Explosion Marker gain 2 Movement Down Status Markers.
Cloak: Place a LEGION Until Removed Timer Marker on this Action. Until the Timer is removed, the Snipe Trooper cannot be Targeted by Attacks, except by an Area of Effect Attack. The Timer is removed if the Snipe Trooper Attacks.



Missile Blaster: Each Hit (not Aimed Hits) places a Movement Down Status on the Target.
Ground Pound: That Attack Targets everything in Range and in Front of the Shock Trooper, even if the Target is not in Line of Sight or behind a Wall. The Shock Trooper may choose to delay the Attack and place a MAYHEM When Removed Timer Marker on the Action. When the Timer is removed, the Shock Trooper may use 3 Movement Points to move and complete the Attack.



Retribution Field: The Hell Turret may use this at any time, including after an enemy pays for its Attack but before it rolls the Attack Dice.



A Hell Trooper within two Spaces of any other LEGION Unit may take all the Hits dealt to that Unit instead.



If a Swarm Trooper deals damage with its Main Attack on an enemy, place 3 Movement Down Status Markers on the enemy.



When the Blitz Trooper Attacks, it does not have to remove all Armor Cubes before placing Wound Cubes and may choose in which Wells those Wound Cubes are placed on the Target.



A Shock Trooper may ignore All Hits and Push Results from one Attack against it after the roll is made.



You may Move a Hell Turret to any Space without a Unit already in it.



The Snipe Trooper may ignore walls and Line of Sight for one Attack.