

# ADDITIONAL RULES

## SMALL GARBAGE PILE

Garbage piles are 2-hex and 3-hex terrain pieces treated as a low obstacle, with one notable difference:

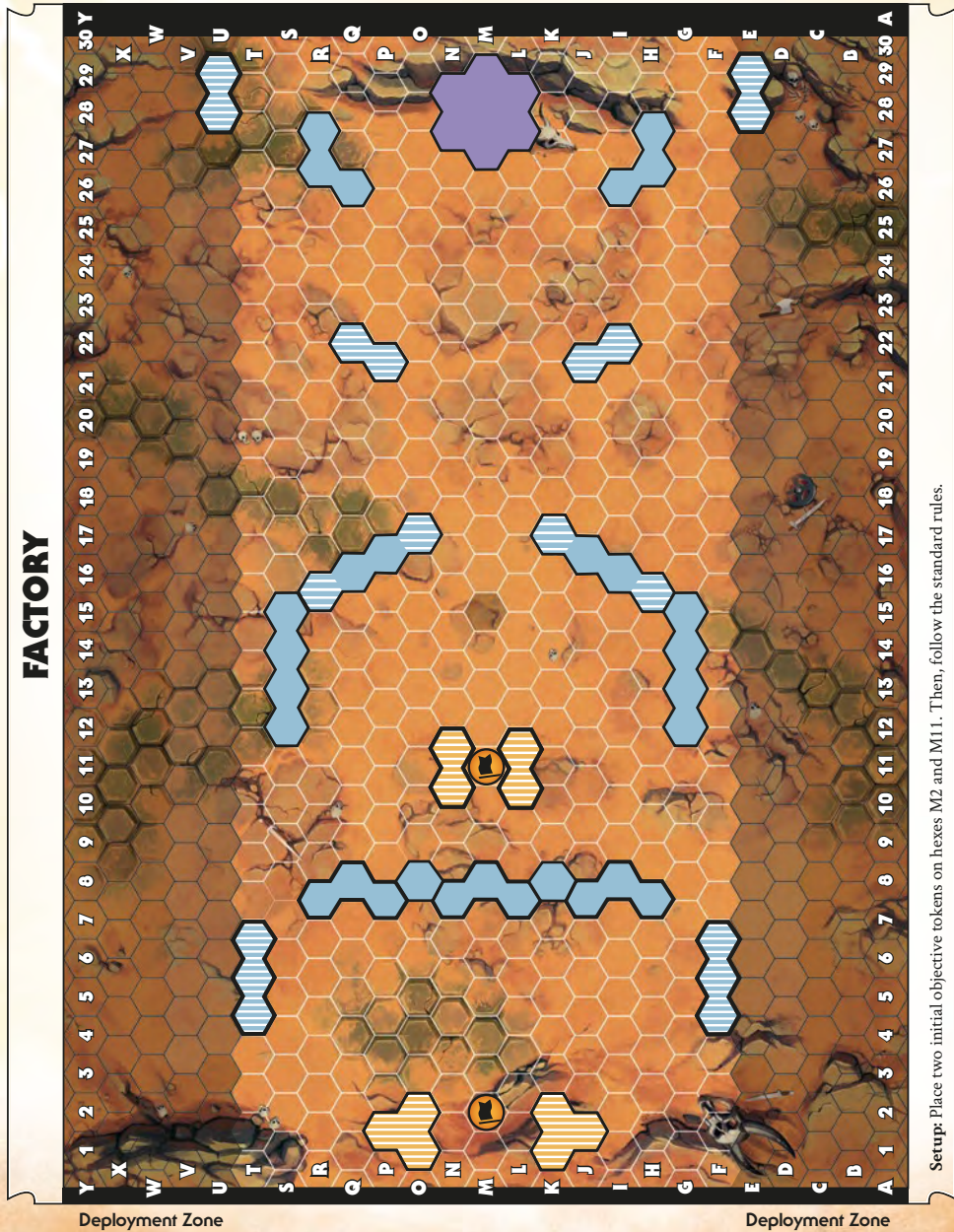
- When a garbage pile stops a pushed or pulled character, that character receives one wound.



## ENDLESS GARBAGE PILE

An endless garbage pile is a 7-hex terrain piece treated as a low obstacle, with one notable difference:

- An endless garbage pile can be attacked.
- When the player reduces the health of the endless garbage pile piece to 0, they remove it from its current spot and immediately place it elsewhere on the battleground. An endless garbage pile can only be placed on empty hexes.



Setup: Place two initial objective tokens on hexes M2 and M11. Then, follow the standard rules.



## WAVE 9

Version 1.0 ENG

Real power can't be faked. Skeletor can try his best, but he will never be able to replicate the power of He-Man! Or will he? Clamp Champ stands against the Faker to prove that an imitation is always worse than the original. However, this evil robot looks quite intimidating.

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ATTACKING THE ENDLESS GARBAGE PILE

A character can perform an attack action against the endless garbage pile. The endless garbage pile has 2 health, 2 toughness, and 0 mind. The endless garbage pile does not have arcs, so it cannot be the target of flank attacks. Although characters standing on the hexes adjacent to the garbage pile can perform melee attacks against it, they are not considered engaged with it.

FAQ

CLAMP CHAMP SKILLS

All allies benefiting from Clamp Champ's skills must be within his line of sight.



STEEL BRACERS

A character wearing Steel Bracers does not provoke attacks of opportunity but still has to end their movement once they enter an enemy zone of control.

DOOMSEEKER

Doomseeker provides a free re-roll when the targeted enemy is within 8" of a character equipped with a Doomseeker.



ACCURACY

Accuracy affects the next ranged attack performed during the current activation or interruption. This attack rolls no dice, and players assume that the attack tests end up with 4 successes. The targeted character still makes a defence test. This attack consumes focus, even if it has no benefit from it.



REGULAR DEBUFFS

As regular debuffs, we understand the following debuffs:



Cripple



Blind



Knockdown

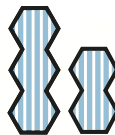
BATTLEGROUND TERRAIN



High Obstacle  
(4-hex piece)



Mixed Height Obstacle  
(4-hex piece)



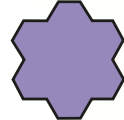
Low Obstacle



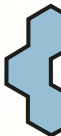
Small Garbage Pile  
(2-hex piece)



Small Garbage Pile  
(3-hex piece)



Endless Garbage Pile  
(7-hex piece)



High Obstacle  
(3-hex piece)



Mixed Height Obstacle  
(3-hex piece)

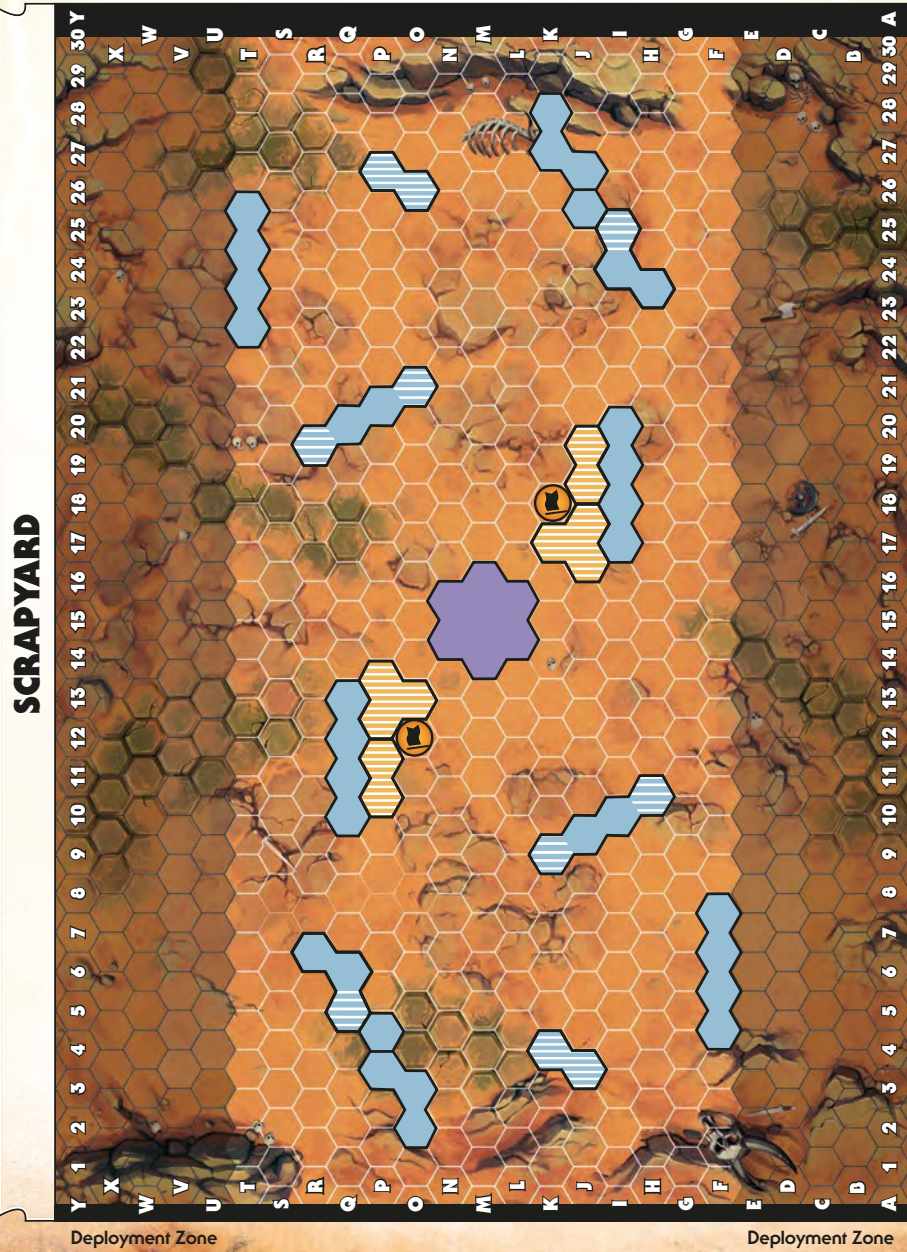


Column  
(1-hex piece)



Objective  
Token

STANDARD BATTLEGROUND



Setup: Place two initial objective tokens on hexes O12 and K18. Then, follow the standard rules.