

## Class 0 SMALL



Life: 1

Restrictions: • (None)

Glyphs, Equipment, any small, hand-held type of object

Pickup Cost: 1 (Same space)  
Move: -  
Defense: -  
*\*Optional: Includes picking up Small or Tiny characters.*

Throw: (Not Allowed)  
Can only be Tossed

Smash: (Not Allowed)

Toss Range: **Figures without Super STR**  
5 Horizontal  
2 Stories (12 vertical)

Toss Range: **Figures with Super STR**  
12 Horizontal  
8 Stories (48 vertical)

**1. To Toss:** Instead of attacking you can toss a Class 0 object. Roll one die, on a skull destroy the tossed object.  
**2. To Catch:** If the tossed Class 0 object is not destroyed when tossed roll one die, on a skull the object may be caught. If you roll a shield or a blank the object lands on the ground; thrower places the object in an unoccupied, same level space adjacent to the intended target.

## Class 1 MEDIUM

Life: 1

Restrictions: • Super STR

Pickup Cost: 1 (Adjacent space)  
Move: -1  
Defense: -1

*\*Optional: Includes picking up Medium characters.*

Throw: Normal Attack  
Throw Range: 10 Horizontal  
6 Stories (36 levels vertical)

Smash: Normal Attack +1  
Target Defense -1

(Target same level, or Attackers Height higher or lower.)

| OBJECT  | HEIGHT | DEFENSE | SETUP              |
|---|--------|---------|--------------------|
| <b>Street Sign</b><br>• No Movement penalty to carry.                                 | 4      | 0       | Junction           |
| <b>Wreckage</b>   | 3      | 0       | Space              |
| <b>Burning Wreckage</b><br>• 1 die unblockable damage to pick up, 1 extra attack die. | 3      | 0       | Space              |
| <b>Trash Can</b>  | 2      | 1       | Space or 1/2 space |
| <b>Mail Box</b>   | 2      | 2       | Space or 1/2 space |
| <b>Oil Drum</b><br>• Explodes when destroyed: attack 3. Affects all adjacent figures. | 2      | 3       | Space or 1/2 space |
| <b>Park Bench</b>   | 1      | 1       | Space or 1/2 space |
| <b>Fire Hydrant</b><br>• Creates 3 shallow water spaces.                              | 1      | 4       | Junction           |



## Class 2 LARGE

Life: 1

Restrictions: • Super STR  
• Life 4+ (Double the class)  
• Not Tiny figures

Pickup Cost: 2 (Adjacent space)  
Move: -2  
Defense: -2

*\*Optional: Includes picking up Large characters.*

Throw: Normal Attack +1  
Throw Range: 8 Horizontal  
4 Stories (24 levels vertical)

Smash: Normal Attack +2  
Target Defense -2

(Target same level, or Attackers Height higher or lower.)

| OBJECT  | HEIGHT | DEFENSE | SETUP              |
|---|--------|---------|--------------------|
| <b>Car/Truck</b><br>• Affects 3 spaces in a straight line.<br>• Creates 3 spaces of wreckage, middle space burning.                         | 3      | 6       | 3 spaces           |
| <b>Building AC Unit</b><br>• Creates 1 space of wreckage.   | 3      | 3       | Space              |
| <b>Telephone Pole</b><br>• <b>Throw:</b> Attack a single figure.<br>• <b>Smash:</b> Attack a single figure, or 4 spaces in a straight line. | 12     | 3       | Junction           |
| <b>Phone Booth</b><br>• <b>Throw:</b> Attack a single figure.<br>• <b>Smash:</b> Attack a single figure, or 2 spaces in a straight line.    | 5      | 2       | Space or 1/2 space |



## Class 3 HUGE

Life: 1

Restrictions: • Super STR  
• Life 6+ (Double the class)  
• Not Tiny figures

Pickup Cost: 3 (Adjacent space) **1 die strain**  
Move: -3  
Defense: -3

*\*Optional: Includes picking up Huge characters.*

Throw: Normal Attack +2  
Throw Range: 6 Horizontal  
2 Stories (12 levels vertical)

Smash: Normal Attack +3  
Target Defense -3

(Target same level, or Attackers Height higher or lower.)

| OBJECT   | HEIGHT | DEFENSE | SETUP    |
|--|--------|---------|----------|
| <b>Huge Truck</b><br>• Affects 5 spaces in a straight line.<br>• Creates 5 spaces of wreckage, middle space burning.   | 7      | 8       | 5 spaces |
| <b>Tanker Truck</b><br>• Affects 5 spaces in a straight line.<br>• Creates 5 spaces of burning wreckage.<br>• Explodes when destroyed: attack 5. Affects all figures in a 4 space range. | 7      | 8       | 5 spaces |
| <b>Boulder (Flat)</b>  | 3      | 8       | Space    |
| <b>Boulder (Standing)</b>  | 5      | 8       | Space    |



## Class 4 IMMENSE

Life: 1

Restrictions: • Super STR  
• Life 8+ (Double the class)  
• Not Tiny figures

Pickup Cost: 4 (Adjacent space) **2 die strain**  
Move: -4  
Defense: -4

*\*Optional: Includes picking up Immense characters.*

Throw: Normal Attack +3  
Throw Range: 4 Horizontal  
1 Story (6 levels vertical)

Smash: Normal Attack +4  
Target Defense -4

(Target same level, or Attackers Height higher or lower.)

| OBJECT   | HEIGHT | DEFENSE | SETUP    |
|--|--------|---------|----------|
| <b>Train Car</b><br>• Effects 7 spaces in a straight line.<br>• Creates 7 spaces of wreckage, middle space burning.  | 8      | 12      | 7 spaces |
| <b>Rocket</b><br>• Affects 7 spaces in a straight line.<br>• Creates 7 spaces of burning wreckage.<br>• Explodes when destroyed: attack 8. Affects all figures in a 6 space range. | 30     | 12      | 5 spaces |

