

DC UNIVERSE MINIATURE GAME

FAQS July 2017 v1.1

ERRATA/CHANGES

- **GREEN LANTERN:** *Energy Projection* Cost is 0 and Range is -.
- **WONDER WOMAN ON WARHORSE:** *Lasso of Hestia* Special Power Range is 2".
- **CHARACTER NAME**
This is what makes a model unique in game terms – it is the 'real name' of a given character. Unless otherwise stated on the Character Card, you cannot include more than one model with the same name in the same team. Models with the name 'Unknown', are ignored for this purpose, unless they also share the same Alter-Ego.

ALTER-EGO

The Character Card will include the most relevant alias by which the character is known (such as Arrow, Superman, etc.).

SKILLS - COMMON ABILITIES

- Skills do not need *Line of Sight* unless otherwise stated.

GENERAL MATTERS

- If a Special Power states models need to be in or within range or "x", they will not be affected if they leave that area.
- If a character cancels a *Spray* or *Expansive Wave* Attack, the entire Attack is cancelled on all models affected.
- A Free *Grab and Throw* from a Special Power is in addition to the one per turn a character can normal use.
- Characters with *Total Vision* can only make an Attack through scenery if the Attack has *Homing* or *Penetrative*.
- A Model is always within range of itself.
- *Bodyguard* models, are always a valid target (ignoring Line of Sight, Range...) as long as the original target is a valid one. If the original target has Cover, apply it to the *Bodyguard* model, if not ignore any Cover gained.

ATTACKS

- Can a model be pushed out of the gaming table? No, edge is considered an obstacle.