



TRINITY OF SIN CHARACTER CARDS

Original Text

## PRINTING INSTRUCTIONS

- From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (File>Print or Ctrl/Cmd+P).
- Under Pages to Print>Pages input the pages you would like to print. (See Table of Contents)
- Under Page Sizing & Handling > Size select Actual size.
- Under Page Sizing & Handling>Multiple>Pages per sheet select Custom and enter 1 by 2.
- Under Page Sizing & Handling>Multiple>
  Orientation select Landscape.
- If you want a crisp black border around each card as a cutting guide, click the checkbox next to Print page border (under Page Sizing & Handling>Multiple).
- 7. Click OK.

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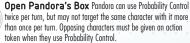








WRAPPED IN SHADOWS (Energy Shield/Deflection)







Give Pandora a power action and place her in any square that has an opposing figure within line of fire.

Always in the Background Pandora can use Stealth.

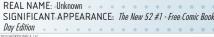






















## DE COMICS PHANTOM STRANGER Mystical, Trinity of Sin

STRANGE FOREBODING (Super Senses)



Mystical Cloak Phantom Stranger can use Phasing/Teleport and Shape Change.







**Destined to Betray** Phantom Stranger can use Outwit twice per turn, but can't target the same character with it more than once per turn. When opposing characters use Outwit, they must be given a power action instead of a free action.



Thirty Pieces of Silver At the beginning of your turn, give Phantom Stranger a free action and modify any of his combat values by +1 until your next turn, but only if you modify another friendly character's same combat value by -1 until your next turn.



KNOW YOUR WEAKNESS (Exploit Weakness)





D-T001 Trinity of Sin This team character can use Outwit











SIGNIFICANT APPEARANCE: The New 52 #1 - Free Comic Book Day Edition

RFAL NAMF: Ilnknown













KNOCK YOU DOWN (Quake)

STOP YOUR CRIMES (Incapacitate)







HOLD MY OWN (Toughness)

DEFY YOU (Combat Reflexes)



They Hold the Answers Question can use Perplex fwice per turn, but can't target the same character with it more than once per turn. When opposing characters use Perplex, they must be given a power action instead of a free action.



FORGET MY NAME (Shape Change) MARTIAL ARTS (Close Combat Expert)



Vk D-T001 Trinity of Sin This team character can



Combat Reflexes and Perplex.





# Scaling Rooftops 💞 🔲



Past Lives At the beginning of your turn, choose a standard power from Question's character card; he can use that power until your next turn. When you do, choose a power Question possesses and it is lost until your next turn.



RISE TO POWER (Charge



NEVER ESCAPE YOUR FATE (Plasticity)



HIDDEN IN THE ALLEYS (Stealth)



YOU WILL FEAR MY NAME (Flurry)









Destined to Walk Alone Trinity of Sin may have as few as

Damned Together When all team members are attached, Trinity of Sin deals 2 unavoidable damage instead of 1 when they

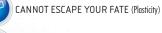
Onslaught of Energy Trinity of Sin also has

Unearthly Travelers 💸

2 characters on the base.

use the Mystics team ability.





PUNISHING THE UNWORTHY (Charge)

TRAVEL THE WORLD (Phasing/Teleport)



STRONGER THAN I LOOK (Toughness)

standard power that you did not choose during your last turn; until your next turn, opposing characters that are given an action to



MYSTICAL SHIELD (Energy Shield/Deflection









































- - Greatest Transgressors of Mankind Choose a

- use that power are dealt 1 unavoidable damage after that action







## Team Dials

Characters with the symbol are teams. A team base has locations on it where figures from corresponding SwitchClix bases can be placed. Each such character is called a team member.

#### FORCE CONSTRUCTION

When you add a team to your force, you must pay the cost of the team. For each team member that begins the game attached to the team, increase the point value of the team by 5 points. A team must have a minimum of 3 characters (15 points) attached at any given time unless a game effect says otherwise. Each team member attached to the team must have an asset ability, listed on its character card whose icon matches the icon of the asset ability listed on the team's character card. Team members begin the game attached to the team while their SwitchClix bases may be included in your sideline. Teams and team members can't be assigned resources, can't roll to pick up a relic, and can't become a pilot of a vehicle unless a game effect specifies otherwise.

The symbol also grants the following combat abilities. None of these abilities can be countered. If this character uses Earthbound/Neutralized, it can still use these philities:

### **WORKING TOGETHER**

Give this character a power action and it may be given one action as a free action for every 100 points or fraction thereof of its point value. These free actions may be used for any action, but you may only give the character up to 1 move action, up to 1 power action, up to 1 close combat action, and up to 1 ranged combat action. Any number of these free actions may be used to make either a close or ranged combat attick.

## PRACTICED MANEUVERS

This character can use 💸 🔲 🌑. This character may occupy squares of different elevations

#### SOLO ADVENTURE

Give this character a power action, remove any team member from the team and insert it into its SwitchClix base. The character is placed adjacent to the team on its SwitchClix base turned to the first click with a click number color that matches the team's current click number color. If removing the team member from the team would mean that the total point value of removed team members exceeds the point value of the team, then the team member can't be removed. When a removed character has multiple starting lines, its point value and starting line are considered to be the first starting line other than an orange starting line preceding the click it is on when placed on the map.

#### A TEAM REUNITED

Give this character a power action when it is adjacent to a character that was a team member earlier this game. Remove the character from its SwitchClix base, place it on the team and remove the SwitchClix base from the map.

#### TEAM COORDINATION

When counting characters for a themed team do not count the team as a character, instead each team member counts as a character. At the beginning of the game when a team is part of a themed team, choose: Themed Team Probability Control can be used normally or it can't be used and the team can use Probability Control.

# THE ASSET DIAL

A team has a second dial called an Asset Dial. This may be a second dial on the team's figure base or an accompanying dial. The Asset Dial begins the game on the green starting line. The opening will show: (a) asset icons matching to the team members that make up the team, (b) the combat symbol or (c) special powers.

When asset icons appear, the team can use the asset abilities referenced by each of those icons so long as the corresponding team member is attached to the team. When the consumption on appears, you may choose any team member attached to the team and use the asset ability granted by that character's icon.

Asset abilities can be countered as if they were a combat ability. At the end of your turn, you may roll a d6 and turn the asset dial that many times to the left. If the is icon is showing at the end of your turn, this roll is required.



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