

# BUSTER GORDY

GRADE 3 CLASS TRAVELER HERO PTS 1 2 3 4 5

LOCATION (DIE ROLL)	BASE	DR	WOUND LEVEL	
HEAD (1)	BRAIN = 3	4	BR = 3	BR = 1
TORSO (2-4)	BRAWN = 3	4	BW = 3	BW = 3
ARMS (5-7)	RAY GUN = 3	4	RG = 3	RG = 3
LEGS (8-10)	DODGE = 4	4	DG = 4	DG = 3
	SPEED = 6		SP = 6	SP = 5

WEAPON	CLOSE COMBAT	SHORT	MEDIUM	LONG	NOTES
PROTON PISTOL	RANGE TH WS	RANGE TH WS	RANGE TH WS	RANGE TH WS	ENERGY
FISTS (MARTIAL ARTS)	1" +1 BW+1				-1 BD

SKILLS, GEAR, AND NOTES

MARTIAL ARTS +2, COUNTER STRIKE, FORCE OF WILL, SUPREME EFFORT +1, FEARLESS, HEROIC LEAP, HONOR IN COMBAT, PILOT +2



FANTASTIC WORLDS  
PULP ACTION IN THE FAR REACHES OF SPACE

**Buster Gordy** - This charismatic adventurer is known on many worlds as 'Savior of the Universe' as he's battled countless dictators and tyrants across the galaxy.

**Counter Strike** - Characters with this ability are adept at exploiting their opponent's openings. If the character successfully defends in hand-to-hand, he may spend a hero point and make an immediate attack on his opponent, even if he has already gone that turn. The character still get his normal turn as usual.

**Energy** - Energy weapons do not run out of ammo, but if you roll a 1 the weapon is overheating. You must expend an action to drain the heat sink. If you do not, on a subsequent 1 the weapon will explode, doing its WS damage in a 1" diameter.

**Fearless** - Models with this ability are immune to the effects of Cause Fear and Battle Cry.

**Force of Will** - A model with this ability has learned to force itself to do things that would normally be impossible. Whenever this model needs to make a BRAUN test, it can spend a Hero Point to allow it to test against GUTS instead. The model can also use this ability with any BRAINS test to prevent mind control, the effects of gas or poison, to prevent being rendered unconscious by drugs, or to regain consciousness due to wounds.

**Heroic Leap** - By spending a Hero Point, models with this ability can leap BWx3 inches either vertically or horizontally. By sacrificing 6" of it Jump distance a model can leap to the top of a Level 1 structure or terrain feature or leap over any Level 1 feature that is less than 2" wide. By sacrificing 12" of its Jump distance a model can leap to the top of a Level 2 structure or terrain feature or leap over any Level 2 feature that is less than 2" wide. A model with Heroic Leap cannot end its movement in the air, if it does, it suffers falling damage per the rules.

**Honor in Combat** - This model believes that combat should be decided by the better man, not the better weapon. Whenever he is attacked, he can only attack back with a weapon of equal or lesser status. If he is attacked with a pistol, he may not use a rifle. If he is attacked with a knife, he may not use a sword. If he does not have an equal or lesser weapon he must resort to using fists.

**Martial Arts (+X)** - Models with this ability are trained in unarmed combat. They add +X to their BLADE score when attacking without a weapon. They also may attack in hand to hand from a 1" range as if they were using a club. Additionally, models with this ability do not halve their BLADE score when they are prone.

**Pilot (+X)** - The model is trained in piloting flying vehicles. The model gets an additional +X to their DODGE score for any die rolls involved with flying vehicles or jet packs.

**Supreme Effort +X** - Models with this ability can overcome great physical adversity to perform actions as though unwounded. By taking this ability the model can change the stat in its last wound box to its starting value. Unlike other abilities with the +X designation, the one for Supreme Effort represents the number of wound locations for which it can be used. (already included)

# EMPEROR XURR THE EXHALTED

GRADE 3 CLASS OVERLORD HERO PTS 1 2 3 4 5

LOCATION (DIE ROLL)	BASE	DR	WOUND LEVEL	
HEAD (1)	BRAIN = 6	4	BR = 6	BR = 4
TORSO (2-4)	BRAWN = 3	4	BW = 3	BW = 3
ARMS (5-7)	RAY GUN = 4	4	RG = 4	RG = 3
LEGS (8-10)	DODGE = 3	4	DG = 3	DG = 3
	SPEED = 5		SP = 5	SP = 4

WEAPON	CLOSE COMBAT	SHORT	MEDIUM	LONG	NOTES
COSMIC RING	RANGE TH WS	RANGE TH WS	RANGE TH WS	RANGE TH WS	ENERGY, SUSTAINED BLAST
LONG BLADE	1" +4 BW+2	4" +1 10	8" +0 10		
FIST	0" 0 BW				

SKILLS, GEAR, AND NOTES

FENCING +2, MEET MY MINIONS, TACTICS +2, GENIUS +2, FEARFUL PRESENCE, ARROGANT, DISDAINFUL



FANTASTIC WORLDS  
PULP ACTION IN THE FAR REACHES OF SPACE

# EMPEROR XURR THE EXHALTED

**Emperor Xurr the Exalted** - Proclaimed ruler of the universe and tyrant to all he controls. Mortal enemy of Buster Gordy and has sworn to destroy the Earth..

**Arrogance** - This model is extremely arrogant. Whenever this model's side discovers a clue or retrieves the prize, all friendly models within 12" of the model with the Flaw (including the flawed model) loser their next action as they all stop to listen to the villain expound on the greatness of his side/army/race, etc.

**Disdainful** - This model does not stoop to lower itself to unworthy opponents. The model may not initiate combat with any model of a lower grade. It may defend itself as normal, and once attacked my pursue an enemy that disengages.

**Energy** - Energy weapons do not run out of ammo, but if you roll a 1 the weapon is overheating. You must expend an action to drain the heat sink. If you do not, on a subsequent 1 the weapon will explode, doing its WS damage in a 1" diameter.

**Fearful Presence** - A model with this ability strikes fear into its minions. Any underlings within 6" of the model with Fearful Presence that are not already panicked do not have to make Panic tests.

**Fencing +X** - Characters with this ability are experts with long blades. They add +X to their BLADE roll whenever they are attacking with a long blade. (already included)

**Genius +X** - Models with this ability gain +X to their BRAINS stat. (already included)

**Meet My Minions** - This model does not need to place any Grade 1 models from his team on the table at the start of the game. Any number of these models may be withheld for a pivotal confrontation or ambush. At any point where the villain is confronted with an enemy model within 3" he may simply state - "enemy character's name, I'd like you to meet my minions." A BRAINS test is required. Success allows all the Grade 1 minion models not in play to be placed within 3" of either the Villain or his nemesis. Placed minions activate as if they had been in the game by the normal initiative rules. Minions who are placed after their logical initiative turn are assumed to be waiting/ready. Minions cannot be initially placed in base contact with enemy models but can move into contact when it is their turn to go.

Failure indicates the Villain looks around, but his minions have decided to not show at the right moment. The minions instead are placed by the opposing player anywhere on the board but at least 12" away from any enemy models (but not in traps or any spot that would cause damage to the minion). Also, when the villain is knocked unconscious or unable to communicate he cannot have his minions appear.

**Sustained Blast** - A model may add +1 to its TH score for each subsequent turn after the first that it continues to fire at an object or opponent. If either model moves, the Sustained Shot is ended.

**Tactics +X** - Models with this ability add +X to their initiative roll at the beginning of each turn.

