



# Special Object Guide by RavenProject



**Dynamostat**  
Crisis 004  
This object is considered to be blocking terrain.



**Structural Integrity Field**  
Justice League 002  
Blocking terrain and walls 6 or fewer squares from this object can't be destroyed.



**Trapped Dumpster**  
Crisis 001  
Continual. When this object is picked up, roll a d6. On a result of 1, deal the character that picked up this object 1 damage immediately after the action resolves (even if the character no longer holds the object).



**Mass Absorber**  
Crisis 002  
Continual. If a character using this object as part of a close combat attack is 3 or fewer squares from blocking terrain, modify the characters damage value by +2 (instead of +1).



**Shield Disruptor**  
Mutations & Monsters 002  
Damage dealt to characters 4 or fewer squares from this object can't be reduced.  
*Designed by Jordan R. Silva*



**Dark Cauldron**  
Avengers 002  
Characters 4 or fewer squares from this object can't be healed.



**Kinetic Accelerator**  
Crisis 100  
When a character occupying the same square as this object is given a move or power action, roll a d6 and replace the character's speed value with its speed value plus the result; on a roll of 5 or 6, remove this object from the game after the action resolves. This object is not considered hindering terrain for movement purposes.



**Com Dish (Heavy)**  
Legion Starter  
Continual. When this object is used in an attack, modify the attacker's damage value by +1 for the attack.



**Meteorite**  
Supernova 001  
Continual. When this object is used in a successful close combat attack, roll one six-sided die and subtract 2 from the result, minimum result 1. Add the result to the attacker's unmodified damage value for the attack. The damage dealt can't otherwise be modified.



**Tombstone**  
Mutations & Monsters 001  
Continual. The defense value of a character carrying a Tombstone is modified by +2. After the resolution of an unsuccessful attack against a character carrying a Tombstone, remove Tombstone from the game.



**Eleha'al Vine**  
Mutations & Monsters 100  
Give a character occupying the same square as this object a power action. Roll a d6 and subtract 4 from the result, minimum result 1. Heal the character of damage equal to the result.



**Satellite**  
Supernova 002  
Continual. Give a character carrying this object a power action. Remove this object from the game and place debris tokens in the square occupied by the character and in any two adjacent, unoccupied squares.



**Telephone Booth**  
Justice League 001  
Once per turn, a character occupying the same square as this object can be dealt 1 unavoidable damage as a free action.



**Force Field Generator**  
Avengers 001  
This object allows an adjacent character to use Barrier as if the character had a range value of 0.  
If this object is destroyed, any barrier terrain markers placed using Barrier granted by this power are removed from the game.



**Opened Hydrant**  
Crisis 003  
Clear grounded terrain 3 or fewer squares from this object is water terrain.



**Newsbot (Light)**  
Legion Starter  
When you give a character an action to attack using this object, it does not count toward your available actions for the turn.

**Fuel Tank**

Collateral Damage 006 **RETIRED**  
Continual. A character may throw this object up to 6 squares. If this object is used as part of a successful attack, also deal 1 damage to all figures adjacent to the target.

**Aerial Baffle**

Collateral Damage 005 **RETIRED**  
Any character with the Wing or Wing (Transporter) speed mode that is 3 or fewer squares from this object gains Earthbound. Any character it carries takes no damage and is placed in the nearest square it can occupy.

**Statue**

Sinister 002 **RETIRED**  
Continual. This object deals 3 damage when thrown as part of an attack targeting terrain or a wall.

**Separation Field Generator**

Collateral Damage 003 **RETIRED**  
A character carrying an object or a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying character may continue its move. Objects can not be picked by characters that are 3 or fewer squares from this object.

**Laser Turret**

Collateral Damage 004 **RETIRED**  
(optional) Once during your turn (but not during another action) when a character friendly to you occupies this object's square, give this object a free action to make a ranged combat attack (Attack 8, Damage 2, Range 4, Targets 1) against any opposing figure.

**Kinetic Absorber**

Collateral Damage 002 **RETIRED**  
All clear and water terrain 2 or fewer squares from this object is hindering terrain for movement purposes.

**Stepladder**

Sinister 001 **RETIRED**  
When this object occupies a square of grounded terrain adjacent to a square of elevated terrain, the squares are connected by a ladder. This object is not hindering terrain for movement purposes.

**Teleport Pad**

Collateral Damage 001 **RETIRED**  
(optional) If a character friendly to you is adjacent to this object, give the character a power action and move it up to 6 squares, ignoring characters and terrain features for movement purposes.

**Generator (Heavy)**

Danger Room Starter **RETIRED**  
Continual. This object is not destroyed when used in an attack. After the Generator is used as part of an attack, the attacker places it in any square adjacent to the target after the attack resolves.

**Broken Drone (Light)**

Danger Room Starter **RETIRED**  
Continual. While a character is carrying this object, you may choose to either (1) use this object normally in an attack, or (2) give this character a ranged combat action (treating the character's range value as 4) and make a ranged combat attack against a single target opposing character. An attack using option 2 deals 1 damage but does not destroy this object

**Computer (Heavy)**

Indoor Adventure Kit **RETIRED**  
Continual. Increase the attacker's attack value by 1.

**Dumpster (Heavy)**

Outdoor Adventure Kit **RETIRED**  
Continual. This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.

**Light Post (Heavy)**

Outdoor Adventure Kit **RETIRED**  
Continual. Acts as a heavy object. A target with 0 or 1 action tokens that is successfully hit with this object also receives an action token, which can result in pushing damage.

**Soda Machine (Heavy)**

Indoor Adventure Kit **RETIRED**  
Continual. Increase the attacker's damage dealt by 1.

**Bookcase (Light)**

Indoor Adventure Kit **RETIRED**  
Continual. Increase the attacker's attack value by 1.

**Crate (Light)**

Outdoor Adventure Kit **RETIRED**  
Continual. A character may throw this object 8 squares.

**Mailbox (Light)**

Outdoor Adventure Kit **RETIRED**  
Continual. Increase the attacker's damage dealt by 1.

**Office Desk (Light)**

Indoor Adventure Kit **RETIRED**  
Continual. May be used as a normal light object, or may increase the carrying character's defense value by 2. When either option is used, the object is destroyed when an attack roll is made.