

JAMES BOND 007 ★ HEROIC STAR

FIGHT	5	MIND	3
SHOOT	5	BODY	4
DEFENCE	10	SPIRIT	4



**STAR QUALITY** Burst of Action  
**SPECIAL EFFECTS** Blown Clear, Fight Back, Hard, Lucky.

<b>ATTACK</b>	<b>RANGE</b>	<b>STRIKE EFFECTS</b>
Martial Arts	0"	+10 -1 Health
Pistol	12"	+8 -1 Health, 2 Shots

10 RATINGS



JAMES BOND 007 ★ HEROIC STAR

**STAR QUALITY**  
**Burst of Action**  
 This model can make one immediate fight or shoot attack, regardless of what else they have done in this turn. This attack gains 1 extra die.

**SPECIAL EFFECTS**  
**Blown Clear**  
 If this model finds itself under a weapon template for any reason, move this model out from under the template so that its base is touching the template. This model suffers no effects from the strike.

**Fight Back**  
 Once per turn, after this model has been the target of a fight attack, it can make a fight attack against that model, if that model is in range of that attack.

**Hard**  
 Roll 1D6 if this model receives the Stunned or Weakened statuses. On a roll of 4+, this model does not gain that status. You can add extra dice to this roll using.

**Lucky**  
 This model can reroll any one dice they roll, once per turn.

DR SNO ★ VILLANOUS STAR

FIGHT	3	MIND	5
SHOOT	3	BODY	3
DEFENCE	10	SPIRIT	4



**STAR QUALITY** Recrystallize Ice 5 3/4  
**SPECIAL EFFECTS** Gadget, Insane Confidence, Leader 2, Snobot Repair

<b>ATTACK</b>	<b>RANGE</b>	<b>STRIKE EFFECTS</b>
Brawl	0"	0 Health + Weakened
Ice Gun	12"	+6 -1 Health + Stunned

10 RATINGS



DR SNO ★ VILLANOUS STAR

**STAR QUALITY**  
**Recrystallize Ice 5 3/4**  
 Choose a single friendly snobot model with cost no greater than 3 ratings that has been removed from play. Place this model within 8" of Dr Sno. This model counts as having returned to play. The recrystallized snobot may not activate this turn.

**SPECIAL EFFECTS**  
**Gadget**  
 This model adds one additional gadget card to the player's gadgets pool.

**Insane Confidence**  
 All the models in your cast can count their Spirit as +1. If your cast becomes axed, all of the models in your cast count their Spirit as -1.

**Leader 2**  
 When this model activates choose 2 friendly models within 6" who have not activated this turn. Chosen models can activate this turn for free but cannot use their own Leader or Unit Leader special effects this turn.

**Snobot Repair**  
 Special Action. If this model passes a Mind test one friendly Snobot in base contact can recover 1 lost health.

MR AVALANCHE ☆ VILLANOUS CO-STAR

FIGHT	4	MIND	2
SHOOT	2	BODY	5
DEFENCE	10	SPIRIT	5



**STAR QUALITY** Thrash  
**SPECIAL EFFECTS** Growth, Move 4", Large, Ice Regeneration, Fearsome.

<b>ATTACK</b>	<b>RANGE</b>	<b>STRIKE EFFECTS</b>
Smash	1"	+9 -1 Health

6 RATINGS



MR AVALANCHE ☆ VILLANOUS CO-STAR

**STAR QUALITY**  
**Thrash**  
 Make a Smash attack against each model in your fight range.

**SPECIAL EFFECTS**  
**Growth**  
 If this model chooses not to move, it can grow to Massive size temporarily. Until the start of your next turn it gains +2 to strike rolls and +1" range to its Smash attack, but opposing models gain an additional +1 strike die on all attack rolls made against it.

**Move 4"**  
 This model travels 4" with a single move action.

FIGHT	3	MIND	3
SHOOT	3	BODY	4
DEFENCE	8	SPIRIT	4



**STAR QUALITY** Ice 5 3/4, Unit Leader (Snobot Pack), Snobot, Heat Sensitive, Slow.  
**SPECIAL EFFECTS**

<b>ATTACK</b>	<b>RANGE</b>	<b>STRIKE EFFECTS</b>
Cold Punch	0"	0 Health + Weakened
Ice Pistol	12"	+7 -1 Health + Stunned

4 RATINGS



SNOBOT COMMANDER ☆ VILLANOUS EXTRA

**SPECIAL EFFECTS**  
**Ice 5 3/4**  
 This model can ignore any strike it has just suffered on a 5+ on 1d6. This special effect can be used in an opponent's turn. You may add additional dice to this roll.

**Unit Leader (Snobot Pack)**  
 Choose any number of models in this unit within 6" who have not activated this turn. You must include the Unit Leader. Pay 1. All these models can activate this turn. You can choose this special effect only once per turn.

**Snobot**  
 This model is never affected by Fearsome models and can never lose health due to being in a vacuum. It may not recover damage by use of the Medic or Repair special effects.

**Heat Sensitive**  
 This model is instantly destroyed if it gains the On Fire status.

**Slow**  
 This model cannot spend more than one action moving during each turn.



SNOBOT ♦ VILLAINOUS EXTRA

SNOBOT ♦ VILLAINOUS EXTRA

SNOBAZOOKA TEAM ♦ VILLAINOUS EXTRA

SNOBAZOOKA TEAM ♦ VILLAINOUS EXTRA

FIGHT	3	MIND	3
SHOOT	3	BODY	4
DEFENCE	8	SPIRIT	4



**Slow**  
This model cannot spend more than one action moving during each turn.

**SPECIAL EFFECTS**  
Ice 5 3/4  
This model can ignore any strike it has just suffered on a 5+ on 1d6. This special effect can be used in an opponent's turn. You may add additional dice to this roll.

**Snobot**  
This model is never affected by Fearsome models and can never lose health due to being in a vacuum. It may not recover health by use of the Medic or Repair special effects.

**Heat Sensitive**  
This model is instantly destroyed if it gains the On Fire status.

**STAR QUALITY**  
Ice 5 3/4, Snobot, Heat Sensitive, Slow.

ATTACK	RANGE	STRIKE EFFECTS
Cold Punch	0"	0 Health + Weakened
Ice Filte	12"	-1 Health + Stunned

3 RATINGS



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FIGHT	3	MIND	3
SHOOT	3	BODY	4
DEFENCE	8	SPIRIT	3



**SPECIAL EFFECTS**  
Ice 5 3/4  
This model can ignore any strike it has just suffered on a 5+ on 1d6. This special effect can be used in an opponent's turn. You may add additional dice to this roll.

**2 Bot Team**  
This profile is represented with both models on a large base, counting as one model for gaining ☺ and determining if your cast is axed, but as two models if being carried by a vehicle.

**Heat Sensitive**  
This model is instantly destroyed if it gains the On Fire status.

**Slow**  
This model cannot spend more than one action moving during each turn.

**STAR QUALITY**  
Ice 5 3/4, 2 Bot Team, Snobot, Heat Sensitive, Slow.

ATTACK	RANGE	STRIKE EFFECTS
Cold Punch	0"	0 Health + Weakened
Snobazooka	24"	-10x Health + Blast 3" vs Robot/Vehicle models, Unwieldy

6 RATINGS



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ARSULSA UNDRRESS ☆ HEROIC CO-STAR

ARSULSA UNDRRESS ☆ HEROIC CO-STAR

NUMBER 6 ☆ HEROIC CO-STAR

NUMBER 6 ☆ HEROIC CO-STAR

FIGHT	3	MIND	3
SHOOT	3	BODY	3
DEFENCE	9	SPIRIT	3



**Screamers**  
This model can activate without ☺ if there are one or more opposing models within 6". This model can never have the Leader or Unit Leader special effects.

**Wetsuit**  
When moving through or under water this model suffers no movement penalty. This model may never lose health due to being underwater.

**Brave**  
This model is never affected by Fearsome models and counts its strike rolls as +1 against these models.

**STAR QUALITY**  
Danger Magnet, Hide, Screamer, Wetsuit, Brave.

ATTACK	RANGE	STRIKE EFFECTS
Knife	0"	0 Health + Weakened
Harpoon Gun	12"	-1 Health, Deadly if used underwater

6 RATINGS



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FIGHT	4	MIND	4
SHOOT	4	BODY	3
DEFENCE	9	SPIRIT	4



**STAR QUALITY**  
Arm Lock  
One opposing model in base contact gains the Weakened status if it does not already have it.

**SPECIAL EFFECTS**  
**Take Charge**  
Each turn, this model can choose to be the Unit Leader of one friendly unit.

**I Am Not A Number, I Am A Free Man**  
At the start of the orders phase gain ☺ if this model is more than 6" from all other friendly models.

**Gadget**  
This model adds one additional gadget card to the player's gadget pool.

**STAR QUALITY**  
Arm Lock, Take Charge, I Am Not A Number, I Am A Free Man, Gadget, Parry.

ATTACK	RANGE	STRIKE EFFECTS
Brak	0"	0 Health + Weakened
Pistol	12"	+8 -1 Health, 2 shots

6 RATINGS



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X-COMMANDO CAPTAIN ◆ HEROIC EXTRA

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X-COMMANDO ◆ HEROIC EXTRA

X-COMMANDO ◆ HEROIC EXTRA

FIGHT	3	MIND	3
SHOOT	4	BODY	3
DEFENCE	9	SPIRIT	4

FIGHT	3	MIND	3
SHOOT	4	BODY	3
DEFENCE	9	SPIRIT	4

**SPECIAL EFFECTS**  
**Military Training**  
 When this model makes a strike, it can choose to add +1 to its strike roll for every Ⓢ spent on extra dice, instead of getting the extra dice.

**STAR QUALITY**  
**SPECIAL EFFECTS**  
 Military Training, Security Cleared, Unit Leader (X-Commando Strike Team).

**STAR QUALITY**  
**SPECIAL EFFECTS**  
 Military Training.

ATTACK	RANGE	STRIKE EFFECTS
⚔ Tibetan Aikido	0"	+7 0 Health + Stunned
⚔ Pistol or	12"	+7 -1 Health, 2 Shots
⚔ Rifle or	24"	+7 -1 Health, 2 Shots
⚔ SMG	16"	+7 -1 Health, Blast 3", Cannot aim

ATTACK	RANGE	STRIKE EFFECTS
⚔ Tibetan Aikido	0"	+7 0 Health + Stunned
⚔ Rifle or	24"	+7 -1 Health, 2 Shots
⚔ SMG	16"	+7 -1 Health, Blast 3", Cannot aim

4 RATINGS

3 RATINGS



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THE THING ◆ NEUTRAL EXTRA

THE THING ◆ NEUTRAL EXTRA

FIGHT	4	MIND	2
SHOOT	2	BODY	5
DEFENCE	10	SPIRIT	5

**SPECIAL EFFECTS**  
**Multiple Appendages**  
 Each time it attacks, this model makes one Writhing Tentacles attack against each opposing model in its fight range.  
**Fearsome**  
 Models making a fight attack against this model must pass a Spirit test or count their Strike number as half (round up) against this model until the end of the turn.  
**Regenerate**  
 At the end of its turn, roll 1d6. On a roll of 4+, one lost point of health is recovered.  
**Large**  
 Opponents gain +1 strike die when attacking this model.  
**Creature Feature**  
 This model uses the Creature Feature Peril card.  
**Alien Camouflage**  
 If at the start of the Creature Feature phase this model is over 12" from all other models, it becomes undetectable. The model reveals itself if within the blast area of a weapon or if it comes within 6" of any other model or attacks during the Creature Feature phase.

**STAR QUALITY**  
**SPECIAL EFFECTS**  
 Multiple Appendages, Fearsome, Alien, Regenerate, Large, Creature Feature, Alien Camouflage.

ATTACK	RANGE	STRIKE EFFECTS
⚔ Writhing tentacles	1"	+8 Deadly, -1 Health



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DRAGON TANK ◆ VEHICLE

DRAGON TANK ◆ VEHICLE

SNOW TRACTOR ◆ VEHICLE

SNOW TRACTOR ◆ VEHICLE



**Unstable Firing Platform**  
This model may not make a move activation if it uses its flamethrower weapon this turn. One passenger can fire from the cupola at any time.

**SPECIAL EFFECTS**

**Large**  
Opponents gain one extra die when making a strike against a Large model.

**Move 8"**  
This model travels 8" with a single move action.

**Vehicle**  
Vehicles can never gain the Dominated, Stunned, or Weakened status, be knocked down or suffer damage for being drowned or as a result of lack of oxygen.

CAPACITY 6

ARMOUR 5

DEFENCE 8

ATTACK

Flame Thrower

6"

+7

RANGE STRIKE EFFECTS

Unstable Firing Platform,  
Flamethrower, Template, -1 Health +  
On Fire

SPECIAL EFFECTS

Large, Move 8", Vehicle,  
Unstable Firing Platform.

6

RATINGS



4

RATINGS



SPECIAL EFFECTS

Large, Move 4", Tracked, Vehicle.



CAPACITY 2

ARMOUR 4

DEFENCE 8

**SPECIAL EFFECTS**

**Large**  
Opponents gain one extra die when making a strike against a Large model.

**Move 4"**  
This model travels 4" with a single move action.

**Tracked**  
This model treats rough ground and deep snow as clear ground.

**Vehicle**  
Vehicles can never gain the Dominated, Stunned, or Weakened status, be knocked down or suffer damage for being drowned or as a result of lack of oxygen.

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RATINGS

