

My Hero Academia: Quirk Wars

A skirmish war-game in the world of quirks, heroes, and villains

What is My Hero Academia Quirk Wars?: My Hero Academia Quirk Wars is a skirmish tabletop game where players control models of characters based on the My Hero Academia anime and manga series. Players use their models to fight and complete objectives until there is a winner.

Turn order: unlike other tabletop wargames, Quirk Wars have alternative activations. Meaning players take turns activating a single model on their turns. They cannot activate the same model multiple times and must cycle through their models on the field as they go. A round ends when all player have activated all their models.

A game of Quirk Wars ends when the opposing team has no more models left on the field. Or one team scores more objective points after 5 rounds.

Stats

Each model on Quirk Wars has four distinct stats. First is their movement stat which determines how many inches they can move in a turn. A model can advance during their activation and add a 1d6 to their movement stat. Models that advance cannot attack during their activation. Then their health which represents how much damage they can take before being knocked down, next is their defense save which they use to avoid damage by rolling equal to or higher than their defense save. Then there is their willpower which is points that can be spent on re-rolling failed attack, defense, or advance rolls. Willpower points are regained on the model's next activation. The average model has about 2-4 willpower points to work with.

For example, Izuku has a movement of 6 inches, 20 health, a +3 defense save, and 3 willpower points.

Attacks in quirk wars are determined by the range of the attack, melee attacks always have a range of 1 inch while range attacks must be equal to or under the designated range to hit. Models must have a line of sight which is determined by whether they can draw a line to the target base. The attack must then roll equal to or greater than the to-hit modifier. The opponent must make their defense save and if they fail take the damage. On a natural 6, the damage for that attack is doubled. Models cannot make ranged attacks in melee. However, models during their activation can disengage as an action.

Some attacks in Quirk Wars have piercing which worsens an opponent's defense save by that amount. Certain abilities like endurance and indestructibility are immune to piercing.

For example: Izuku attacks Shoto with his all-for-one punches in melee. Izuku makes 3 attacks and needs to roll 3's to hit. Two attacks hit Shoto and since Izuku's fists have piercing -2. Shoto

must roll 5's or higher to save. He fails one but then uses his +5 endurance save to block the damage. Taking no damage.

Models in Quirk Wars can also charge into melee combat on their activation. They can move and charge on the same activation. But cannot advance and charge. A charging model must measure the amount of inches their charge is gonna be. Charging across rough terrain or cover increases the charge range by +1 for each piece the model has to go through. Then the charging model's player rolls 2d6. If the result equals to or beat the target charge number. Then the charge is successful. If it's below the target number then the charge fails. The player can spend a willpower point to reroll one of the charge dice. If a fail charge occurs, the player can choose to make a blundered charge where the model advances half the charge distance rounded up. Or remain still.

For example, Izuku charges into melee combat against Shoto. The charge range is 7 inches. He gets an 8 which is a successful ans gets into melee combat. If he failed the charge Izuku could still move 5 inches from his blundered charge

Cover and terrain

The cover can be used in Quirk Wars to protect themselves. When a model is in base contact with cover or terrain. Enemy ranged attacks suffer a -1 on their to-hit rolls.

Moving through terrain like a crater causes a model to suffer a -2 movement penalty. However, models with Pathfinder like Mirko, or flight like Ochako can negate rough terrain.

Objective points

Objective points are placed on the map. Usually 4 in the center or side of the map. An objective is captured when one model of a team moves within 2 inches of it. Objectives in Quirk Wars are sticky. Meaning they remain under the player's control until an opposing model gets close to it. An objective counts as contested if both players have at least one model within 2 inches of an objective marker. Objective points are counted at the end of a round. Each objective point generates 5 points. A contested objective does not generate points at all. A player can spend 15 objective points to bring back a defeated model to the field on the corner of the battlefield. Whoever has the majority of objective points wins the game.

Team size and composition

A game of Quirk Wars can run between 3-5 models per player. A standard format of Quirk Wars is 4v4 with any models the players want. But players can run over the maximum recommended 5 models per player in open play. Narrative play restricts what models can be brought as it represents the specific battles fought in the manga and anime.

Support Gear

Support Gear is specialized equipment or support items that enhance a model's abilities. Each model can carry one quirk gear, and no two models in the same team may have the same gear.

Support gear is completely optional in Quirk Wars and players should decide beforehand if their gonna have quirk gear in their game.

List of support Gear

1. Reinforced Costume – Enhanced durability for tough battles.

Effect: +1 to Defense Save rolls.

2. Jet Boosters – Mobility enhancement for quick repositioning.

Effect: +2" to Movement (MV).

3. Shock-Absorbing Gauntlets – Designed to minimize recoil and increase striking power.

Effect: +1 to Melee Damage Rolls.

4. Targeting Visor – Advanced aiming system for precision attacks.

Effect: +1 to Ranged Attack Rolls.

- 5 . Support Drone – A small, autonomous drone that aids in combat.

Effect: Once per activation, re-roll one failed Defense Save.

6. Energy Belt – Stores and distributes energy efficiently to prevent fatigue.

Effect: Model gains and additional +1 Willpower Point (WP).

7. Grappling Hook – A tactical tool for quick escapes or reaching high places.

Effect: This model may ignore movement penalties from climbing or rough terrain.

8. Adrenaline Injector – A last-second boost for survival in dire situations.

Effect: When this model drops to 0 HP, roll a D6. On a +4, the model survives with 10 HP instead.

9. Kinetic Absorption Armor – Converts impact force into energy for counterattacks.

Effect: When this model passes a Defense Save in melee combat, they may deal a piercing 0, damage 2 auto attack to the attacker for each successful defense save.

10. Multi-Tool Gauntlet – A flexible gadget that enhances battlefield adaptability.

Effect: Once per activation, after rolling an Attack, Defense, or Damage Roll, add +1 to a single result.

Reactions

Reactions are moves a model can perform when the enemy model makes a move. Each model can make one reaction in response. Reactions cost willpower points to be used. Reactions are also an optional rule and are not required for play. The reactions a model can make are.

Overwatch (2 willpower): When an enemy model moves into range. This model can make an Overwatch reaction with their range attack. Range attacks from overwatch always hit on 5's or higher.

Dodge (1 willpower): When this model is targeted by an enemy attack. The defending model gets a -1 to hit against it. Dodge does not apply to all attacks that target the model. Dodge can stack with abilities like evasion, flight, or cover.

Reposition (1 willpower): When an enemy model moves. This model can move forward or backward using its Normal movement.

Counterattack (2 willpower): When this model is attacked in melee combat. They can make a counterattack with their melee attack. Melee attacks from counterattacks hit as normal.

Model stats

Izuku

Movement: 6

Health: 25

Defense save: +3 (+4 endurance save)

Willpower: 4

Attacks:

All for one fists: range melee, attack 5, to hit 3+, piercing -2, damage 2, brutal

Energy bolt: range 12 inches, attack 3, to hit +4, piercing -1, damage 2.

Abilities:

Brutal- when the attacker rolls a natural 6 on their attack roll. The attack bypasses the target's defense save and they automatically take the damage. Brutal cannot bypass indestructible saves and is treated as a normal attack. Endurance saves can be used when the target is being damaged by brutal attacks as normal.

All for one- once per activation, the user can either double their movement speed, increase their piercing by +1, or increase their damage by +1. However, by the end of their activation, they take 2d6 damage. Damage from all for one can be negated by endurance saves.

Endurance save- when the model fails their defense save. They can roll their endurance save. Roll a d6 for each point of damage. On a 4-6 the model doesn't take that point of damage.

Never give up- this model can spend a willpower point to reduce the damage from All for one by half

Ochaco

Movement: 7

Health: 15

Defense save: +3

Willpower: 2

Attacks:

fists: range melee, attack 4, to hit +3, piercing 0, damage 2,

Gravitic assailment: range 12 inches, attack 4, to hit +4, piercing -1d3, damage 2d6.

Abilities:

Gravitic assailment- After the opponent gets hit, roll a 1d3 to determine the amount of piercing each attack will have. Then roll 2d6 for the damage for each attack.

Flight- This model can move through terrain without penalty. They can also add 1d3 additional inches to their movement when they move. Enemy ranged attacks suffer a -1 on-to-hit roll against this model.

Katsuki

Movement: 6

Health: 20

Defense save: +3 (+5 endurance save)

Willpower: 4

Attacks:

Explosive fists: range melee, attack 4, to hit +3, piercing -1, damage 2, brutal

Explosive howitzer: range 12 inches, attack 1d3+1, to hit +3, piercing -2, damage 3

Abilities:

Explosive howitzer- explosive howitzer creates a 5-inch rough terrain centered on the target that lasts until this model's next activation. Enemy models caught in the blast radius take a piercing -2, damage 1d6 auto hit

Brutal- when the attacker rolls a natural 6 on their attack roll. The attack bypasses the target's defense save and they automatically take the damage. Brutal cannot bypass indestructible saves and is treated as a normal attack. Endurance saves can be used when the target is being damaged by brutal attacks as normal.

Endurance save: when the model fails their defense save. They can roll their endurance save. Roll a d6 for each point of damage. On a 5 or 6 the model doesn't take that point of damage.

Explosive rage- When this model drops to 0 hp, roll a 1d6. On a 5-6 this model creates a 4-inch blast radius centered on itself. All models take a piercing -2, damage 1d6 auto hit

Tenya

Movement: 7

Health: 20

Defense save: +3

Willpower: 3

Attacks:

Recipo fists- range melee, attack 4, to hit +3, piercing -1, damage 2

Recipo kicks- range melee, attack 3, to hit +4, piercing -2, damage 3, Rapid hits

Impact hits- range melee, attack 2d6, to hit 0, piercing 0, damage 1

Abilities:

Recipo burst- this model can add 1d3 inches to their movement when they move on their activation.

Evasion- when this model moves, the enemy suffers a -1 on to-hit rolls against this model until this model's next activation

Rapid hits- when you roll a natural 6 on the attack rolls, you create one additional attack that automatically hits for each natural six rolled. The extra attacks don't count as critical hits and are treated as normal.

Impact hits- when his model moves into the melee range of an enemy, they inflict impact hits. The target model takes 2d6 automatic hits that are piercing 0, damage 2

Shoto

Movement: 6

Health: 20

Defense save: +3 (+5 endurance save)

Willpower: 3

Attacks:

Ice hot fists - range melee, attack 4, to hit +3, piercing -1, damage 2, burn

Fireblast- range 12 inches, attack 1d6+1, to hit +3, piercing -1, damage 2, burn

Ice blast- range 12 inches, attack 1d6+1, to hit +3, piercing -1, damage 2

Abilities:

Ice wall- this model can create a 5-inch ice wall on activation within 2 inches. The ice wall grants cover to Ailles' models within 1 inch of it. The ice wall lasts until the model's next turn.

Burn- model damaged by this attack takes an additional 2d3 damage. Burn cannot be stacked and can be mitigated with endurance saves or other damage mitigation abilities.

Ice blast- The target model hit by ice blast suffers a -2 movement penalty until the end of their activation.

Endurance save- when the model fails their defense save. They can roll their endurance save. Roll a d6 for each point of damage. On a 4-6 the model doesn't take that point of damage.

Ice armor- this model can spend a willpower point to gain a +1 to his endurance save which lasts until its next activation.

Krishma

Movement: 6

Health: 20

Defense save: +3 (+4 indestructible save)

Willpower: 3

Attacks:

Steel-skinned fists - range melee, attack 4, to hit +3, piercing -1, damage 2

Steel tooth bite- range melee, attack 3, to hit +4, piercing -2, damage 1d6+1

Abilities:

Steel skin- this model can use steel skin during its activation. When active, the damage this model takes is reduced by half. But the model suffers a -2 movement penalty. Steel skin lasts until the model's next activation

Indestructible save- this model can opt to use its indestructible save instead of its normal defense save. Indestructible saves are not affected by piercing.

Tsuyu

Movement: 6

Health: 20

Defense save: +3

Willpower: 3

Attacks:

web fists - range melee, attack 4, to hit +3, piercing -1, damage 2

Tongue lash- range 8 inches, attack 4, to hit +4, piercing -2, damage 1d6+1

Abilities:

Frog leap- during its activation, this model can move an additional 2d6 inches plus their movement. But it cannot attack if it does so.

Evasion- when this model moves, the enemy suffers a -1 on to-hit rolls against them until this model's next activation.

Pathfinder- this model can move through rough terrain without penalty.

Mineta

Movement: 6

Health: 15

Defense save: +3

Willpower: 2

Attacks:

Bare fists - range melee, attack 4, to hit +3, piercing -1, damage 2

Sticky ball barrage- range 12 inches, attack 2d6, to hit +3, piercing 0, damage 2, rapid hits

Sticky cannonballs- range 15 inches, attack 2, to hit +4, piercing -2, damage 2d6

Abilities:

Sticky ball barrage- the target model that takes damage from this attack cannot move until the end of its activation phase

Rapid hits- when you roll a natural 6 on the attack rolls, you create one additional attack that automatically hits for each natural six rolled. The extra attacks don't count as critical hits and are treated as normal

Sticky ball barrier- this model can create a 5-inch line ice wall on its activation within 2 inches. The barrier grants cover to allied models within 1 inch of it. It lasts until the next turn.

Mina

Movement: 6

Health: 15

Defense save: +3

Willpower: 2

Attacks:

Acidic fists - range melee, attack 4, to hit +3, piercing -1, damage 2

Acid blast- range 12 inches, attack 1d6+1, to hit +3, piercing -1, damage 2

Acid bolts- range 15 inches, attack 3, to hit +4, piercing -2, damage 2d6

Abilities:

Acid blast- model damaged by this attack suffers a -1 modifier to their defense save until the beginning of their next activation. The -1 modifier does not stack.

Acid bolts- model damaged by this attack suffers a -1 modifier to their defense save until the beginning of their next activation. The -1 modifier does not stack.

Fumikage

Movement: 6

Health: 30

Defense save: +3 (+4 indestructible save)

Willpower: 3

Attacks:

Dark shadow fists- range melee, attack 4, to hit +3, piercing -1, damage 2

Dark shadow tendrils- range 12 inches, attack 3, to hit +4, piercing 0, damage 2d3+2

Abilities:

Dark shadow tendrils- this attack can bypass a target model's defense save. But cannot bypass endurance or indestructible saves

Flight- This model can move through terrain without penalty. They can also add 1d3 additional inches to their movement when they move. Enemy ranged attacks suffer a -1 on-to-hit roll against this model.

Dark shadow rebuke- when this model takes damage in melee. The target attacking model takes 1d6 automatic hits that are piercing -1, damage 2

Indestructible save- this model can opt to use its indestructible save instead of its normal defense save. Indestructible saves are not affected by piercing.

Momo

Movement: 6

Health: 30

Defense save: +3

Willpower: 3

Attacks:

Creati staff- range melee, attack 5, to hit +3, piercing -2, damage 2

Creati cannon- range 15 inches, attack 1d3, to hit +4, piercing -1d3, damage 2d6

Abilities:

Tactician- This model can give a target allied model within 5 inches a free reroll on attack, advance, and defense saves.

Creati canon- After the opponent gets hit, roll a 1d3 to determine the amount of piercing each attack will have. Then roll 2d6 for the damage for each attack. This attack negates the benefit of cover and other minor defense abilities like evasion or flight. But not defense saves, indestructible saves, or endurance saves.

Duelist- this model can reroll a single natural one on their melee attack roll.

Creati armor- This model can opt not to make a ranged attack on its activation. If so they gain a 5+ indestructible save until the beginning of their next activation.

Jirou

Movement: 6

Health: 30

Defense save: +3

Willpower: 3

Attacks:

Ear jack slash- range melee, attack 4, to hit +3, piercing -1, damage 2

Sonic blast- range 12 inches, attack 2d6, to hit +3, piercing -1, damage 2, beat back

Abilities:

Beat back- when the target is damaged from this attack, they get pushed backward 5 inches.

Sonic blast- when a model is damaged by this attack. They must either forgo their movement, melee, or ranged attack during their activation until the end of the turn.

Earjack sensors- Attacks from this model negate the benefit of cover and other minor defense abilities like evasion or flight. But not defense saves, indestructible saves, or endurance saves

Denki

Movement: 6

Health: 15

Defense save: +3

Willpower: 2

Attacks:

Electric fists- range melee, attack 4, to hit +3, piercing -1, damage 2, shock

Lighting bolts- range 12 inches, attack 4, to hit +4, piercing -2, damage 1d6+1, shock

Abilities:

Shock- Enemy models damaged by this attack have their number of attacks halved until the end of their activation.

Static- when this model is damaged in melee combat. It deals a piercing 0, damage 2 hit on the enemy for each successful hit it has taken.

Overcharge- Once per activation, this model can increase the piercing and damage of their attacks by 1d3. However, they take 2d6 damage at the end of their activation if they do so.

Electric vent- This model can spend 1 willpower point to reduce the damage of overcharge by half.

Mission Scenarios

These optional missions provide different objectives beyond simply eliminating the enemy. Each mission has a Primary Objective that grants victory points (VP) each round. The game lasts 5 rounds, and the player with the most VP at the end wins.

1. Control the Battlefield

Mission Type: Objective Control

Setup: Place 4 objective markers evenly across the board.

Primary Objective: At the end of each round, a player gains VP for each objective they control:

- 1 VP per objective held

- 2 VP if the objective is in the opponent's deployment zone

Victory Conditions: The player with the most VP after 5 rounds wins. If all enemy models are knocked out, the surviving team wins automatically.

2. Heroic Showdown

Mission Type: Elimination & Duel

Setup: Both players secretly pick one model as their "Hero" before deployment.

Primary Objective:

- 2 VP for knocking out the enemy Hero.
- 1 VP for each enemy model knocked out.
- At the end of the game, if your Hero is still standing, gain 2 additional VPs.

Victory Conditions: The player with the most VP after 5 rounds wins. If all enemy models are knocked out, the surviving team wins automatically.

3. Secure the Payload

Mission Type: Escort Mission

Setup: Place a payload token in the center of the battlefield. It can be moved by models standing within 1" at the end of their activation.

Primary Objective:

- 1 VP per round if your team is controlling the payload.
- 3 VP if the payload reaches the opponent's deployment zone.

Victory Conditions: The player with the most VP after 5 rounds wins. If all enemy models are knocked out, the surviving team wins automatically.

4. Data Heist

Mission Type: Capture & Extract

Setup: Place 3 data terminals across the battlefield. Models must interact with them (spend 1 action) to collect a data chip. A model can carry only one chip at a time.

Primary Objective:

- 1 VP for each chip held at the end of a round.

- 2 VP if a model carrying a chip reaches their deployment zone.

Victory Conditions: The player with the most VP after 5 rounds wins. If all enemy models are knocked out, the surviving team wins automatically.

5. Last Stand

Mission Type: King of the Hill

Setup: Place one objective marker in the center of the battlefield.

Primary Objective:

- 2 VP for controlling the objective at the end of a round.
- 1 VP if a friendly model knocks out an enemy within 6" of the objective.

Victory Conditions: The player with the most VP after 5 rounds wins. If all enemy models are knocked out, the surviving team wins automatically.