

## **Using 3D Objects**

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Objects are three-dimensional figures that players can use in place of heavy and light object tokens. When using 3D objects, choose and place the regular object tokens normally. Once the object tokens have been flipped face-up but before they are placed on the map, each player may replace the object tokens he or she chose with a 3D object of the same type, light or heavy. 3D objects function like object tokens, but provide the bonuses listed below when attacking with the object, unless otherwise stated.

### **Light Objects**

Mailbox – Increase the attacker's damage dealt by 1.

Crate – A character may throw this object 8 squares.

Office Desk – 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.

Bookcase – Increase the attackers attack value by 1.

### **Heavy Objects**

Dumpster – This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.

Computer – Increase the attackers attack value by 1.

Soda Machine – Increase the attacker's damage dealt by 1.

Light Post – 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.