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ABOUT THIS DOCUMENT

This Comprehensive HeroClix Rules document is composed of the following official documents: Advanced Sentinel Rules, Battlefield Condition card text, Comprehensive Tournament Rules, Dark Phoenix Rules, DC HeroClix Errata and Clarifications, DC PAC, Feat card text, Galactus Rules, HeroClix General Errata and Clarifications, HeroClix General FAQ, HeroClix Map FAQ, Indy HeroClix Errata and Clarifications, Indy PAC, Jean Grey Phoenix Rules, Marvel Danger Room Rulebook, Marvel HeroClix Errata and Clarifications, Marvel PAC, Sentinel Rules, Sinestro Rules, Special Object card text and rules, and The Spectre Rules. The non-official sections of this document are the Retired Figures list and the Line of Fire reference.

Please note that there are some changes from the original official documents. The rules for Sentinel, Sinestro, Dark Phoenix, and Jean Grey Phoenix are consolidated in the Colossal Character Rules section. Errata are not listed separately because the changes are integrated with this document. Clarifications are found in bullet points underneath the relevant sections of this document. Blue bullet points refer to General FAQ questions related to pertinent sections of this document.

THIS IS NOT AN OFFICIAL DOCUMENT. It is not endorsed by WizKids and serves only as a reference to the official rules. To access the official rules documents, visit www.wizkidsgames.com. The official rules documents are the ultimate source if any inaccuracies exist in this document. However, make sure that information in one official document has not been changed or updated by another official document.

1. RULEBOOK

RULEBOOK TABLE OF CONTENTS

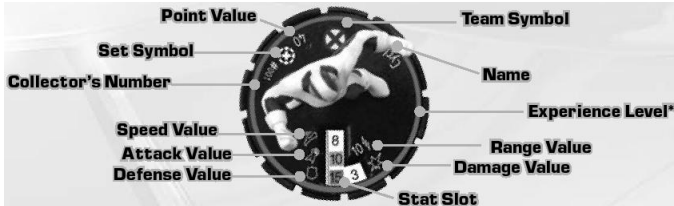
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HEROCLIX CHARACTERS

Aside from the figure itself, a HeroClix character is made up of two main parts: the base and the combat dial.

The Base

Each character's base contains important information, as shown below.



*Yellow-Rookie, Blue-Experienced, Red-Veteran, Silver-Unique, Bronze-Limited Edition, Purple-Promotional

Some characters look the same, but they have different ranks, team designations, or combat dials. Each character's base is printed with a set symbol that marks it as part of a particular HeroClix set and a collector's number to differentiate it from other characters that might look similar.

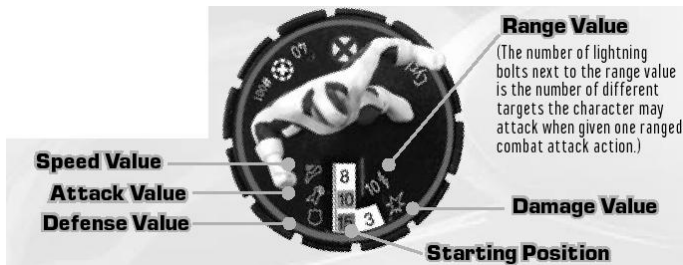
The Combat Dial

The combat dial is the rotating disk found under a character's base. A character's combat dial displays a set of numbers through the L-shaped stat slot in the character's base. These numbers indicate how well the character can accomplish certain tasks.

Each time one of your characters takes damage during a game, you click—or turn—its combat dial clockwise once for each 1 damage taken. Each time your character is healed of damage during the game, turn its combat dial counterclockwise once for each 1 damage healed.

Combat Values

Each character has five combat values, as shown below. Four of these values are on the combat dial and are visible through the stat slot: speed, attack, defense, and damage. These values usually change when you turn a character's combat dial. The fifth value is the character's range for ranged combat attacks; this value is printed on its base. Range does not change as you turn the combat dial. Each value appears next to its respective symbol.



PREPARE TO PLAY

Before you play a HeroClix game, each player must build a force, the battle-field must be prepared, and players must place their forces in their starting areas.

Step 1: Build Your Force

In general, characters comprise the bulk of a player's force. Each character has a point value printed on its base. This is the number of points it costs to add a character to a force.

Build total. All players should agree on the build total they will use when assembling their forces. The build total is the maximum value allowed when the point values of all characters and other elements of your force are added together. When selecting characters for your force, you may choose characters and other elements whose point values add up to less than or equal to the build total, but not more than the build total.

A force must include at least one character.

Unique characters. A force may consist of more than one of the same character. If a character's rank is Unique, however, it may be included in your force only once. Unique characters have silver, bronze, or gold experience levels. Two Unique characters with the same name, set symbol, and collector's number may not be on the same force; however, a Unique character can be part of a force with non-Unique characters that share the same name, as well as with Unique characters that have the same name but a different collector's number or set symbol.

Bystander tokens. Bystander tokens use printed graphic elements, instead of 3-D figures, to represent characters. Although a bystander token has combat values and follows all rules for HeroClix characters, it has no combat dial. If a bystander token takes damage, it is removed from the battlefield (knocked out).

Feats. Feats give characters additional abilities. The point value of a feat counts toward the build total of a force. For more information, see "Feats," on p. 15.

Battlefield conditions. A force may also include a single battlefield condition, which changes the environment of the battlefield. Though a battlefield condition has no point cost and does not count toward the point total of a force, if a player wants to use a battlefield condition when playing a HeroClix game, he or she must select it when building a force. For more information, see "Battlefield Conditions," on p. 5.

Step 2: Prepare the Battlefield

All players reveal their completed forces. Then each player rolls two six-sided dice and adds together the results. Reroll any ties. The player with the highest total result is the first player.

The first player chooses the map where the battle will occur.

See also, Additional Clarifications: Maps and Tournament Legality

After the first player chooses the map, the player to his or her left chooses the edge of the map on which he or she will set up his or her force. If there are more than two players, continue clockwise around the table until everyone has chosen a different edge and identified a starting area—the area of squares within the purple line—along that edge. In two-player games, starting areas must always be on opposite edges of the map.

Step 3: Reveal Battlefield Conditions


Players who have chosen to include battlefield condition cards in their forces reveal the cards simultaneously.

See also, Additional Clarifications: Battlefield Conditions, Feats

See also, Battlefield Conditions Q & A: Q003

Step 4: Place Objects

A HeroClix Starter Set includes six standard object tokens—round cardboard tokens that represent items characters might find on a battlefield and make use of in battle. Tokens with a yellow border represent light objects, tokens with a red border represent heavy objects, and tokens with a blue border represent immobile objects.

In addition, there are also special objects (cardboard tokens or 3-D objects marked with a  symbol) that can represent items on the battlefield. Special objects are also classified as light, heavy, or immobile, and they have special rules associated with their uses in battle and placement on the battlefield. (For more, see “Special Objects,” p. 14.)

See also, Additional Clarifications: 3D Objects

See also, Miscellaneous Q & A: Q007

After all players have identified their starting areas, each player places any three standard object tokens face down in a common pile. After all players have added three object tokens to the pile, mix up the pile. One at a time, starting with the first player and moving around the table clockwise, each player takes a token from the pile, looks at it, and places it face up on the battle map. After choosing and looking at the token but before placing it on the battle map, a player who has special objects in his or her collection may choose to replace the object token that was selected from the pile with a special object, following the rules for special objects; remove the standard object token from the game, and place the special object on the battle map. All objects must be placed on clear terrain (see “Clear Terrain,” p. 11) and cannot be placed in any player’s starting area. Continue in a clockwise direction until all object tokens from the pile are placed on the battle map.

Step 5: Place Characters

After objects have been placed, each player turns the combat dial on all of his or her characters until a vertical green line appears to the left of the numbers visible through the stat slot. This green line indicates the character’s starting position. After a character’s combat dial has been turned to its starting position, players may click the character’s combat dial only when directed to do so by a game effect, such as taking damage or healing. You may not turn the combat dial to look ahead or back on the dial during a game.

The first player then places his or her force in his or her starting area on the battle map. When placing a flying character, a player must move the flight indicator on the character’s clear center post to specify whether the character is initially hovering or soaring (see “Wing Speed Symbol,” p. 7). The player to the first player’s left then places all of his or her characters. If there are more than two players, continue clockwise around the table until all players have placed their forces in their starting areas.

Step 6: Play the Game!

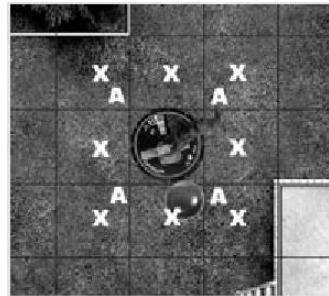
Once steps 1–5 are complete, play begins with the first player.

IMPORTANT GAME CONCEPTS

The following are game concepts used in the HeroClix rules that players should know before playing their first game. Players will also find it useful to read the glossary, beginning on page 19, as a reference for terms used throughout these rules.

Action Tokens

When you give a character a close combat action, a ranged combat action, a move action, or a power action, mark the character with an action token, as shown below, after the action is resolved. You can use any small object, such as a coin or bead, as an action token. A token reminds all players that a character has taken an action during a turn.

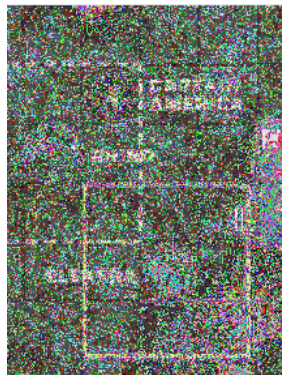


Each X indicates an adjacent square. Each A indicates a square diagonal to the center square.

Adjacent Squares

Adjacent squares are squares on the map that touch one center square, including squares on the diagonal. This means that most squares have four adjacent squares on their sides and four adjacent squares on their diagonals, as shown above.

Characters occupying adjacent squares are adjacent to one another, as shown below. Characters and squares on opposite sides of walls or on different elevations (see “Terrain,” p. 11) are not adjacent. Soaring characters are adjacent only to other soaring characters, giant characters, and colossal characters (see “Wing Speed Symbol,” p. 7). Giant characters are adjacent to a greater number of squares than standard characters are (see “Giant Characters,” p. 16).



The squares adjacent to Rhino are indicated by the dashed line. He is adjacent to Captain America. The squares adjacent to Elektra are indicated by the solid line. She is not adjacent to either of the other characters.

Archenemies

Some characters have colored (not black) bases. Two characters with the same color base and the same set symbol but different names are archenemies. A character may have more than one archenemy. The following rules apply regarding archenemies:

- You cannot build a force containing characters that are archenemies of each other.
- If a character deals damage to its archenemy that causes the archenemy to be defeated, that character's player receives bonus victory points, as described in the "Victory!" section on p. 17.

See also, [Additional Clarifications: Archenemies](#)

Battlefield Conditions

A battlefield condition alters the rules of the game as explained in the text on each battlefield condition card. Each player may include only one battlefield condition card in his or her force per game. Battlefield conditions affect only the characters on the battlefield. If multiple copies of a battlefield condition card that causes a die (or dice) roll to occur are in play, roll the die (or dice) for each copy in play. If a player's force is eliminated from the game, his or her battlefield condition remains in effect until the end of the game.

See also, [Additional Clarifications: Battlefield Conditions](#)

Feats

Feats represent a character's special training or other abilities. Feats are printed on cards that indicate the point value of the feat, any prerequisites required for a character to be assigned and use the feat, modifiers the feat makes to a character's combat values, and a description of how to use the feat. A feat's point value is included in the point total of your force (see "Build Your Force," p. 3).

For more on feats, see "Feats" on p. 15.

Friendly and Opposing Characters

Friendly characters are characters controlled by you or an allied teammate. Opposing characters are characters controlled by an opponent. Friendly and opposing status can change during the course of the game.

Powers

Colored squares that appear behind a character's combat values represent its powers. A character's powers can change as it takes damage or is healed. Descriptions of all powers and their effects appear in the Super Powers and Team Abilities sections.

Powers are in effect when they appear in the stat slot. If a power is optional, it is assumed to be in effect during an action unless it is canceled at the beginning of that action. When a power is canceled, it is canceled until the end of that turn and resumes effect at the beginning of the next player's turn.

Some powers require that a character take an action to activate them or activate when you give a character a specific type of action. To use one of these powers, the player must declare that the character is taking an action to activate the power or that the action given to the character will activate a power.

Pushing

If you give an action (other than a free action) to the same character on two consecutive turns, place a second action token on that character and turn that character's combat dial once clockwise (the same direction you click a character when it takes damage) after it resolves the action. This is called pushing a character. The resulting clockwise click is called pushing damage and represents fatigue caused by taking actions back to back. You may not give any character an action (other than a free action) on three consecutive turns. Pushing damage may occur if a character is the target of or uses some powers, team abilities, or feats. Any time a second action token is placed on a character for any reason, that character takes pushing damage. If use of a feat requires a character to take pushing damage, the pushing damage from the feat is applied to the character before the pushing damage from taking a second consecutive action.

When you place a second action token on a character (as shown below), leave both tokens on the character until the end of your next turn as a reminder that that character cannot be given any actions (other than a free action).



Dr. Strange was given an action last turn and this turn. He is pushed and has been marked with a second action token. After the second action is resolved, he takes 1 pushing damage.

Replacement Values and Modifiers

Some game effects, including some powers, feats, and team abilities, allow the substitution of one combat value for another. These substitute values are called replacement values. For example, when one value becomes or is used instead of another value, it is a replacement value. When a character's combat value is reduced by half, that is also a replacement value.

Modifiers increase or decrease a combat value by a specific amount. A modifier may never reduce a combat value to less than 0. Replacement values are not modifiers. All modifiers are cumulative, but they are limited by the Rule of 3, below.

Modifiers and replacement values that take effect during an action are in effect only for the duration of that action unless stated otherwise. Modifiers and replacement values that take effect during an attack are in effect only for the duration of that attack unless stated otherwise.

Rounding

Sometimes a game effect will tell you to reduce a character's combat value or other numerical value by half. If this would result in a fraction, always round up.

Rule of 3

Many modifiers can affect combat values during the game. Because all modifiers are cumulative, a special rule called the "Rule of 3" places a limit on how much a combat value can be

modified. The Rule of 3 states that no combat value can be modified by more than 3. For example, if the combat value is 3, it cannot be modified to more than 6 or less than 0.

While the effects of powers, team abilities, battlefield conditions, and feats override standard HeroClix rules, the Rule of 3 takes precedence over all those effects. Replacement values are not subject to the Rule of 3.

See also, Additional Clarifications: The Rule of Three

Team Symbols and Team Abilities

A team symbol on a character's base indicates the character's association with a team (or an affiliated group or organization) and marks the character as a member. Teams have special abilities that their members can use. Team abilities are described on the powers and abilities card. A team ability is in effect as long as one member of that team on your force is on the map, though use of some team abilities requires more than one team member on your force. Characters with no team symbol on their bases have no team affiliations. Team abilities cannot be lost or countered.

All team abilities are optional and may be canceled. If a team ability is not canceled at the beginning of an action, it is in effect during the action. When a team ability is canceled, it remains canceled until the end of the turn and resumes effect at the beginning of the next player's turn.

Some team abilities require that a character take an action to activate them or activate when you give a character a specific type of action. To use one of these team abilities, the player must declare that the character is taking an action to activate the team ability or that the action given to the character will activate a team ability.

Wild cards. Wild card team abilities are special team abilities that allow a character to use any team ability possessed by any friendly character on the battle-field. A character with a wild card team ability is called a "wild card."

When making use of a team ability it does not possess, a wild card does not gain the team symbol of the team ability used.

Wild cards may use only one team ability per action. During your turn, you must declare any change in the team ability used by a wild card when you declare an action. During an opponent's turn, you must declare any change in the team ability used by your wild cards after your opponent declares an action and before the action begins—for example, after an action is declared but before an opposing character moves or attacks.

A wild card retains the team ability it last used until it uses another team ability, or until the end of an action in which the character whose team ability the wild card is using is knocked out or otherwise removed from the game.

If a team ability used by a wild card after the declaration of an action makes the declared action impossible to perform—for example, if a line of fire for an opponent's ranged combat attack can no longer be drawn to the wild card due to the team ability now used by the wild card—treat the action as though it was not given and choose a different action instead. The wild card, however, must continue to use that ability even when a new action is declared.

See also, Additional Clarifications: Wild Card Team Abilities

PLAYING THE GAME

In HeroClix, players take turns moving their characters and attacking opposing characters to win a battle.

Turns and Actions

HeroClix is played in a series of turns. The first player takes the first turn. When the first player's turn is complete, the player to the left takes the next turn, and so on, clockwise around the table. If a player's force is eliminated from the game, the remaining players continue taking turns in the same order.

You begin each turn with a certain number of available actions. This number remains the same for the entire game. The number of actions you begin with depends on the build total of the game: You get one action for every 100 points of the game's build total. For example, a game with a build total of 100 points gives you one action every turn. A build total of 200 points gives you two actions every turn; 300 points gives you three actions, and so on. Your action total remains the same even if one or more of your characters is knocked out and removed from the game.

Some game effects may occur at the beginning of a player's turn. These effects are noted on the powers and abilities card or in the rules text for the effect, which are found on feat cards, on battlefield condition cards, as part of scenarios, or elsewhere. Prior to initiating these effects, any effects that last "until the beginning of your turn" resolve. Then effects that occur "at the beginning of your turn" may be performed in any order, as chosen by the player whose turn it is.

During your turn, you give actions to your characters. When a character is given an action, the action may be used to activate only one effect. If you have more than one action available, you must resolve one action before initiating the next action. Resolving an action includes completing any free actions the action allows. You may never give more than one action per turn, other than a free action, to any character in your force. A character with two action tokens on it may not be given an action other than a free action. If you have more actions than characters, you cannot use the extra actions. You do not have to use all of your actions in a turn, but you cannot save or accumulate actions from a previous turn to use on a subsequent turn. Remember to place an action token on a character after resolving any action other than a free action.

There are four kinds of actions you may give a character:

- Move action
- Ranged combat action
- Close combat action
- Power action

Once you have resolved all of your actions for your turn and placed the appropriate action tokens, remove action tokens from those character that did not receive action tokens this turn. Then it is the next player's turn.

Power Actions

A power action is an action given to a character that allows it to use a power, team ability, or feat. Unless stated otherwise, if a

character may move during a power action, break away rules apply normally.

[See also, Additional Clarifications: Actions](#)

Free Actions

Some game effects, like powers, team abilities, and feats, require a free action to activate them, or they allow a character to do something as a free action after giving the character another kind of action, such as a power action or a move action. Characters do not receive action tokens for free actions and the free action does not count as one of your available actions for the turn.

A character or force may take any number of free actions in a turn but only as their powers and team abilities or other game effects dictate. A free action may be used to perform a close combat, ranged combat, move, or power action; in each case, the description of the free action will indicate what other type of action may be used.

Move Actions

Each character has a symbol printed on its base next to its speed value to designate how it moves. Most standard characters have one of three symbols: a boot (👢), a wing (🦋), or a dolphin (🐬). A boot symbol indicates that a character is affected by terrain, such as water and other hindering terrain, per the rules for terrain. The wing and dolphin symbols indicate that a character interacts with the battlefield in special ways. A character with a symbol printed in reverse (👢🦋🐬) is a transporter (see “Transporters,” p. 16).

Wing Speed Symbol



A character with a wing symbol next to its speed value can fly. Flying characters use all the standard rules for HeroClix characters, except where noted. Flying characters have two different flight modes: hovering and soaring, which are indicated by moving the flight indicator on the character's clear center post (as shown above) down for hovering and up for soaring.

A flying character occupies its square regardless of flight mode. No other character can occupy the same square as a flying character. Flying characters may move through squares adjacent to and occupied by opposing characters.

Elevation change modifier. A flying character can change flight modes when moving. Reduce the speed value (or the remaining movement for an action) of a flying character by 1 each time an action would cause it to ascend to soaring level or descend to hovering level; this is the elevation change modifier.

Hovering. A hovering character floats near the ground. To show that a character is hovering, move the flight indicator on its clear center post to its lowest position, as shown above. A hovering character ignores the effects of hindering terrain on movement. Hovering characters may move onto and off of elevated terrain and over outdoor blocking terrain without changing flight modes. For purposes of breaking away and close combat, a hovering character is at the same elevation as the square its base occupies. Hovering is the only flight mode that characters may use indoors.

Soaring. A soaring character is flying high above the battlefield. To show that a character is soaring, move the flight indicator on its clear center post to its highest position, as shown in above. Soaring characters ignore the effects of all types of terrain and objects on movement. Soaring characters can affect only other soaring characters, giant characters, and colossal characters.

Soaring characters are required to break away only from other soaring characters, giant characters, and colossal characters. Hovering characters and nonflying characters do not have to break away from soaring characters.

[See also: Additional Clarifications: Flying Figures, Special Objects](#)

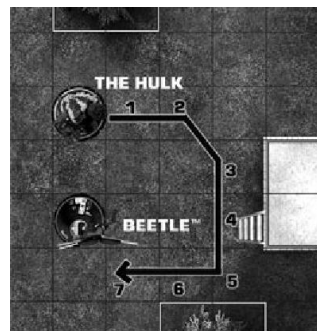
Dolphin Speed Symbol

A character with a dolphin symbol next to its speed value can swim. Swimming characters use all the standard rules for HeroClix characters, except as noted in “Water Terrain” on p. 12.

Moving Your Character

A character given a move action may move up to its speed value in squares across the battlefield or make an attempt to break away. Characters may also be able to move in special speed modes (such as flying, which is indicated by the symbol printed next to the character's speed value) that affect how it can move.

A character's current speed value is visible through the stat slot and printed on its combat dial. This value is the maximum number of squares you may move the character, as shown below. A character can move diagonally. A character does not have to move its full speed value, and it may move 0 squares.



When measuring distance for movement and ranged combat, simply count the squares on the map in any direction. In the move action shown, the Hulk has moved 7 squares.

A character can move through a square occupied by a friendly character, but it cannot move through a square occupied by an opposing character. A character must end its movement if it enters a square adjacent to an opposing character. If a character moves or is moved in such a way that it will end its movement in the same square as another character, the character must end its movement before entering the occupied square.



The roll allowing the Hydra Trooper to break away from the Thing was successful, so the Hydra Trooper may move in any direction shown by the arrows.

Breaking away. If a character occupying a square adjacent to one or more opposing characters moves as a result of being given a move action, power action, or free action, that character must attempt to break away, as shown above. Roll one six-sided die. On a result of 1-3, the character fails to break away and may not move. The character's action is over, and the player places an action token on it. On a result of 4-6, the character has succeeded in breaking away from all opposing characters adjacent to that character and may move. Giant characters fail to break away only on a result of 1-2.

Only one successful break away roll is required to move away from all adjacent opposing characters. Once a character successfully breaks away, you may move that character through squares adjacent to every opposing character from which it broke away; however, if the character enters a square adjacent to any opposing characters to which the character was not adjacent when making the break away attempt, the character must end its movement.

See also, Additional Clarifications: Break Away
See also, Miscellaneous Q & A: Q004

Carrying other characters. During movement, flying characters, characters with the transporter ability (transporters), and characters using certain feat cards, powers, or team abilities can carry other friendly characters that have the dolphin or boot speed mode. Flying characters, double-base characters, transporters, giant characters, and colossal characters cannot be carried. A character can carry only one character per turn. A character that can carry other friendly characters cannot pick up or carry a character that is holding an object; however, if its abilities allow, a character that can carry other friendly characters may carry both a character and an object.

A flying character must begin and end its action in hovering mode in order to carry a character. A flying character does not need to change flight modes when carrying a character.

To be carried, the friendly character must be adjacent to the carrying character at the beginning of the carrying character's action. While being carried, a carried character is not adjacent to any character nor can it draw line of fire until placed at the end of the carrying character's movement for the action. A carried character may have its team ability copied by a wild card team ability.

When a carrying character ends its movement for the action, the carried character must be placed in a square adjacent to the carrying character that the carried character can occupy and at the same elevation. A carried character does not receive an action token for being carried unless specified by a feat, power, or team ability, and it may not be given an action (other than a free action) until the beginning of the next turn.

See also, Miscellaneous Q & A: Q004

Combat Actions

You can give a character two types of combat actions: close combat actions and ranged combat actions. Both types of combat actions are described below. The character given the action and making the attack is called the attacker. The character against which the attack is made is called the target.

Combat Action Rules

The following general rules apply to both close combat and ranged combat attacks.

The Attack Roll

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll two six-sided dice and add the result to the attacker's current attack value. If the result is equal to or greater than the defense value of the target, the attack is successful.

Certain powers and game effects make it possible for a target to evade a successful attack.

Targeting Friendly Characters

You cannot target a friendly character with an attack. A character can never target itself with any attack or power—damaging or healing—unless a power, feat, or other game effect specifically says otherwise.

Damage

When your character makes a successful attack, the damage dealt is equal to its damage value, modified by any powers, team abilities, feats, or other game effects. The target takes that much damage, modified by any of its own powers, team abilities, and feats, or other game effects. Your opponent must click the target's combat dial clockwise a number of times equal to the damage taken.

No damage. An attack that deals no damage may not have the damage further modified by powers or team abilities. Attacks that deal no damage deal neither critical hit damage to the target nor critical miss damage to the attacker.

0 damage. A power that deals 0 damage may have that damage modified. It may also deal damage to the target as a result of a critical hit or to the attacker as a result of a critical miss. If the damage is not modified, no damage is dealt.

Penetrating damage. The damage from an attack or game effect that deals penetrating damage may not be reduced by any power or ability that reduces damage dealt (such as Toughness or Invulnerability) yet may still be reduced by other game effects such as feats or battlefield conditions.

Unavoidable damage. The damage from an attack or game effect that deals unavoidable damage may not be evaded, reduced, or modified, nor may the damage be transferred to another character.

Healing powers and effects. Characters can heal damage using powers, such as Support, Regeneration, and Steal Energy, or via feats or other game effects. When healing, click the combat

dial counterclockwise. A character cannot heal beyond its starting position.

Defeating Characters

As soon as three **KO** symbols appear in a character's stat slot, that character is defeated. Remove the character from the map. It is knocked out (KOD) and no longer part of the game.

Rolling 2 and 12: Critical Misses and Critical Hits

If you roll two 1s (for a total of 2) on an attack roll, you automatically miss the target, even if your attack roll result would be high enough to hit the target. This is called a critical miss. Immediately click your character's combat dial once clockwise; this represents a weapon backfire or your character straining or wounding itself during the action.

If you roll two 6s (for a total of 12) on an attack roll, you automatically hit the target, regardless of what you needed to roll to hit. This is called a critical hit. If you were trying to damage the target, then the critical hit increases damage dealt by 1 for this attack. If your attack is against multiple ranged combat targets, this extra damage dealt affects all successfully hit targets.

See also, Miscellaneous Q & A: Q016

Support and criticals. If you roll 2 while using a character's Support power, the Support attempt automatically fails. Immediately click the targeted character's combat dial once clockwise; the critical miss does not affect the character using Support. If you roll 12 while using Support, your Support attempt automatically succeeds. Add 1 to the amount healed.

Knock Back

When a player rolls doubles on the dice on a successful attack roll (except for two 1s, which never succeed), the target is knocked back after any damage taken from the attack is applied. Knock back represents a character being thrown backward by the force of an attack. Certain powers and team abilities might knock back a character or prevent a character from being knocked back. Check for those powers and team abilities before taking damage from the attack.

A knocked back character is moved back 1 square for each 1 damage taken. Move the character in a straight line away from the attacking character—called the knock back path—even if that path is on a diagonal. If multiple characters take damage from an attack, power, or game effect that causes knock back, resolve the knock back starting with the character farthest from the attacker. If an attack, power, or game effect knocks back a target that is not along a straight line from the attacker, the target is knocked back away from the attacker along a straight vertical, horizontal, or diagonal line chosen by the attacker.

Knock back damage. A grounded character's knock back path cannot continue beyond a wall, the edge of the map, the boundary of elevated terrain, or the boundary of blocking terrain. If it would do so, the character's knock back path stops in the square before the path would cross into any of those areas, and the character is dealt 1 knock back damage, as shown below. Knock back into a wall or terrain feature does not destroy it or deal it any damage. Hindering terrain has no effect on knock back.



James rolled double 4s on a successful attack made by Kraven against Shadowcat. Shadowcat is hit and takes 3 damage. After taking damage Shadowcat is knocked back 3 squares, but she can only move back only one square before she hits a wall (the thick black line). Shadowcat is dealt 1 knock back damage as she slams into the wall.

Powers that reduce damage dealt also reduce knock back damage. Knock back damage is dealt (and reduced) separately from damage dealt by the attacker.

If the knock back path would cross a square occupied by another character, including a soaring character, place the knocked back character in the last unoccupied square before it would cross the square occupied by a character. Stopping in this way does not deal damage to either character.

Double-base characters, transporters, giant characters, and colossal characters ignore knock back.

Knock back off elevated terrain. If a nonflying character is knocked off elevated terrain (see "Elevated Terrain," p. 13), the knock back path stops in the first square beyond the boundary of the elevated terrain and the character is dealt 2 knock back damage. If a character already occupies the first square beyond the boundary of the elevated terrain, the knock back path stops in the first unoccupied square (leaving the character on elevated terrain) and the character is dealt 1 knock back damage.

Flying and knock back. Flying characters can be knocked back normally; however, there are some situations in which knock back damage is dealt with differently. A hovering character is dealt knock back damage in the same manner as a nonflying character, except that a hovering character on elevated terrain is not dealt knock back damage if its knock back path crosses the boundary of elevated terrain. A soaring character is dealt knock back damage normally if its knock back path would cross a map edge, but otherwise it is dealt no knock back damage.

Close Combat

Close combat represents hand-to-hand and melee weapon attacks.

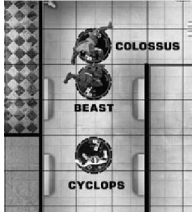
Your character must be adjacent to a target to make a close combat attack.

Soaring characters can make close combat attacks against only adjacent soaring characters, giant characters, and colossal characters.

Ranged Combat

Ranged combat represents ranged attacks, such as thrown bombs, repulsor rays, machine guns, energy blasts, and psionic attacks.

Every character has a range value printed on its base. This the maximum number of squares that a character's ranged attack can reach. If the range value is greater than 0 and your character is not adjacent to an opposing character, then your character may make a ranged combat attack. A character can attack in any direction, regardless of the direction it is facing.



a. The line of fire from Cyclops to Colossus is blocked by Beast.



b. The line of fire from Cyclops to Colossus is blocked by blocking terrain.



c. The line of fire from Cyclops to Colossus is blocked by Beast and Nightcrawler.



d. The line of fire from Storm to Angel is blocked by Falcon.

Line of fire. Before making a ranged combat attack, you must determine if the attacker has a clear line of fire to the target and if the target is within range. Before declaring your character's action for that turn, you are allowed to check the map to see which targets are valid targets.

To determine if there is a clear line of fire, use any rigid, straight edge or draw an imaginary line from the center of the attacker's square to the center of the target's square. As demonstrated above, the line of fire is blocked if

- the line of fire passes through a square that contains a character other than the attacker or the target (a);
- the line of fire crosses blocking terrain (b);
- the line of fire passes between two adjacent characters, even on an exact diagonal (c); or
- the line of fire from a soaring attacker to a soaring target passes through a soaring character (d).

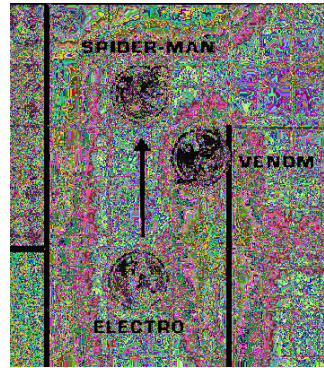
If the line of fire is blocked, the attacker may not make a ranged combat attack against that target.

A character can draw a line of fire to itself or to the square it occupies. Grounded characters block line of fire only to other grounded characters.

If the attacker has a clear line of fire, then count the shortest route to the target in squares using the imaginary line as a guide. Do not count the square the attacker occupies when determining range.

See also, Additional Clarifications: Walls

You may use a ranged combat attack to target an opposing character that is adjacent to a friendly character, as shown below.



Electro can make a ranged combat attack targeting Spider-Man even though Venom, who is a friendly character to Electro, is adjacent to Spider-Man.

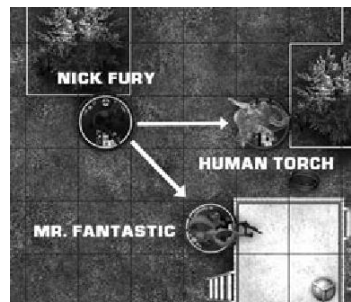
Ranged Combat Attacks Targeting Hovering Characters

Hovering characters can make ranged combat attacks against adjacent opposing characters; however, hovering characters cannot make ranged attacks against nonadjacent characters when the hovering character is adjacent to an opposing character, as shown below. A hovering character may be the target of a ranged attack by an adjacent nonflying character.

See also, Miscellaneous Q & A: Q005



a. Regardless of whether he is hovering or soaring, because the Human Torch is adjacent to Hulk, an adjacent opposing figure, he cannot make a ranged attack against the Thing.



b. Even though the Human Torch is soaring, Nick Fury is close enough to make a ranged combat attack. He could also attack Mr. Fantastic.

Ranged Combat Attacks Targeting Soaring Characters

Soaring characters can draw lines of fire only to soaring characters, giant characters, and colossal characters. A nonflying character or a hovering character can, however, make a ranged combat attack against a soaring character, as shown above. Soaring characters can make ranged combat attacks against both adjacent and nonadjacent opposing soaring characters, giant characters, and colossal characters to which they have a clear line of fire, even when the soaring character is adjacent to opposing characters.

See also, Miscellaneous Q & A: Q001

Unless the attacker is a giant character or a colossal character, reduce by half the range of a nonflying character or a hovering character when drawing a line of fire to a soaring character. Lines of fire drawn to soaring characters from nonflying characters or hovering characters ignore hindering terrain and are blocked by giant characters, colossal characters, and elevated blocking terrain. A line of fire drawn between two soaring characters, a soaring character and a giant character, or a soaring character and a colossal character is not affected by terrain, hovering characters, or nonflying characters.

See also, Miscellaneous Q & A: Q002

Multiple Ranged Combat Targets

All characters have one (⚡), two (⚡⚡), or three (⚡⚡⚡) lightning bolt symbols printed next to their range values. The number of lightning bolts is the number of different targets the character may target with a single ranged combat attack. A character may not target the same character more than once during a ranged combat attack.

If one of your characters attacks more than one target, that character must be able to draw a clear line of fire to each target. A character may use its full range against each character targeted. A character is not required to target as many characters as it has lightning bolts.

When your character attempts to affect more than one target with a ranged combat attack, you make only one attack roll; compare this result to every target's defense value. Some targets with low defense values might be affected, while others with high defense values might not be affected. Whenever you target multiple op-posing characters with a single ranged combat attack, divide the attacker's damage value any way you choose among the successfully hit targets; a successfully hit target may be dealt 0 damage or any nonfractional amount of damage provided that all damage dealt is divided among the successfully hit targets.

See also, Additional Clarifications: Objects

See also, Miscellaneous Q & A: Q014

TERRAIN

Terrain can be the natural landscape of the battlefield, walls, or other objects depicted on the battle map; object tokens and 3D objects placed on the map at the beginning of the game; or they can be effects created by the use of powers.

HeroClix has four types of terrain: clear, hindering, blocking, and elevated. Elevated terrain is a special type that modifies other types of terrain. All types of terrain are indicated by boundary lines drawn on the map:

- Squares inside the boundary of a green line are hindering terrain.
- Squares inside the boundary of a blue line are water terrain.
- Squares inside the boundary of a brown line are blocking terrain.
- Squares inside the boundary of a red line are elevated terrain.

Two other colors of boundary line indicate particular areas on a map and are clear terrain unless indicated otherwise:

- Squares inside the boundary of a purple line are a starting area (see "Prepare the Battlefield," p. 3).
- Squares inside the boundary of a yellow line are interior spaces on an indoor/out-door map (see "Indoor/Outdoor Maps," p. 14).

Heavy black lines running along the grid lines of the map are walls.

Lines indicating the boundary of a type of terrain are drawn just inside the grid marked on the battle map. If a square has a colored boundary line inside of it, the square is the type of terrain indicated by the line. If a line can be drawn from the center of a square into a second square without crossing a boundary line, the second square is the same type of terrain as the first square.

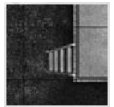
If a square does not fall inside the boundary of a colored line, it is clear terrain. All non-clear terrain is surrounded by a continuous boundary. If a game effect allows for the alteration of terrain, boundary lines are assumed to change so that they always form an uninterrupted boundary.

There is no terrain at soaring level.

Clear Terrain

Clear terrain is open space with no obstructions, such as a rooftop, a park, or an empty street. Characters can move and fire through squares of clear terrain with no penalty to their speed or attack values.

Stairs and ladders allow characters to change their elevations. A character must pass through each square of the stairs, starting at the "bottom," in order to get to the "top" of the stairs; squares of a stairway are always adjacent to one another even when the boundary of elevated terrain falls between squares. When using a ladder, a character must pass through the two squares (one grounded and one elevated) that contain the ladder terrain feature. Stairs and ladders are not hindering terrain.



LADDER

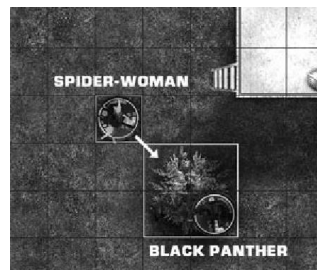


STAIRS

See also, Additional Clarifications: Elevated Terrain, Stairs

Hindering Terrain

Hindering terrain is any area containing trees, furniture, debris, objects, and other similar items that might obstruct a character's actions.



When Spider-Woman moves through the diagonally adjacent areas of hindering terrain, she must end her move in the next square. When Black Panther begins his movement in hindering terrain, his movement is halved for the move.

Movement

A character that crosses a boundary line into hindering terrain from any other type of terrain must stop moving. Diagonally adjacent squares that contain hindering terrain are considered continuous hindering terrain. When a character moves from non-hindering terrain through the corner between two diagonally adjacent squares of hindering terrain, the continuous hindering terrain causes the character's movement to end in the square after crossing the corner. Any character that begins its movement in hindering terrain reduces its speed value by half before moving.

See also, Additional Clarifications: Double-Base Characters, Hindering Terrain, Terrain

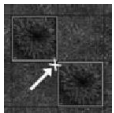
Ranged Attacks and the Hindering Terrain Modifier

If a line of fire between two characters on the same elevation crosses the boundary line of hindering terrain, increase the target's defense value by 1 for the attack after applying any replacement values. This is called the hindering terrain modifier. Add this modifier only once, regardless of the number of squares of hindering terrain the line of fire passes through.

If the attacker occupies a square of hindering terrain and the line of fire crosses the boundary line for hindering terrain without crossing another square of hindering terrain, the hindering terrain modifier is not applied for the square occupied by the attacker. This represents an attacker's ability to fire from the edge of hindering terrain—protected by it, but not impaired by it.

A line of fire is considered to pass through hindering terrain if it passes through the diagonal of two diagonally adjacent squares that contain hindering terrain and any of the following: blocking terrain, a character, or another piece of hindering terrain. See below.

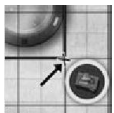
See also, Additional Clarifications: Double-Base Characters, Hindering Terrain



a. Two diagonally adjacent squares of hindering terrain.



b. A character diagonally adjacent to hindering terrain.





c. Blocking terrain diagonally adjacent to hindering terrain (in this case, an object token).

Close Combat Attacks

Close combat attacks are not affected by hindering terrain.

Water Terrain

Squares inside the boundary of a blue line are water terrain, such as streams, ponds, and other liquids. Water terrain is hindering terrain for movement purposes and clear terrain for line of fire

purposes. Characters with the  or  symbol on their bases treat water terrain as clear terrain for movement purposes.

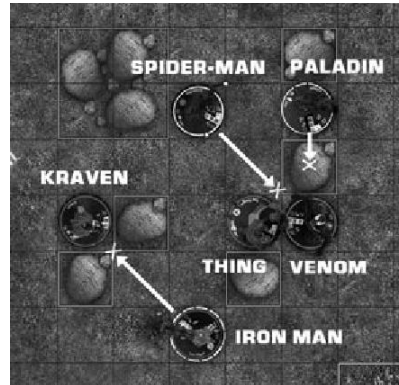
Blocking Terrain

Blocking terrain—squares inside the boundary of a brown line—consists of areas and objects on the battlefield with the potential to completely impede a character's actions.

Characters cannot move into or through blocking terrain. No character can occupy a square of blocking terrain. Blocking terrain blocks any line of fire that crosses the boundary line surrounding it. Squares of blocking terrain that are diagonally adjacent are considered continuous blocking terrain and block any movement through the diagonal between them. As shown below, a line of fire that passes through the diagonal of two diagonally adjacent squares of blocking terrain is blocked by the blocking terrain. A line of fire that passes through the diagonal between a square of blocking terrain and a square containing a character is blocked.

See also, Additional Clarifications: Blocking Terrain, Elevated Blocking Terrain, Terrain

See also, Miscellaneous Q & A: Q015, Q017



The line of fire from Paladin to Venom is blocked because it crosses blocking terrain. The line of fire from Iron Man to Kraven is blocked when it passes between the two boulders. The line of fire from Spider-Man to Venom is blocked when it passes between the boulder and the Thing.

Destroying blocking terrain. A square of blocking terrain can be destroyed by an attack that deals at least 3 damage in a single attack. When a character attacks blocking terrain, the attack automatically succeeds. An attacker may not target both a character and blocking terrain with the same attack. A close combat attack may be used to target and destroy a square of blocking terrain adjacent to the square the character occupies. A ranged combat attack may be used to destroy a square of blocking terrain by drawing a line of fire to the center of the square of blocking terrain; the line of fire is not blocked by blocking terrain in the target square.

See also, Additional Clarifications: Walls
See also, Miscellaneous Q & A: Q008

When a square of blocking terrain is destroyed, place a debris terrain marker in the square. This marker represents the wreckage left behind by the destruction of the blocking terrain and turns the square into hindering terrain. If a square of blocking terrain that contains a boundary line is destroyed and it is adjacent to a square or squares of blocking terrain, the boundary line is assumed to move to the nearest adjacent square or squares of blocking terrain so that all squares of blocking terrain are contained within a



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continuous boundary. In some cases, this may result in two separate areas of blocking terrain.

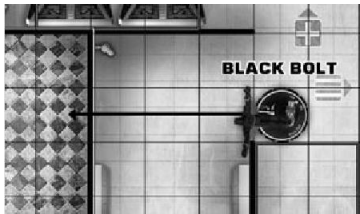
Walls

Walls are a special type of terrain indicated by heavy black lines that run along the grid lines marked on the map. Walls have no boundary lines, but they do have all the effects of blocking terrain. Characters on opposite sides of walls are not adjacent, may not target each other with close combat attacks, and do not need to roll to break away from each other.

Destroying walls. A close combat attack may be used to target and destroy a wall along the edge of the square the character occupies. A ranged combat attack may be used to target and destroy a wall by drawing a line of fire to the center of a square adjacent to the wall and on the opposite side of the wall from the attacking character and within the character's range, as shown below; in this case, the line of fire is not blocked by the wall or a character occupying the targeted square (though it may be blocked normally in all other ways). All other requirements for destroying a wall are the same as those for destroying blocking terrain.

See also, Additional Clarifications: Terrain, Walls

See also, Miscellaneous Q & A: Q008, Q012, Q013, Q017



To ensure that a ranged combat attack by Black Bolt can reach a wall on the far side of a square, he must be able to draw a line of fire to the square on the opposite side of the wall, as shown.

When a wall is destroyed, place debris terrain markers in the squares adjacent to both sides of the destroyed wall, as shown below. These markers act as hindering terrain and represent the debris remaining after the destruction of the wall.




Power Man has just destroyed the wall along the square he occupies. Debris terrain markers have been placed in both squares adjacent to the wall under both Power Man and Jessica Jones, who occupied the square on the other side of the wall.

Elevated Terrain

Squares inside the boundary of a red line are elevated terrain. Elevated terrain is clear, hindering, or blocking terrain at a level that is above the battlefield but below the level of soaring characters. Characters can reach elevated terrain in many ways, including climbing stairs or ladders, scaling or jumping walls with the Leap/Climb power, and hovering or soaring (if they are flying characters). A character cannot "jump off" elevated terrain unless it has a power, team ability, or feat card that allows it to ignore the effects of elevated terrain on movement. The elevation change modifier applies when a soaring character descends to hovering level on elevated terrain.

Characters, objects, and terrain features on elevated terrain are referred to as elevated. Characters, objects, and terrain that are not

elevated are grounded. A grounded character may be hovering or a character without the  speed symbol.

Elevated terrain cannot be destroyed. If a line of fire between two grounded characters crosses the boundary line of elevated terrain, it is blocked. The line of fire between an attacker on elevated terrain and a target on elevated terrain is not blocked by elevated terrain boundary lines; however, colossal characters, elevated characters, and the boundary lines of other types of elevated terrain still affect and block the line of fire normally.

A square with a red line running through it, marking the boundary of an area of elevated terrain, is on the rim of the elevated terrain. If an elevated character is on the rim of elevated terrain it may make ranged combat attacks targeting grounded characters and be the target of ranged combat attacks by grounded characters. If the line of fire between a grounded character and an elevated character crosses any elevated square not on the rim of the elevated terrain, or any square on the rim not occupied by the target character, the line of fire is blocked.

An otherwise clear line of fire between an elevated character and a grounded character is blocked by giant characters and colossal characters; hindering terrain does not affect a line of fire drawn between an elevated character and a grounded character unless the target occupies a square of hindering terrain.

Characters that are in adjacent squares but at different elevations cannot make close combat attacks against each other, but they may target each other with ranged combat attacks, as shown in below.

See also, Additional Clarifications: Stairs

See also, Miscellaneous Q & A: Q002, Q017



Captain America is on the rim of an area of elevated terrain. Falcon is not. Even though they are in adjacent squares, Paladin cannot attack Captain America because Captain America is on elevated terrain. Captain America can attack Paladin using a ranged combat attack.

Maps

HeroClix has three types of maps: outdoor terrain, indoor terrain, and maps that combine both outdoor and indoor terrain.

Outdoor Maps

Outdoor maps have no interior spaces. A map labeled "outdoor" or "outdoors" is an outdoor map. Terrain on an outdoor map is called "outdoor terrain." All standard rules apply to a battle on an outdoor map.

See also, Additional Clarifications: Outdoor Maps

Indoor Maps

Indoor maps depict battlefields located entirely inside a building or structure. A map labeled "indoor" or "indoors" is an indoor map.

Terrain on an indoor map is called “indoor terrain.” Battles on an indoor map use all the standard rules, with the following exceptions:

- Characters that can fly cannot use the soaring flight mode.
- Hovering characters and characters with the Leap/Climb power cannot move through walls or over indoor blocking terrain.
- Characters with the Phasing/Teleport power can move through walls or indoor blocking terrain.

See also, Additional Clarifications: Indoor Maps

Indoor/Outdoor Maps

Maps labeled “indoor/outdoor” have portions that follow the rules of both indoor maps and outdoor maps. Indoor/outdoor maps follow all the rules of outdoor maps, except that squares inside the boundary of a yellow line follow all the rules of indoor maps.

On an indoor/outdoor map, a line of fire that crosses blocking terrain is blocked, even if both the attacking and target characters are soaring. A character occupying the indoor portion of an indoor/outdoor map may target a soaring character occupying the outdoor portion of the map if the attacking character can draw a clear line of fire to the target character.

See also, Miscellaneous Q & A: Q017

OBJECTS

Objects are parts of the battlefield that characters can use for cover in combat. They can be moved, picked up, and used by characters with certain powers. Objects are either light (yellow-ringed object tokens), heavy (red-ringed object tokens), or immobile (blue-ringed object tokens). When used, light objects inflict less damage than heavy objects.

An object is considered hindering terrain unless a character holds it. A held object is not considered terrain, and it cannot be targeted, destroyed, or taken away from the holding character.

Destroying objects. Objects can be destroyed using the rules for destroying a square of blocking terrain (see “Destroying blocking terrain,” p. 12). An object in the same square as a character may be targeted by a close or ranged combat attack, though each must be targeted separately. A character in the same square as an object does not take damage when the object is destroyed. An attacker may not target both a character and an object with the same attack.

See also, Additional Clarifications: Objects


Immobile objects. Object tokens with blue borders are immobile objects. They cannot be picked up or moved using any power or game effect. When an immobile object is destroyed, place a debris terrain marker in the square it occupies and then remove the object from the game.

There are two types of objects: standard objects and special objects.

Standard Objects

A standard object token has a colored ring to indicate whether it is light, heavy, or immobile. It follows all rules for objects normally.

Special Objects

Special objects are object tokens or 3-D objects printed with the  symbol. A particular special object may have unique abilities associated with it alone. Unless stated otherwise, all rules for objects apply to special objects. Special object effects supercede the effects of battlefield conditions when they conflict.

See also, Additional Clarifications: Special Objects

See also, Miscellaneous Q & A: Q003, Q007

Carrying special objects. While a special object is being carried or moved, all special abilities and rules associated with it are ignored; it is only an object of its type (light or heavy).

Continual special objects. If a special object’s special ability is prefaced with the “Continual” keyword, it is not ignored while that object is being carried or moved.

Placing Special Objects

To use special objects in a game, after choosing and looking at a standard object token drawn from the object pile during setup (see “Step 4: Place Objects,” p. 4)—but before placing it on the battle map—a player who has special objects in his or her collection may choose to replace the object token with a special object; if he or she does, remove the drawn object token from the game. A light or heavy standard object may be replaced only by a special object of the same type. An immobile special object may replace a standard object of any type.

Each player may place a maximum of three special objects per game; a particular special object may be chosen only once by each player per game. Each player may place one immobile object for each full 300 points of the game’s build total.

Special objects must be placed on the battle map 5 or more squares from all starting areas.

Using Objects as Weapons

Characters with the Super Strength power may pick up an object and use it as a weapon. A character may hold only one object at a time. A character may not choose to drop an object once it is held. To dispose of a held object, the character must use it in an attack. If, however, a character holding an object is KO’d or loses the Super Strength power, the character automatically drops the object, which stays in the square the character occupied when the power was lost.

During a move action, power action, or free action in which a character with Super Strength moves, the character may pick up an object. The object must be in either a square the character occupies or in an adjacent square. A character can move, pick up an object, and continue to move. A character can pick up an object even if another character occupies the same square as the object (doing so has no effect on the character occupying the same square as the object). Place the object token under the base of the character with Super Strength to indicate that the character is holding the object.

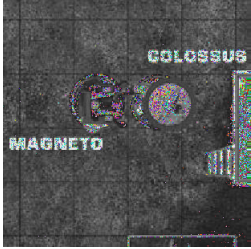
See also, Additional Clarifications: Break Away, Giant Characters

An object is destroyed once it is used in an attack, even if the attack misses. Remove a destroyed object from the game.

See also, Additional Clarifications: Objects

Using Objects in a Close Combat Attack

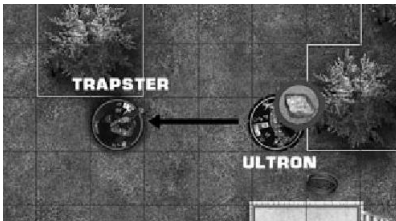
A character holding an object and making a close combat attack must use the object in the attack, as shown below, unless the character is using a power that will deal 0 or no damage. On a successful attack, a light object increases the character's damage dealt by 1 and a heavy object increases the character's damage dealt by 2.



Colossus uses Super Strength to pick up a satellite dish. Next turn, he may use it to attack Magneto.

Using Objects in a Ranged Combat Attack

A character with Super Strength can throw an object at a single opposing character, as shown in below. To throw an object, give the character a ranged combat action, even if its range value is 0. Regardless of the attacker's range, light objects can be thrown 6 squares and heavy objects can be thrown 4 squares. Regardless of the attacker's damage value, a successful ranged combat attack with a light object deals 2 damage and a successful ranged combat attack with a heavy object deals 3 damage. A character holding an object does not have to attack with the object when given a ranged combat action.



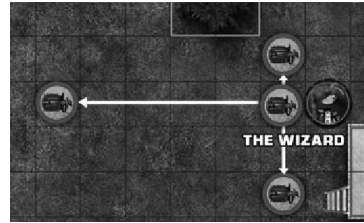
Ultron may make a ranged combat attack using the boulder object token against Trapster.

Telekinesis

Characters with Telekinesis may move objects or use them as weapons; they may also move characters. When using Telekinesis, distance is measured from the object or character on which Telekinesis is being used.

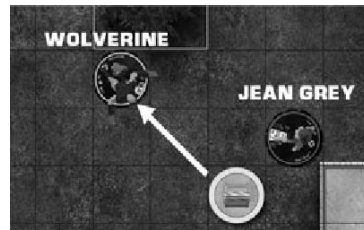
Moving objects and characters. To move an object using Telekinesis, the character must be adjacent to or occupy the same square as the object. To move a character, the character with Telekinesis must be adjacent to that character. Give the character a power action. Move the object or character (or a character carrying an object) up to 10 squares in any direction and place it in a target square containing clear or hindering terrain, as shown in below. The character moving the object or character must have a clear line of fire to the target square. The object or character moved does not

affect the line of fire. The flight mode of a flying character may not be changed by a character using Telekinesis.



The Wizard can move the engine block up to 10 squares in any direction.

Attacking with an object. To attack with an object using Telekinesis (as shown in below), give the character a power action. The character may target a single adjacent opposing character, a single opposing character up to 10 squares away, or a single opposing soaring character up to 5 squares away with a single object. If the character is not soaring and is adjacent to one or more opposing characters, the character must use the object against an adjacent opposing character. The character must have a clear line of fire to the target. The object used as a weapon doesn't affect the line of fire.



Jean Grey uses Telekinesis to attack Wolverine with a barricade.

Range is counted from the object, not the attacker.

Regardless of the attacker's damage value, the target of a successful attack using a light object is dealt 2 damage and the target of a successful attack using a heavy object is dealt 3 damage.

FEATS

Feats represent a character's special training or other abilities.

Some feats require the player to choose a character or characters that meet the prerequisites for the feat and assign the feat to the chosen characters. This choice must be made when building your force; only the assigned character or characters may use the feat. In order to be assigned a feat, a character's combat dial must be able to turn so that all prerequisites for the feat are visible through the stat slot at the same time. A prerequisite power or combat value does not need to be visible on a character's starting click for the character to be assigned the feat. If a character must be a member of a particular team or must possess a specific team ability as a prerequisite for a feat, the team symbol for that team must be printed on the character's base. If a feat does not require you to choose a character or characters, at least one character on your force must meet the prerequisites for the feat.

See also, Feats Q & A: Q042, Q043

Feats included as part of your force may be assigned only to characters that are part of your force, and they cannot be used by an opposing player, even if a character assigned a feat card becomes friendly to an opposing player's force during the game. A character may be assigned more than one feat; however, a character may not be assigned multiple copies of the same feat.

In order for a character to use an assigned feat, any prerequisites for the feat must be printed on the character's base or visible on its combat dial through the stat slot. If using a feat requires giving the character an action, then the prerequisites must be present on the combat dial at the time the player gives the character the action. Combat values cannot be modified to meet the prerequisites to use a feat. A character that already meets the prerequisites to use a feat may have its combat values modified as long as the modified combat values still meet the prerequisites to use the feat. A feat assigned to a character is in effect during an action unless the player who controls the character indicates at the beginning of the action that the feat is not being used. The feat resumes its effect immediately following the completion of an action during which it is not used.

Feats that modify a character's combat values modify those values only when the character is using the feat. If a feat modifies a character's speed value or range value, apply any modifications to those combat values immediately before giving the action to use the feat. If a feat modifies a character's attack value, defense value, or damage value, apply any modifications to those combat values during the attack before the attack roll, but after applying any replacement values.

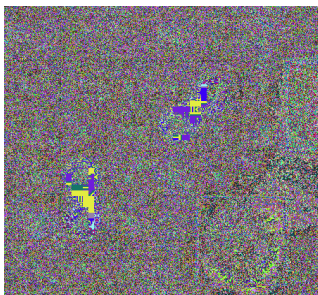
[See also, Additional Clarifications: Feats](#)

SPECIAL CHARACTERS

There are four types of special characters, each with additional rules associated with them: double-base characters, transporters, giant characters, and colossal characters.

Double-Base Characters

A double-base character is mounted on a base that takes up two squares. A double-base character has 10 adjacent squares when not on a diagonal. When occupying diagonally adjacent squares, double-base characters have 12 adjacent squares, as shown below. When a double-base character occupies diagonally adjacent squares, it blocks lines of fire across its diagonal and characters on opposite sides of its diagonal are not adjacent.



Double-base characters have more adjacent squares than normal characters do. Squares labeled with an X are adjacent to figure A, while squares labeled with a Y are adjacent to figure B.

Moving. The player moving a double-base character chooses any square adjacent to the double-base character to begin counting movement. A double-base character must end its movement so that its base rests on one of the squares within its speed value and both ends of the base are on terrain at the same elevation, even when soaring. When a double-base character stops its movement on a diagonal, it occupies only the two squares occupied by the center dots printed on its base. A double-base character may not end its movement with a wall between the center dots printed on its base.

[See also, Additional Clarifications: Double-Base Characters](#)

[See also, Giant, Colossal, Transporter, and Double-base Character Q & A: Q010](#)

Attacking. When drawing a line of fire to or from a double-base character, the player drawing the line of fire may choose to draw the line of fire to or from either square occupied by the double-base character. When attacking a character on the same elevation, a line of fire will be blocked if it crosses either square occupied by a double-base character.

[See also, Additional Clarifications: Double-Base Characters](#)

Double-base characters may not be moved by Telekinesis and are not affected by Force Blast or knock back.

Transporters

A transporter character has special movement and combat options. A transporter's speed symbol is printed in reverse type on its base

(, , ). A transporter


follows all the normal movement and combat rules for a character with its speed mode. Transporters may carry other characters (see "Carrying other characters," p. 8).


Move and attack. Transporters have a special ability that allows them to move and attack in a single turn. To use this transporter ability, give a transporter a move action when it is not adjacent to an opposing character. The transporter may move through squares adjacent to opposing characters. During its movement, the transporter may make one close combat or ranged combat attack as a free action. The transporter must be in a square where it can legally end its movement in order to make the attack. Subtract 2 from its attack value for the duration of the attack. The transporter can use the rest of its movement after making the attack.

[See also, Powers and Abilities Q & A: Q005, Q044](#)

[See also, Additional Clarifications: Hinderling Terrain](#)

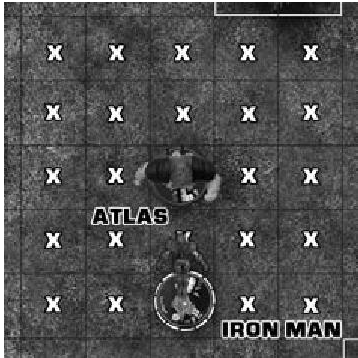
Giant Characters

A character with the  damage symbol is a giant character. Giant characters loom over the battlefield, and they have a much longer reach than other characters do.

A giant character is adjacent to standard-sized characters (those with the  damage symbol), colossal characters, and other giant characters when those characters are up to 2 squares away for movement and close combat attack purposes regardless of the other character's elevation or flight mode (as shown below), but an elevated giant character is not adjacent to a grounded standard-sized character. Standard-sized and colossal characters are adjacent to giant characters up to 2 squares away for movement purposes but not for close combat attack purposes. A standard-sized or colossal character must be within 1 square of a giant character to

make a close combat attack against it. Characters 2 squares away from a giant character are not considered adjacent for ranged combat purposes.

See also, Additional Clarifications: Giant Characters



All squares adjacent to Atlas, a giant figure, are marked with an X. He can make a close combat attack against Iron Man. Iron Man, a standard figure, cannot make a close combat attack against Atlas, but he can make a ranged attack against Atlas or another character.

To determine if a character 2 squares away has become adjacent to a giant character, use a straight edge or draw an imaginary line from the center of the giant character's square to the center of the target's square. If the line crosses blocking terrain and the target is grounded or elevated, then the characters are not adjacent, or if the line crosses elevated terrain and both characters are grounded, then the characters are not adjacent. Otherwise the characters are adjacent.




Yellowjacket is a giant figure. He is not adjacent to the Thing because a line between them crosses blocking terrain. He is adjacent to Beast, even though Beast is on elevated terrain. He is not adjacent to Cyclops because a line between them crosses a wall. He is not adjacent to the Human Torch because a line between them crosses the diagonal between a wall and blocking terrain. He is adjacent to Daredevil and Spider-Man.

Giant characters ignore hindering, elevated, and outdoor blocking terrain on movement. Giant characters cannot be moved by Telekinesis, and they ignore other characters' Force Blast and Plasticity.

Standard-sized characters do not block line of fire to or from a giant character. Colossal characters and giant characters block line of fire to or from a giant character. Hindering terrain, blocking terrain, and elevated terrain affect line of fire to a giant character as normal. A grounded giant character and a grounded character draw line of fire and make ranged combat attacks against each other as if they were both grounded. A giant character and a character on elevated terrain draw line of fire and make ranged combat attacks against each other as if they were both elevated. A giant character and a soaring character draw line of fire and attack each other as if they were both soaring and using their full range values.

See also, Giant, Colossal, Transporter, and Double-base Character Q & A: Q001, Q002, Q004

Colossal Characters

A character with the  damage symbol is a colossal character. Colossal characters are exceptionally big, and they may have special rules that are provided with the figure. Colossal characters do not halve their range values when attacking soaring characters. All colossal characters block lines of fire to other characters. Colossal characters ignore the effects of hindering, elevated, and outdoor blocking terrain on movement. Colossal characters cannot be moved by Telekinesis. Colossal figures may make ranged combat attacks when adjacent to opposing figures.

See also, Giant, Colossal, Transporter, and Double-base Character Q & A: Q003, Q005, Q010

GAME OVER: IS THIS THE END FOR OUR HERO?

The game ends when any one of the following situations is true:

1. One of the players has no more characters left on the battlefield, OR
2. A predetermined time limit for the game passes, OR
3. All players agree to end the game, OR
4. A predetermined number of rounds has passed.

A character may not leave the battlefield before the end of the game unless KOD or unless a scenario specifically allows such an action.

The rules for ending a scenario override the standard rules for ending a game or victory conditions, if applicable.

Victory!

At the end of the game, all players count their victory points. Whoever scores the most victory points wins the game. If two players played as allies, their points are added together.

If there is a tie in the victory point totals of two or more players or if no characters were defeated, the winner is the player who built his or her force with the fewest number of points. If playing a scenario, use the victory conditions of the scenario to determine the winner. After the game, all players retrieve their characters and cards.

Victory points are scored as follows:

- Defeated characters. Every opposing character that you defeat during the game earns you a number of victory points equal to its point value. These points are scored during the game as characters are defeated.
- Archenemy bonus. If a character defeats its archenemy, that character's player receives double the victory points for defeating that archenemy.
- Surviving characters. Every friendly character that started the game on your force and was not defeated by the end of the game earns you a number of victory points equal to its point value.
- Eliminated characters. Points for characters who were defeated, but not by an opposing character (such as those

characters whose actions led to pushing damage that caused KO symbols to appear in their stat slot), are awarded to the opposing player whose character most recently damaged that character. If no opposing player damaged the character, split the victory points evenly among all opponents.

- Feats

- Feats on surviving characters. Victory points for feats that were not removed from the game are awarded to the player who built his or her force with that feat.
- Feats assigned to chosen characters. If a feat requires you to choose a character, remove the feat from the game when the assigned character is defeated and award victory points for the feat in the same way that victory points were awarded for the defeated character.
- Feats assigned to multiple characters. If a feat requires you to choose two or more characters, remove the feat from the game when the last character to which it is assigned is defeated and award victory points for the feat in the same way that victory points were awarded for the last assigned character defeated.
- Feats with variable point costs. If the total cost for a feat increases incrementally with each character to which it is assigned, each time an assigned character is defeated, assign victory points equal to that increment of the point cost in the same way that victory points were awarded for that character.
- Feats not assigned to a character. If a feat does not require you to choose a character or characters, remove the feat from the game when all the characters on your force are defeated and award victory points for the feat in the same way that victory points were awarded for the last character defeated.
- Feats removed from surviving characters. If a feat is removed from the game and all the assigned characters are on the battlefield, award victory points to the opposing player whose character most recently damaged the character to which the feat was assigned.
- Feats assigned to eliminated characters undamaged by opponents. If no opposing player damaged the character to which the feat was assigned, split the victory points for the feat evenly among all opponents.

See also, Additional Clarifications: Ties

HEROCLIX ETIQUETTE

To avoid or to resolve arguments, we suggest the following points of etiquette:

- You will constantly pick up your characters during a game to look at or turn their dials. Mark the square your character was in with a token so that you return it to the correct square.
- Situations that the rules don't cover might occur, and players may disagree about how to resolve those situations. In all such

instances, roll one six-sided die. On a result of 1–3, the action is not allowed; on a result of 4–6, the action is allowed.

SCENARIOS

Scenarios add special rules or limitations to a HeroClix game to create a particular set of circumstances or tell a particular story. If a scenario is to be used when playing at home, all players must agree to it before beginning to build their forces.

Following are three sample scenarios.

Sample Scenario: Showdown

The characters have challenged each other to a fight to prove once and for all who should protect—or rule—the city. This is a free-for-all battle, and the city is depending on you. So work fast!

Special Rules: Game Length and Victory Conditions

Count the number of turns each player takes as you play. After each player takes five turns, total your victory points. Every opposing character that you defeat during the game earns you a number of victory points equal to its point value. If one player earns victory points totaling at least half the game's build total, that player wins. For example, in a 200-point game, if one player earns at least 100 victory points after the first five turns, that player wins. If more than one player earns at least half the build total, the player with the most victory points wins.

If no player wins, continue the game and check total victory points again after each player has taken five more turns. At this point, the game ends and the player with the most victory points wins.

If the victory point totals of two or more players are tied, the winner is the player who built his or her force with the fewest points.

Sample Scenario: A Force of Ones

HeroClix normally allows a force to include multiples of the same non-Unique character. This scenario places additional build restrictions on players.

Special Rules: Build Restrictions

The Unique rank is designated by a character's name rather than by ring color. No force may contain more than one of any Unique figure; in this scenario, a force may contain only one of each character by name.

Sample Scenario: Radiation Cloud


Heroes and villains battle while surrounded by deadly radiation that slowly draws closer, driving opponents toward one another.

Special Rules: Radiation Damage

Starting at the beginning of the first player's third turn, begin dealing "radiation damage"; at the beginning of his or her turn, a player deals 1 unavoidable damage to any of his or her characters occupying the outmost squares of the map. Before the beginning of each of the first player's subsequent turns, the area of squares that deal 1 unavoidable damage to occupying characters enlarges by one set of rows and columns: for example, during the fourth turn where "radiation damage" is dealt, at the beginning of his or her turn a player deals 1 unavoidable damage to characters 4 or fewer squares from any edge of the map.

2. GLOSSARY

0 damage: A power that deals 0 damage may have that damage modified.

3-D object: A three-dimensional sculpture marked with the  symbol.

action: A character's attack, move, or use of a power or ability.

activate: To initiate the use of a power. A power may be activated by an action given to a character.

action token: A coin, a bead, or some other item used to indicate whether or not a character has been given an action (other than a free action) and how many actions (other than free actions) that character has been given.

adjacent squares: All squares on the battlefield that are touching one center square, including those on the diagonal.

archenemies: Characters with the same set symbol, same color (not black) base, and different names.

attack: An action that includes an attack roll to determine whether or not one character hits another.

attack roll: The result of rolling two dice when a character makes a close or ranged combat attack.

attack value: A number that represents a character's ability to successfully hit a target in combat.

attacker: The character initiating an attack.

base: The piece of plastic on which a figure is mounted.

battlefield: The location where the characters fight.

battle map: An illustration representing the area in which a game of HeroClix takes place.

blocking terrain: Terrain that prevents an attacker from drawing a clear line of fire. Characters may not move through blocking terrain. Squares inside the border of a brown line are blocking terrain.

boundary line: The colored line indicating the type and outermost squares of an area of terrain.

break away: To move away from adjacent opposing characters.

build total: The maximum value allowed when the point values of all elements of a player's force for a game are added together.

bystander token: A disc with a graphic representation on it rather than a figure that can be included as a part of your force.

cancel: To turn off one of your character's optional powers.

center dot: A dot printed at the center of a character's base.

character: The playing piece that represents a hero, a villain, or some other personality in the game.


clear terrain: Areas of the battlefield where a character may move or make a ranged combat attack without penalty.

click: A single turn of the dial resulting in a "click" that may be felt and heard.

close combat action: An action given to a character that allows it to make a close combat attack.

close combat attack: A melee or hand-to-hand attack.

collector's number: A number specific to a particular character in a set.

colossal character: A character with the  damage symbol on its base.

combat dial: The piece of plastic under a character's base, upon which the character's powers and combat values are printed.

combat values: The four numbers visible through the stat slot on a character's dial, and the number printed next to the lightning bolt(s) on a character's base.

continual: The special ability of a special object with this keyword is not ignored while it is being moved or carried.

copy: A multiple of a game element. For example, a force may contain more than one copy of a non-Unique figure.

counter: Removing a power from a character's combat dial. The effect of a countered power ends immediately.

critical hit: Any roll of the dice that results in two 6s showing.

critical miss: Any roll of the dice that results in two 1s showing.

damage: A change in a character's condition that brings it closer to being knocked out (KO'd), causing a player to click the combat dial of the character in a clockwise direction.

damage dealt: The number of clicks an attacking character deals to a target character.

damage taken: The number of clockwise clicks applied to a target character.

damage value: A number that represents the number of clicks of damage a character can deal with a successful attack.

defeated: A character that is knocked out and removed from the game.

defense value: A number that represents a character's ability to avoid being hit.

diagonal: A direction that is neither parallel nor perpendicular but that is on an oblique angle from a central point. The four squares that meet a central square at that square's corners are diagonal from that square.

edge: One of the outermost boundaries of a battle map or an area of terrain.

elevated: On an area of elevated terrain.

elevated terrain: Areas of the battlefield that are located above ground level. Squares inside the boundary of a red line are elevated terrain.

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elevation change modifier: The reduction of a flying character's speed value by each time an action would cause it to ascend to soaring level or descend to hovering level.

eliminated: Removed from the game.

evade: To avoid being hit by an attack that would normally be successful.

experienced: A character rank represented by a blue ring around the outer edge of a character's base.

feat: Special training or abilities that can be possessed by a qualifying character.

figure: The sculptural representation of a character that is mounted on its base.

first player: The person who takes the first turn in a game.


flight indicator: The small piece of plastic that slides up and down on the clear stand to which a flying character is mounted.

flying: A speed mode that allows characters to hover and soar. This is indicated by a wing symbol printed next to a character's speed value.

force: The team of characters controlled by a player.

free action: An action that doesn't place an action token on a character.

friendly characters: Characters that you control, and characters controlled by an allied teammate.

giant character: A character with the  damage symbol on its base.

grounded: Characters, objects, or terrain that are not elevated or soaring.

healing: Restoring health that has been reduced by damage by clicking the combat dial of a character in a counterclockwise direction.

heavy object: An object that can be carried or moved and increases damage dealt by 2 in a close combat attack. Heavy object tokens have a red border.

hindering terrain: An area containing trees, furniture, debris, objects, and other similar items that might obstruct a character's actions. Squares inside the border of a green line are hindering terrain.

hindering terrain modifier: The addition of 1 to a target's defense value when the line of fire from the attacker to the target crosses the boundary line of hindering terrain.

hit: When the result of two six-sided dice and the attacker's attack value is equal to or greater than the defense value of the target.

hovering: Flying close to the ground.

ignores: Is not affected by or treats the stated property or effect as if it didn't exist or happen.

immobile object: An object that cannot be carried or moved by any game effect. Immobile object tokens have a blue border.

indoors: Anywhere on a battle map labeled "Indoor" or "Indoors" or inside a yellow boundary line on a map labeled "Indoor/Outdoor."

knock back: Movement away from an attacker due to the force of its attack.

knock back damage: Damage dealt to a character when its knock back path inter-sects with a wall, the edge of the map, the boundary of elevated terrain, or the boundary of blocking terrain.

KOd: Knocked out.

knocked out: A character with three KO symbols showing on its combat dial. A character that is knocked out is removed from the game.

light object: An object that can be carried or moved and increases damage dealt by 1 in a close combat attack. Light object tokens have a yellow border.

line of fire: The path a ranged combat attack takes from an attacker to a target.

lost power: When a power is no longer showing on a character's combat dial after the character takes damage or healing.

modifier: A number that increases or decreases the combat value, damage dealt, or damage taken.

move action: An action given to a character that allows it to move up to its speed value in squares or make a break away attempt.

no damage: An attack that deals no damage and may not have the damage further modified by powers or team abilities.

nonflying: A character without the wing speed symbol.

object tokens: Round pieces of cardboard that represent objects on the battle map.

opposing characters: Characters that are controlled by an opponent.

optional: A game effect, such as some powers, feats, or team abilities, that may be voluntarily canceled.

outdoors: Anywhere on a battle map labeled "Outdoor" or "Outdoors" or not inside a yellow boundary line on a map labeled "Indoor/Outdoor."

penetrating damage: Damage that cannot be reduced by powers that reduce damage dealt.

powers: A character's special abilities. Powers are represented on a character's combat dial by colored squares surrounding the character's combat values.

power action: An action given to a character that allows it to use a power, team ability, or feat.

push: To give a character a second action or an action token before the first action token is removed.

pushed: A character that has been given a second action token.

pushing damage: A clockwise click taken by a pushed character.

range: The distance (in squares) between a character and a specific square, counting from the center of one square to the next and including the target square.

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range value: The maximum distance (in squares) at which the character may attack a target.

ranged combat action: An action given to a character that allows it to make a ranged combat attack.

ranged combat attack: An attack that requires a clear line of fire to a target up to the character's range value away in squares.

ranks: The different levels of experience represented by either yellow, blue, red, silver, bronze, gold, or purple rings on the characters' bases. The colors identify each character as a rookie, experienced, veteran, Unique, Limited Edition, super rare, or promotional character, respectively.

removed from the battlefield: A character, object, or other game piece that is still eligible to return to the game.

removed from the game: A character, object, or other game piece that cannot be used again in the current game.

replacement value: A value that is substituted for one of a character's combat values.

resolve: Completing an action and determining its effects, including any of the following: declaring the action, completing a move, rolling a die or dice, taking any free actions allowed by the declared action, dealing damage, and taking damage.

rim: The squares with the red boundary line running through them along the edge of an area of elevated terrain.

rookie: A character rank represented by a yellow ring around the outer edge of a character's base.


scenario: Special rules for a particular HeroClix game, as agreed upon by all players before the game begins.

set symbol: An icon on a character's base that marks it as part of a particular HeroClix set.

soaring: Flying high above the battlefield.

special object: An object token or 3-D object printed with the  symbol.

speed value: The maximum number of squares a character may move in an action.

standard character: A character with the  damage symbol on its base.

starting area: An area inside the boundary of a purple line.

starting position: The position on the combat dial that represents a character's combat values at the beginning of a game. This position is designated by a vertical green line to the left of one set of combat values.

stat slot: The L-shaped "window" in a character's base through which the character's combat dial is visible.

swimming: A speed mode that allows characters to treat water terrain as clear terrain for movement. This is indicated by a dolphin symbol printed next to a character's speed value.

target: The character or characters against which an attack is being made or a power is being directed.

team abilities: Special abilities that a character possesses due to its membership in a group. Team abilities are indicated by a symbol printed on a character's base.

terrain: Map features that represent water, trees, rocks, cars, walls, buildings, and other physical features that might appear on the battlefield.

terrain markers: Square pieces of cardboard used to represent different types of terrain, such as barriers, clouds of smoke, destroyed walls or objects, and special items required by scenarios.

this character: The phrase "this character" always refers to the active character or the character using a power.



Unique: A character rank represented by a silver, bronze, or gold ring around the outer edge of a character's base. Only one of a particular Unique character may be in a force at any time.

unavoidable damage: Damage that cannot be reduced by any power or effect, and cannot be dealt or transferred to a different character.

unmodified: A character's base combat value, unaffected by any modifiers such as those from powers, terrain, and so on.

veteran: A character rank represented by a red ring around the outer edge of a character's base.

victory conditions: The rules that outline how a winner is determined at the end of a HeroClix game.

water terrain: Terrain that does not impede the movement of characters with the  or  speed symbol but is hindering terrain to characters with other speed symbols. Squares inside the boundary of a blue line are water terrain.

wild card: A team ability that allows a character to make use of any team ability possessed by any friendly figure on the battlefield.

3. CHARACTER CORRECTIONS

Pyro #092–93, *Infinity Challenge*

These characters are members of the Brotherhood (not the Masters of Evil, as indicated). This error has been corrected in production, and many of the characters are now labeled correctly.

Rogue #121, *Infinity Challenge*

She does not fly. Ignore the flight base on this character.

Invisible Girl #043, *Clobberin' Time*

She does not fly. Ignore the flight base on this character.

Dr. Doom #075, *Clobberin' Time*

He should have two lightning bolt symbols on his base, not one.

Man-Bat #40, *Hypertime*

This character does not fly; it has Leap/Climb. Ignore the flight base on this character.

Riddler #43–45, *Hypertime*

Some early printings of this character do not have Shape Change, Barrier, or Support; it had Mastermind and Perplex. Wherever Shape Change or Barrier appear on this character's dial, substitute Mastermind. Wherever Support appears, substitute Perplex.

Dove #88, *Hypertime*

This character does not fly; it has Leap/Climb (but not on the first click). Ignore the flight base on this character.

Easy Soldier #3, *Cosmic Justice*

This character has Energy Explosion on its first click.

Easy Medic #4, *Cosmic Justice*

This character has Support on its first two clicks.

Gotham Undercover #7-9, *Unleashed*

These characters have the boot speed type.

DEO Agent #3, *Unleashed*

This character has Perplex on its second click.

Hand Ninja #14, *Universe*

This figure should have a damage value of 2 on its second click, and should not have the Stealth power on its last click.

Hand Ninja #15, *Universe*

This figure should have a damage value of 2 on its third click, and should not have the Stealth power on its last click.

S.W.A.T. Specialist #020, *Universe*

This figure should have Ranged Combat Expert on its second click.

Vulture #072, *Universe*

This figure should have Charge on its first click.

Hobgoblin #078, *Universe*

This figure should have an attack value of 7 on its final click.

Sabretooth #079, *Universe*

This figure should have a point value of 38.

Annihilus #089, *Universe*

This figure should have a point value of 103.

Captain America #092, *Universe*

This figure should have a point value of 47.

Wasp #119, *Universe*

This figure should have a range of 4 with 2 lightning bolts.

Doctor Octopus #072, *Ultimates*

He should not have Battle Fury on his fifth click.

Oro Munroe #210, *Ultimates*

She should have the Wing symbol (and Flight) instead of the Boot symbol.

Hush #86, *Legacy*

This character is the archenemy of Batman #84, Legacy

Connor Kent #210, *Legacy*

This character has the Superman Ally team ability.

Juggernaut #064, *Fantastic Forces*

He should have a 17 defensive value on the first stat slot.

[Sub-Mariner #68, *Fantastic Forces*

Please note: This is not an official ruling. This character should have Flurry on clicks 5, 6, and 7. The powers were omitted due to a production error.]

Mr. Fantastic #080-082, *Fantastic Forces*

The base should be the same blue color as the underneath dial. These characters are the arch enemy of Doctor Doom #95.

Sue Storm #205, *Fantastic Forces*

She should have the Wing symbol (and Flight) instead of the Boot symbol.

Cheetah #18, *Icons*

This character has 2 damage on its final click.

Dr. Jonathan Crane #201, *Icons*

This character has 6 range.

Manticore #CoH002, City of Heroes

Some versions of this character have the incorrect collector's number on the dial sticker. The number should read CoH002, instead of CoH003. The dial for this character can be validated by visiting <http://www.wizkidsgames.com/heroclix/indy/figuregallery.asp?releaseid=45>

Positron #CoH003, City of Heroes

Some versions of this character have the incorrect collector's number on the dial sticker. The number should read should read CoH003, instead of CoH002. The dial for this character can be validated by visiting <http://www.wizkidsgames.com/heroclix/indy/figuregallery.asp?releaseid=45>

Thunderball #38-39, Armor Wars

These characters are members of the Masters of Evil (not the Serpent Society, as indicated).

Shaman #49-51, Armor Wars

These characters should have the Boot symbol instead of the Wing symbol.

Quicksilver #52-54, Armor Wars

These characters should have the Boot symbol instead of the Wing symbol.

Dazzler #61-63, Armor Wars

These characters should have the Boot symbol instead of the Wing symbol.

Crimson Dynamo #70, Armor Wars

This character should have 2 damage and Close Combat Expert on the first two clicks.

Sam Guthrie #203, Armor Wars

This character should have the Transporter Wing symbol instead of the Wing symbol.

Shiro Yoshida #208, Armor Wars

This character should not have Battle Fury on his final click.

DC Giants Collector's Set #1-7, CS06

These characters should have the Giant damage symbol instead of the Standard damage symbol.

Shadowcat #38-39, Sinister

These characters should have the Boot symbol instead of the Wing symbol.

Nighthawk #44-45, Sinister

These characters should have the Wing symbol instead of the Boot symbol.

Spider-Man #59, Sinister

This character should have the Transporter Boot symbol instead of the Boot symbol.

Bullseye #81, Sinister

This character should have the Boot symbol instead of the Wing symbol.

Charcoal #89, Sinister

This character should have the Boot symbol instead of the Wing symbol. [*Please note:* This character should fly. Due to a production error, the errata changed it to the Boot symbol because it does not have a flight stand.]

Stilt Man #95, Sinister

This character should have the Giant damage symbol.

[Invincible #1, Invincible Collector's Set, CS06

Please note: This is not an official ruling. This character should have Super Strength on clicks 4 and 5. The powers were omitted due to a production error.]

Aleta #43, Supernova

This character does not fly; it has Leap/Climb. Ignore the clear center post on this character.

Jane Foster #B003, Supernova

This character is 7 points.

4. SUPER POWERS

DAMAGE POWERS

BATTLE FURY (orange)
CLOSE COMBAT EXPERT (purple)
ENHANCEMENT (green)
EXPLOIT WEAKNESS (lime green)
LEADERSHIP (grey)
OUTWIT (black)
PERPLEX (brown)
PROBABILITY CONTROL (light blue)
RANGED COMBAT EXPERT (red)
SHAPE CHANGE (blue)
SUPPORT (yellow)

SPEED POWERS

CHARGE (green)
EARTHBOUND (lime green)
FLURRY (red)
FORCE BLAST (purple)
HYPERSONIC SPEED (brown)
LEAP/CLIMB (orange)
MIND CONTROL (light blue)
PHASING/TELEPORT (yellow)
PLASTICITY (blue)
RUNNING SHOT (grey)
STEALTH (black)

ATTACK POWERS

BLADES/CLAWS/FANGS (red)
ENERGY EXPLOSION (orange)
INCAPACITATE (light blue)
POISON (brown)
PSYCHIC BLAST (blue)
PULSE WAVE (yellow)
QUAKE (lime green)
SMOKE CLOUD (purple)
STEAL ENERGY (black)
SUPER STRENGTH (green)
TELEKINESIS (grey)

DEFENSE POWERS

BARRIER (light blue)
COMBAT REFLEXES (lime green)
DEFEND (yellow)
ENERGY SHIELD/DEFLECTION (green)
IMPERVIOUS (brown)
INVULNERABILITY (grey)
MASTERMIND (blue)
REGENERATION (black)
SUPER SENSES (red)
TOUGHNESS (orange)
WILLPOWER (purple)

BARRIER (OPTIONAL) Give this character a power action; place up to four barrier terrain markers (which are blocking terrain) on the battlefield in any square of clear terrain that is not occupied by a character and is within this character's range. Each barrier terrain marker must be placed adjacent to another barrier terrain marker created by this character. If this character has a range of 0, it can place the markers only in adjacent squares. This character must have a clear line of fire to at least one of the barrier terrain markers. These barrier markers remain in place until the beginning of your next turn or until this power is countered or lost. A soaring character cannot use this power.

- See also, Additional Clarifications: Elevated Terrain
- See also, Powers and Abilities Q & A: Q017, Q040

BATTLE FURY This character cannot make a ranged combat attack, cannot be targeted by Mind Control, and cannot be carried.

BLADES / CLAWS / FANGS (OPTIONAL) When this character is given a close combat action, roll one six-sided die after making a successful attack roll. The result replaces this character's damage value when resolving the attack. If the target was blocking terrain, a wall, or an object, it is destroyed on a result of 3–6.

- Blades/Claws/Fangs does not require its own action to use and may therefore be used with any close combat action you assign the figure, such as Charge of Flurry.
- Once the close combat action has been given, the option to use or not use Blades/Claws/Fangs cannot be changed, even if the character gains or loses Blades/Claws/Fangs during the action.
- See also, Feats Q & A: Q003
- See also, Battlefield Conditions Q & A: Q002

CHARGE (OPTIONAL) Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and then give it one close combat action as a free action. A character with this power ignores knockback and other characters' Force Blast.

- Characters using Charge still follow standard rules of movement, including break away and the ability to carry other characters. However, a carried character must be dropped before the Charging character uses the Free Action portion of Charge to attack.
- A Charge out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Charge.

- A character using Charge with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Charging character has another power or ability that allows it to ignore the effects of other opposing characters on movement.
- Before the attack roll is made, a character may turn off its Charge ability to intentionally take knockback.
- *See also, Powers and Abilities Q & A: Q004, Q006, Q028, Q040*
- *See also, Feats Q & A: Q015, Q039*
- *See also, Battlefield Conditions Q & A: Q015*

CLOSE COMBAT EXPERT (OPTIONAL) Give this character a power action. It makes a close combat attack against a single opposing target character; modify this character's damage value by +2 for the attack. Close Combat Expert cannot be used when using an object as a weapon.

- *See also, Powers and Abilities Q & A: Q004, Q005, Q043*
- *See also, Battlefield Conditions Q & A: Q002*

COMBAT REFLEXES (OPTIONAL) Modify this character's defense value by +2 against close combat attacks. This character may choose to be knocked back by any attack from which it takes damage. Knockback damage dealt to this character is reduced to 0.

DEFEND (OPTIONAL) Before any attack roll, any friendly character adjacent to this character may replace its defense value with this character's unmodified defense value (including a replacement defense value) for the duration of the attack.

- Defend may work with more than two characters, as outlined below:
ABC
"A" has Defend; its defense is 18.
"B" has Defend; its defense is 17.
"C" does not have Defend; its defense is 15.
"A" can share its defense with "B," making "B's" defense 18.
"B" can share its defense, now 18, with "C," making "C's" defense 18 as well.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q012*

EARTHBOUND This character has the speed mode instead of its printed speed mode and the damage mode if it has the damage mode. If this character is soaring when it gains Earthbound, deal it 1 damage. This power cannot be countered.

- A transporter that gains Earthbound gains the standard boot type speed symbol. It is not a transporter when it has a standard speed symbol.
- A giant character that gains Earthbound gains the standard damage type speed symbol. It is not a giant character when it has a standard damage symbol.

ENERGY EXPLOSION (OPTIONAL) Give this character a ranged combat action; its damage value becomes 1 until the attack has been resolved. For each target hit by the attack, compare the result of the attack roll to the defense value of each character adjacent to the target to determine if the attack also succeeds against them. Ignore the hindering terrain modifier resulting from characters adjacent to the target when determining if the attack succeeds against additional characters. Each character successfully hit is dealt damage equal to the number of times it was hit by this attack (characters adjacent to multiple targets can be hit more than once by this attack). A critical hit with this attack automatically hits the target(s) and any characters adjacent to the target(s), and deals 1 additional damage to all characters hit. Powers that allow a character to evade attacks are rolled only once after this

character's ranged combat action resolves. If a character evades, it evades all hits by this attack. This power cannot be used to target blocking terrain or objects.

- All characters that take damage from an Energy Explosion attack suffer knock back (if applicable), except the figure using the power. These characters must all move away from the character that used the power, starting with those farthest from the attacker.
- *See also, Powers and Abilities Q & A: Q012*
- *See also, Feats Q & A: Q017, Q018*
- *See also, Battlefield Conditions Q & A: Q016*

ENERGY SHIELD / DEFLECTION Modify this character's defense value by +2 against ranged combat attacks.

ENHANCEMENT (OPTIONAL) When an adjacent friendly character makes a ranged combat attack, this character modifies the adjacent friendly character's damage value by +1 once for the attack. More than one character with Enhancement can modify the same attack. This character can use this power more than once per turn.

- A Damage Value increased by Enhancement may be used to attack objects and walls in a ranged combat attack.
- If Enhancement is used with a multiple-target attack, the Damage Value is modified before damage dealt is divided between successfully-hit targets.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A: Q007*
- *See also, Giant, Big, Transporter, and Double-base Character Q & A: Q003*
- *See also, Battlefield Conditions Q & A: Q002*

EXPLOIT WEAKNESS (OPTIONAL) Give this character a close combat action. Damage from this attack is penetrating damage.

- *See also, Powers and Abilities Q & A: Q006, Q025, Q027*

FLURRY (OPTIONAL) Give this character a close combat action. It makes two separate close combat attacks as free actions (making two separate attack rolls) against one or two adjacent targets. Resolve the first attack before making the second. If this character loses Flurry prior to making the second attack, it cannot make the second attack.

- When attempting to destroy terrain, a character using Flurry must still deal a minimum of 3 damage using one attack.
- If a character using Flurry takes damage during the first attack (such as by a critical miss or a team ability or feat that causes retaliation damage), resolution of the attack includes applying damage. If this damage causes the attacker to lose Flurry, then the second attack may not be made.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q027, Q040*

FORCE BLAST (OPTIONAL) Give this character a power action and roll a six-sided die; a single target adjacent opposing character is knocked back from this character a number of squares equal to the result. The target automatically breaks away, and can move through squares adjacent to opposing characters. The target can be dealt knockback damage.

- *See also, Additional Clarifications: Giant Characters*

HYPERSONIC SPEED (OPTIONAL) Choose one of the following: (1) Give this character a power action. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this

character can as a free action make one close combat or one ranged combat attack with its range value halved for the attack. This character must be in a square where it could legally end its move in order to make the attack. This character can continue to use the rest of its movement after making the attack. (2) Give this character a power action. It makes a close combat attack as a free action; its damage value becomes 1. If the attack succeeds, this character can continue to make close combat attacks as free actions against the same target until this character declares an end to the attacks or an attack fails. After each successful attack, modify the target's defense value by +1 and this character's damage value by +1 before making the next attack. When this character stops attacking or an attack fails, deal damage to the target equal to the attacker's modified damage value at the time of the last successful attack. If there were no successful attacks, the attack deals 0 damage. If doubles are rolled during any successful attack, knockback occurs only after damage from the power action is taken. Powers that allow a character to evade attacks are activated once after the power action resolves.

- When using option 2 of Hypersonic Speed, a character wielding an object adds that object's damage bonus to the total damage dealt at the end of the attack.
- Characters using option 2 of Hypersonic Speed to destroy a wall section do not need to make an attack roll.
- As option 2 of Hypersonic Speed modifies the target's defense value and the attacker's damage value with each successful hit, apply the Rule of 3 to the modified defense value and damage value.
- *See also, Additional Clarifications: Giant Characters, Terrain*
- *See also, Powers and Abilities Q & A: Q005, Q007, Q023, Q026, Q028, Q044*
- *See also, Feats Q & A: Q015, Q039*
- *See also, Battlefield Conditions Q & A: Q002, Q015*

IMPERVIOUS When this character is dealt damage, roll one six-sided die. On a result of 5 or 6, the damage dealt is reduced to 0. On a result of 1–4, the damage dealt is reduced by 2.

- *See also, Powers and Abilities Q & A: Q001, Q002, Q012, Q019, Q030, Q042*
- *See also, Feats Q & A: Q008, Q035*
- *See also, Battlefield Conditions Q & A: Q005*
- *See also, Miscellaneous Q & A: Q016*

INCAPACITATE (OPTIONAL) Give this character a close combat or ranged combat action; its damage value becomes 0 until the action has been resolved. If this character successfully hits a target that has zero or one action token, give the target an action token.

- *See also, Battlefield Conditions Q & A: Q009*

INVULNERABILITY Damage dealt to this character is reduced by 2.

- *See also, Powers and Abilities Q & A: Q001, Q002, Q012, Q019, Q042*
- *See also, Feats Q & A: Q008*
- *See also, Battlefield Conditions Q & A: Q005*
- *See also, Miscellaneous Q & A: Q016*

LEADERSHIP (OPTIONAL) Once at the beginning of your turn, as a free action, roll one six-sided die. On a result of 4–6, add one action to your available actions for that turn. A player can gain only one action each turn with this power, even if the player has more than one character with Leadership.

LEAP / CLIMB (OPTIONAL) When you give this character a move action, it automatically breaks away and ignores the effects of characters, hindering terrain, elevated terrain, and outdoor blocking terrain on movement. When you give this character a close combat action, it can target a grounded or flying character regardless of the target's elevation or flight mode.

- *See also, Feats Q & A: Q001*
- *See also, Miscellaneous Q & A: Q015*

MASTERMIND (OPTIONAL) Each time this character would be dealt damage, you may instead choose to have all the damage be dealt to a single adjacent friendly character with a lower point value than this character. If the damage resulted from an attack with knockback, the character that takes the damage is knocked back. If a character is KO'd by damage dealt using this power, it is considered to have been KO'd by the character that originally dealt the damage. Damage dealt by this power is not an attack.

- Damage dealt from knockback (from hitting a wall or falling) may be dealt to other characters by using Mastermind, if the other characters are adjacent to the square in which the knocked-back character stops.
- The effects of Psychic Blast and Exploit Weakness still affect the recipient of damage from Mastermind, and is still penetrating damage to that character.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A: Q011, Q018, Q019, Q020, Q042*
- *See also, Feats Q & A: Q036*

MIND CONTROL (OPTIONAL) Give this character a power action; it makes a close combat or ranged combat attack as a free action. A successful attack deals no damage; instead, the target becomes friendly to your force and opposing to your opponent's force, and any of the target's canceled powers return until it returns to its owner's force. Each target hit can be assigned one action as a free action. Immediately upon resolving this action, the target becomes an opposing character to you and friendly to its owner's force. This character takes 1 damage for each 100 points of the successfully hit targets' combined point value. If this character has a range value of 0, its range value is 4 for purposes of this power and cannot be further modified.

- If a character affected by Mind Control KO's another character, or is KO'd itself, the controlling player receives the victory points. If the KO'd character, including the target of the Mind Control action, is an arch-enemy of the character using Mind Control, the controlling player receives double the victory points, as per the rules for archenemies.
- When a character is affected by Mind Control its powers and team abilities, even those powers and team abilities cancelled by the opposing player, may be used as normal. Powers previously countered with Outwit remain countered. Powers that may only be used once per turn still follow that rule.
- A character that has both Mind Control and Super Strength and is holding an object does not have to use that object when making a close combat attack with Mind Control.
- *See also, Powers and Abilities Q & A: Q013, Q014*
- *See also, Feats Q & A: Q020, Q021, Q032, Q044*
- *See also, Giant, Colossal, Transporter, and Double-base Character Q & A: Q008*

OUTWIT (OPTIONAL) Once during your turn (but not during another action), as a free action this character counters a power on a single target opposing character. Treat the target as if it does not have the countered power. That power remains countered until the beginning of your next turn. A character using this power must be within 10 squares of the target and have a clear line of fire to the target. Instead of a power, you may choose to counter an opposing flying character's ability to soar; in this case, lower the soaring character to hovering mode. If this character loses Outwit or is KO'd, the countered power or ability returns immediately.

- If a countered power no longer shows on the dial, but then returns to the dial before the beginning of the Outwitting player's next turn, the power is still countered.
- *See also, Additional Clarifications: Flying Characters*
- *See also, Powers and Abilities Q & A: Q002, Q003, Q013, Q015, Q027, Q029*

PERPLEX (OPTIONAL) Once during your turn (but not during another action), as a free action this character modifies by +1 or -1 any combat value (including range) of a target character, including itself, until the end of the turn. A character using this power must be within 10 squares of the target and have a clear line of fire to the target. This effect ends immediately if this character loses Perplex or is KOD, or if the target is damaged or healed during this turn.

- Perplex may be used by more than one character per turn on a single character's given combat value.
- *See also, Powers and Abilities Q & A: Q013, Q015, Q038, Q039, Q040*
- *See also, Feats Q & A: Q002, Q013, Q014, Q038*
- *See also, Battlefield Conditions Q & A: Q002*

PHASING / TELEPORT (OPTIONAL) Give this character a power action and move it up to its speed value. It automatically breaks away and ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement. This character cannot end its movement in or on blocking terrain.

- At the end of a power action using Phasing, the character must be on terrain the character can normally occupy.
- *See also, Powers and Abilities Q & A: Q031, Q032*
- *See also, Miscellaneous Q & A: Q015*

PLASTICITY (OPTIONAL) This character succeeds on break away rolls on results of 2-6. Opposing characters that roll to break away from this character must roll a 6 to break away. If opposing characters with Plasticity are adjacent, they ignore the effects of each other's Plasticity.

- *See also, Additional Clarifications: Giant Characters*

POISON (OPTIONAL) Once at the beginning of your turn, as a free action this character deals 1 damage to each opposing character adjacent to it.

- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A, Q001, Q002*
- *See also, Giant, Colossal, Transporter, and Double-base Character Q & A: Q006*

PROBABILITY CONTROL (OPTIONAL) Once during your turn, this character allows you to reroll one of your dice (or die) rolls and to ignore the result of the original roll. All dice used in the original roll must be rerolled. A character using this power must be within 10 squares of the character for which the original roll was made, and have a clear line of fire to that character. A character can use this power on itself. Using the same rules, once during an opponent's turn, this character allows you to force that opponent to reroll one of his or her dice (or die) rolls and to ignore the result of the original roll. In games with three or more players, this power can be used only once between your turns.

- *See also, Powers and Abilities Q & A: Q007, Q030, Q037, Q038, Q039, Q040*
- *See also, Battlefield Conditions Q & A: Q006, Q017*
- *See also, Miscellaneous Q & A: Q016*

PSYCHIC BLAST (OPTIONAL) Give this character a ranged combat action. Damage from this attack is penetrating damage.

- *See also, Powers and Abilities Q & A: Q006, Q025, Q027*

PULSE WAVE (OPTIONAL) Give this character a ranged combat action; halve its range value until the action has been resolved. All powers, team abilities, and feats possessed by characters within range of this attack are ignored until the action has been resolved. Wild cards using this power may use the team ability of a friendly

character within range of this attack. At least one opposing figure must be within range of this attack to activate this power. Draw lines of fire to every character (friendly and opposing) within range in every direction; these lines of fire ignore characters, but are affected normally by terrain. If clear lines of fire can be drawn to two or more characters, this character's damage value becomes 1 for this attack; otherwise, do not replace this character's damage value. Make a single attack roll and compare the result to the defense value of each character in range; each character hit is dealt damage. Attacks made with this power do not target characters.

- Pulse wave ignores all team abilities, powers, and feats of both friendly and opposing characters within range. Powers ignored in this way are not considered countered. Powers out of the range of the Pulse Wave attack still affect it normally. If a character using Perplex or Outwit is within range of the Pulse Wave attack, that power is considered "in range" and is ignored during this attack.
- Terrain created as a result of using a power is considered terrain and affects Pulse Wave normally, even if the character that created the terrain is within range of the Pulse Wave.
- Powers, abilities, and feats that take effect as a result of a character being KO'd (such as the Fantastic Four and Suicide Squad team abilities and the Lazarus Pit feat card) are not ignored by Pulse Wave. These effects take place after the attack is resolved.
- When using Pulse Wave in an attack and there are multiple characters within the range of the Pulse Wave attack, the damage value may not be increased beyond 1.
- *See also, Additional Clarifications: Flying Characters*
- *See also, Powers and Abilities Q & A: Q039, Q040*
- *See also, Feats Q & A: Q017, Q019, Q023*
- *See also, Battlefield Conditions Q & A: Q013*

QUAKE (OPTIONAL) Give this character a close combat action; until the attack has been resolved, its damage value becomes 2 if it is greater than 2. Make a single attack roll and compare the result to the defense values of all opposing characters adjacent to this character. Each character that takes damage from this attack is knocked back.

- When using Quake in an attack, the damage value may not be increased beyond 2.
- When using Quake against multiple opposing characters and one or more of the characters becomes an illegal target (due to Shape Change, Skrull, etc), the attack is still made against all legal targets. If there are no legal targets then the attack cannot be made.
- *See also, Additional Clarifications: Giant Characters*

RANGED COMBAT EXPERT (OPTIONAL) Give this character a power action. It makes a ranged combat attack against a single target character; modify its damage value by +2 for the attack. Ranged Combat Expert cannot be used when using an object as a weapon.

- *See also, Powers and Abilities Q & A: Q004, Q005, Q043*
- *See also, Feats Q & A: Q028*
- *See also, Battlefield Conditions Q & A: Q002*

REGENERATION (OPTIONAL) Give this character a power action. Roll one six-sided die and subtract 2 from the result. Treat a negative result as 0. Heal this character of damage equal to the result.

RUNNING SHOT (OPTIONAL) Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and give it one ranged combat action as a free action. This character must declare a target to which it can draw a clear line of fire from the square where it intends to end its move in order to use this power.

- Characters using Running Shot still follow standard rules of movement, including break away and the ability to carry other figures. However, a carried figure must be dropped before the character using Running Shot uses the Free Action portion of Running Shot to attack.
- A Running Shot out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Running Shot.
- A character using Running Shot with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Running character has another power or ability that allows it to ignore the effects of other opposing characters on movement.
- A character cannot use Running Shot unless that character's final destination square allows it to draw clear line of fire to a target within range.
- *See also, Powers and Abilities Q & A: Q004, Q006, Q028*
- *See also, Feats Q & A: Q015*
- *See also, Battlefield Conditions Q & A: Q015, Q016*

SHAPE CHANGE When this character is chosen as the target of an attack, roll one six-sided die. On a result of 5 or 6, the attack cannot be made. The attacker must choose another target or be given a different action.

- If Character B makes a successful Shape Change roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.
- *See also, Feats Q & A: Q041*
- *See also, Miscellaneous Q & A: Q014*

SMOKE CLOUD (OPTIONAL) Give this character a power action; place up to four hindering terrain markers on the battlefield within this character's range. Each hindering terrain marker must be placed adjacent to another hindering terrain marker created by this character. If this character has a range of 0, it can place the markers only in the square it occupies and/or adjacent squares. This character must have a clear line of fire to at least one of the hindering terrain markers. These markers cannot be placed on blocking terrain but can be placed on hindering terrain or in squares occupied by characters. These terrain markers remain in place until the beginning of your next turn or until this power is countered or lost. A soaring character cannot use this power.

STEAL ENERGY Each time an opposing character takes damage from a close combat attack made by this character, this character is healed of 1 damage.

STEALTH (OPTIONAL) Any line of fire drawn to this character that crosses hindering terrain, including a square of hindering terrain occupied by this character, is treated as though it crosses blocking terrain.

- A giant character that gains Stealth (or a Stealth-like team ability) is considered to be stealthed when in hindering terrain, regardless of the elevation of an opposing attacking figure.
- *See also, Powers and Abilities Q & A: Q003, Q034, Q038*
- *See also, Battlefield Conditions Q & A: Q001*
- *See also, Miscellaneous Q & A: Q014*

SUPER SENSES (OPTIONAL) When this character is hit by an attack, roll one six-sided die before damage is dealt. On a result of 5 or 6, this character evades the attack.

- *See also, Powers and Abilities Q & A: Q019, Q030*
- *See also, Feats Q & A: Q008*
- *See also, Battlefield Conditions Q & A: Q005*

- *See also, Miscellaneous Q & A: Q016*

SUPER STRENGTH (OPTIONAL) When this character moves as part of a move action, power action, or free action, it can pick up an object as a free action and carry it. The object must be either in a square the character occupies or in an adjacent square. This character can use an object it picks up as a weapon. If this power is lost or countered while this character is holding an object, immediately place the object in the square this character occupies. This power cannot be canceled while this character is carrying an object.

- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A: Q028, Q040*
- *See also, Feats Q & A: Q004*

SUPPORT (OPTIONAL) Give this character a power action and make an attack roll against an adjacent target friendly character as though making a close combat attack. Neither this character nor the target may be adjacent to an opposing character; ignore all combat value modifiers for purposes of this attack. If the attack roll succeeds, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. The target is healed of damage equal to the result.

- *See also, Additional Clarifications: Giant Characters*

TELEKINESIS (OPTIONAL) Give this character a power action and choose one of the following options. (For option 1 and 2, the target automatically breaks away and ignores the effects of characters and hindering terrain on movement. The target can be placed on elevated terrain but cannot be placed on or in blocking terrain. This character must have a clear line of fire to the target's square.) (1) This character makes one close combat attack that deals no damage. If the attack succeeds, move the target up to 10 squares. (2) This character moves a target adjacent object that is not being held or a target adjacent friendly character up to 10 squares. (3) It makes a ranged combat attack using an object that is not held by another character (see the "Objects" section of the rulebook). This character must have a clear line of fire to the target of the attack.

- Characters moved with Telekinesis do not suffer damage from hitting terrain (you cannot slam a character into a wall or hurl them off a building with Telekinesis).
- Telekinesis cannot be used to change a character's flight mode.
- A character may use Telekinesis to move a character holding an object.
- When using Telekinesis to move an object into a square occupied by a character, that character does not block line of fire to that square.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A: Q016, Q033, Q034*

TOUGHNESS Damage dealt to this character is reduced by 1.

- *See also, Powers and Abilities Q & A: Q001, Q002, Q012, Q019, Q042*
- *See also, Feats Q & A: Q008*
- *See also, Battlefield Conditions Q & A: Q005*
- *See also, Miscellaneous Q & A: Q016*

WILLPOWER (OPTIONAL) This character does not take pushing damage.

- *See also, Powers and Abilities Q & A: Q041, Q042*

5. TEAM ABILITIES



2000 AD At any time during the game, you may declare an opposing team or character as your target. Once the character or team is chosen, it may not be changed. All 2000 AD team members increase their attack value by 1 when attacking the chosen team or character.

- Designating a single character for this team ability means the 2000 AD team ability applies only to that single character, even if more than one of that character is in play.



ARACHNOS When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack and cannot be reduced.

- If an Arachnos team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.
- *See also, Powers and Abilities Q & A: Q020, Q021, Q022*



AVENGERS When you give an Avengers team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Avengers ability may be used so that action does not count towards the player's total allotment for that turn.
- *See also, Powers and Abilities Q & A: Q023, Q024, Q031*
- *See also, Feats Q & A: Q006, Q037*



BATMAN ALLY Any line of fire drawn to a Batman Ally team member that crosses hindering terrain, including hindering terrain in the square that the team member occupies, is treated as though it crosses blocking terrain.

- *See also, Powers and Abilities Q & A: Q003, Q029, Q034, Q038*
- *See also, Battlefield Conditions Q & A: Q001*
- *See also, Miscellaneous Q & A: Q014*



BATMAN ENEMY Before the attack roll of any attack made by a Batman Enemy team member, the team member may replace their attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly Batman Enemy team member.

- The Batman Enemy team ability works in the same manner as the "Defend" superpower, except that it can only be used with other Batman Enemy team members and it applies to attack value rather than defense value.
- *See also, Additional Clarifications: Giant Characters*



BROTHERHOOD OF MUTANTS When you give a Brotherhood of Mutants team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Brotherhood of Mutants ability may be used so that action does not count towards the player's total allotment for that turn.
- *See also, Powers and Abilities Q & A: Q023, Q024, Q031*



BUREAU OF PARANORMAL RESEARCH AND DEFENSE B.P.R.D. team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.

- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get it from that wild card.
- *See also, Powers and Abilities Q & A: Q035, Q036*
- *See also, Feats Q & A: Q011, Q013*
- *See also, Battlefield Conditions Q & A: Q018*



CALCULATOR Calculator team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.
- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get it from that wild card.
- *See also, Powers and Abilities Q & A: Q035, Q036*
- *See also, Feats Q & A: Q011, Q013*
- *See also, Battlefield Conditions Q & A: Q018*



CRIME SYNDICATE Crime Syndicate team members have Probability Control. Whenever a Crime Syndicate team member uses Probability Control, you must place an action token on this character or another friendly character on the battlefield that has zero or one action tokens. A character with one action token that is taking an action other than a free action may not have an action token placed on it by this team ability. If an action token cannot be placed, this team ability may not be used. This team ability cannot be copied by wild card team abilities.

- The CSA team ability cannot be used more than once per turn, per character with the ability.
- A character that has already been given an action token in a turn may be given a second action token that same turn from the CSA team ability.
- If a character were given a second action token as a result of the CSA team ability, it would take push damage (if applicable).
- *See also, Powers and Abilities Q & A: Q029*
- *See also, Battlefield Conditions Q & A: Q006, Q017*
- *See also, Miscellaneous Q & A: Q016*



CROSSGEN When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack and cannot be reduced.

- If a Crossgen team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.
- *See also, Powers and Abilities Q & A: Q020, Q021, Q022*



CRUSADE All attack rolls made by members of the Crusade team that result in doubles (except two 1s) cause knockback equal to the attacking character's damage value.

- The "Crusade" attack does not have to be successful to generate Knockback. Additionally, the target is knocked back a number of squares equal to the attacker's damage value, not the actual damage dealt.
- If a Crusade team member's Energy Explosion attack is unsuccessful against a target, but doubles are rolled, then the Crusade ability will generate knockback only for the missed target. If a Crusade team member's Energy Explosion is successful against a target, but unsuccessful against an adjacent figure, Crusade's ability will also generate knockback against the adjacent figures.



DANGER GIRL When a member of this team is chosen as the target of an attack, roll one six-sided die. On a result of 6, the attack cannot be made. The attacker must choose another target or take a different action.

- The Danger Girl team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though “the attack must choose another target or take a different action with that character,” the character cannot take back any portion of the action (such as the move action in a Charge attack) made before the attack action.
- If Character B makes a successful Danger Girl team ability roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.
- *See also, Powers and Abilities Q & A: Q029*
- *See also, Feats Q & A: Q041*
- *See also, Miscellaneous Q & A: Q014*



DEFENDERS Before any attack roll, a Defenders team member may replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly Defenders team member for the attack.

- The Defenders team ability is transitive in the same manner as the “Defend” superpower, except that it can only be used with other Defenders team members.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q012*



FANTASTIC FOUR When a member of this team is KOd, each friendly Fantastic Four team member may be healed of 1 damage. If all remaining team members are KOd in the resolution of the same action, this team ability cannot be used.

- *See also, Powers and Abilities Q & A: Q045*
- *See also, Feats Q & A: Q006*



FREEDOM PHALANX Freedom Phalanx team members are wild cards.

- When using another team's ability, a “wild card” team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.
- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get it from that wild card.
- *See also, Powers and Abilities Q & A: Q035, Q036*
- *See also, Feats Q & A: Q011, Q013*



GREEN LANTERN CORPS A Green Lantern Corps team member that can carry other characters may carry up to 8 friendly characters instead of 1.

- *See also, Powers and Abilities Q & A: Q009, Q010*



GUARDIANS OF THE GLOBE When a member of this team rolls doubles on the dice on a successful attack roll, the target is not knocked back. The attack deals damage normally. If the target has zero or one action token after the attack has been resolved, give the target an action token.

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- Attacks that deal no or zero damage (Mind Control, Incapacitate, Telekinesis, etc.) to a target character will still give the character an action token if doubles are rolled.
- If a character with Guardians of the Globe makes a successful attack with Incapacitate and rolls doubles, any target characters with no tokens on it will be given two tokens, one from the Incapacitate attack and one from the team ability. The two tokens will cause the character to push.
- If a character with Guardians of the Globe makes a successful attack with Quake and rolls doubles, the target characters are not knocked back but are given an action token instead.
- If a character with Guardians of the Globe makes a successful attack with Energy Explosion and rolls doubles, only the target character(s) would be given a token. Any adjacent characters that take splash damage would be knocked back normally as they are not the target(s) of the attack.
- Guardians of the Globe may not be used with Pulse Wave, as Pulse Wave does not target characters.
- Guardians of the Globe will affect colossal characters.



HYDRA For each Hydra team member adjacent to a friendly character making a ranged combat attack, the friendly character's attack value may be modified by +1. All Hydra team members modifying a friendly character's attack value must have a clear line of fire to the target, though the target does not need to be within range of any Hydra team member modifying the attack.

- If a Hydra team member is adjacent to a friendly character that makes a multi-target ranged combat attack, the attacking character gets +1 to its attack value only against those targets to which the Hydra team member has a clear line of fire.
- *See also, Additional Clarifications: Giant Characters*



INJUSTICE LEAGUE When two or more friendly Injustice League team members are adjacent to the same opposing character, each team member may use this team ability to be given a close combat or ranged combat action which may only target that adjacent opposing character. The total number of actions given using this team ability during a turn requires only one action from your available actions for the turn, but each Injustice League team member given an action using this team ability receives an action token at the resolution of the action.

- *See also, Additional Clarifications: Giant Characters*



JUSTICE LEAGUE When you give a Justice League team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Justice League ability may be used so that action does not count towards the player's total allotment for that turn.
- *See also, Powers and Abilities Q & A: Q023, Q024, Q031*



JUSTICE SOCIETY Before any attack roll, a Justice Society team member may replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly Justice Society team member for the duration of the attack.

- The Justice Society team ability is transitive in the same manner as the "Defend" superpower, except that it can only be used with other Justice Society team members.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q012*



KABUKI Any line of fire drawn to a Kabuki team member that crosses hindering terrain, including hindering terrain in the square that the team member occupies, is treated as though it crosses blocking terrain.

- *See also, Powers and Abilities Q & A: Q003, Q029, Q034, Q038*
- *See also, Battlefield Conditions Q & A: Q001*
- *See also, Miscellaneous Q & A: Q014*



KINGDOM COME Whenever an opposing character given a move action, power action, or free action attempts to move from a square that is not adjacent to the Kingdom Come team member to a square adjacent to the Kingdom Come team member, roll one six-sided die before moving the opposing character, even if it ignores the effects of characters on movement. On a result of 1 or 2, the opposing character cannot move to any square adjacent to the Kingdom Come team member that turn. Characters with this team symbol and characters suffering knockback ignore this team ability.

- If a character fails its roll against the Kingdom Come team ability, it can still complete the remainder of its movement. If there are no legal squares in which the character that failed its roll against the Kingdom Come team ability may move, the character must end its movement in the first available legal square along the path it took when moving adjacent to the Kingdom Come team member, even if that square is the square in which the character began its movement.
- A character adjacent to a Kingdom Come team member that moves to another square adjacent to the same Kingdom Come team member does not roll against the Kingdom Come team ability again. A character adjacent to a Kingdom Come team member that moves to another square adjacent to a different Kingdom Come team member must roll against the different Kingdom Come team member's Kingdom Come team ability.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A: Q008*
- *See also, Giant, Big, Transporter, and Double-base Character Q & A: Q004*



LEGION OF SUPER HEROES Legion of Super Heroes team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.
- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get the team ability from that wild card.
- *See also, Powers and Abilities Q & A: Q035, Q036*
- *See also, Feats Q & A: Q011, Q013*
- *See also, Battlefield Conditions Q & A: Q018*



MASTERS OF EVIL A Masters of Evil team member may be given an action when it has two action tokens on it. If it does, do not place an action token on the team member after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a member of this team that has been given an action during that turn.

- If a wild card takes a power, move, or combat action while using the Masters of Evil team ability it does not clear any action tokens at the end of the controlling player's turn, even if the wild card changed team abilities during that turn.
- *See also, Powers and Abilities Q & A: Q041*



MINIONS OF DOOM Minions of Doom team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.

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- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get it from that wild card.
- *See also, Powers and Abilities Q & A: Q035, Q036*
- *See also, Feats Q & A: Q011, Q013*
- *See also, Battlefield Conditions Q & A: Q018*



MORLOCKS When this character makes a close combat attack, it receives +1 to its attack value for each friendly character that is both adjacent to this character and the target character.

- *See also, Additional Clarifications: Giant Characters*



MYSTICS When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack and cannot be reduced.

- If a Mystics team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.
- *See also, Powers and Abilities Q & A: Q020, Q021, Q022*



OUTSIDERS Once at the beginning of your turn, as a free action, an Outsiders team member on your force may choose a target friendly or opposing character. The team member must be within 10 squares of the target and have a clear line of fire to the target. Until the beginning of your next turn, the target's combat values cannot be modified by powers or team abilities. This team ability cannot be copied by wild card team abilities.



POLICE For each Police team member adjacent to a friendly figure making a ranged combat attack, modify the friendly figure's attack value by +1. All Police team members modifying an attack on a target must have a clear line of fire to the target, though the target does not need to be within range of a team member modifying the attack.

- If a Police team member is adjacent to a friendly character that makes a multi-target ranged combat attack, the attacking character gets +1 to its attack value only against those targets to which the Police team member has a clear line of fire.
- *See also, Additional Clarifications: Giant Characters*



POWER COSMIC Members of this team do not take pushing damage and their powers cannot be countered. This team ability cannot be copied by wild card team abilities.

- *See also, Powers and Abilities Q & A: Q025*
- *See also, Battlefield Conditions Q & A: Q004*



QUINTESSENCE Members of this team do not take pushing damage and their powers cannot be countered. This team ability cannot be copied by wild card team abilities.

- *See also, Powers and Abilities Q & A: Q025*
- *See also, Battlefield Conditions Q & A: Q004*



SERPENT SOCIETY Give a member of this team a power action. Move it any number of squares up to its speed value, ignoring the effects of all characters and terrain, including elevated terrain, on movement. This team member may not end its move in blocking terrain.

- A flying character may carry another character while using the Serpent Society team ability. The carried character is not affected by terrain features or characters either.

- At the end of a power action using the Serpent Society team ability, the character must be on terrain the character can normally occupy.
- Characters using the Serpent Society team ability automatically break away.
- [See also, Powers and Abilities Q & A: Q029](#)



S.H.I.E.L.D. When a friendly character makes a ranged combat attack, you may give any number of friendly S.H.I.E.L.D. team members adjacent to the attacker a power action before making the attack roll. Modify the attacker's damage value by +1 for each S.H.I.E.L.D. team member given a power action in this way.

- Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character.
- The S.H.I.E.L.D. character(s) used are assigned actions and tokens whether or not the attack succeeds. These actions are taken from the player's allotment of actions for the turn.
- The S.H.I.E.L.D. character does not require line of fire to the target, nor does the target have to be within the S.H.I.E.L.D. character's range.
- The S.H.I.E.L.D. character's action is declared and activated at the start of the adjacent figures' ranged combat attack, and concludes at the same time as the adjacent figure's action.
- [See also, Additional Clarifications: Giant Characters](#)
- [See also, Battlefield Conditions Q & A: Q002](#)



SINISTER SYNDICATE Before the attack roll of any attack made by a Sinister Syndicate team member, the team member may replace its attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly Sinister Syndicate team member.

- The Sinister Syndicate team ability works in the same manner as the "Defend" superpower, except that it can only be used with other Sinister Syndicate team members and it applies to attack value rather than defense value.
- [See also, Additional Clarifications: Giant Characters](#)



SKRULLS When a member of this team is chosen as the target of an attack, roll one six-sided die. On a result of 6, the attack cannot be made. The attacker must choose another target or be given a different action.

- The Skrulls team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the move action in a Charge attack) made before the attack action.
- If Character B makes a successful Skrulls team ability roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.
- [See also, Powers and Abilities Q & A: Q029](#)
- [See also, Feats Q & A: Q041](#)
- [See also, Miscellaneous Q & A: Q014](#)



SPIDER-MAN Spider-Man team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.

- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get it from that wild card.
- *See also, Powers and Abilities Q & A: Q035, Q036*
- *See also, Feats Q & A: Q011, Q013*
- *See also, Battlefield Conditions Q & A: Q018*



SUICIDE SQUAD When a friendly character adjacent to a Suicide Squad team member is KOD, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. The team member is healed of damage equal to the result. If the team member is KOD in the resolution of the same action as the adjacent friendly character, this team ability cannot be used.

- *See also, Powers and Abilities Q & A: Q045*
- *See also, Additional Clarifications: Giant Characters*



SUPERMAN ALLY A Superman Ally team member ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.



SUPERMAN ENEMY When two friendly Superman Enemy team members are adjacent, the character with the highest point value gains the Outwit power. If that character already has Outwit, then this team ability has no effect. If two adjacent friendly Superman Enemy team members have identical point values, the controlling player chooses which character receives the Outwit power. Once this choice is made, it cannot be changed until the chosen character loses Outwit. This team ability is cancelled at the end of an action in which the two Superman Enemy team members are no longer adjacent.

- This power works for each different pair of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets Outwit. 75 is higher than 44, but 75 already has Outwit—it cannot get it again. 60 is higher than 44, so 60 gets Outwit.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Powers and Abilities Q & A: Q029*



TITANS At the beginning of an action in which two friendly members of this team are adjacent to each other, you may give one of those characters a power action and deal 1 pushing damage to that character. This damage may not be reduced by Willpower or any power that reduces damage, nor can it be dealt to another figure. The other adjacent friendly character is healed of 1 damage.

- In order for a character to use the Titans team ability, a click of damage must be exchanged from one Titan to another; you cannot deal 1 click of damage without also healing 1 click of damage.
- *See also, Additional Clarifications: Giant Characters*



TOP COW When you give a Top Cow team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Top Cow ability may be used so that action does not count towards the player's total allotment for that turn.
- *See also, Powers and Abilities Q & A: Q023, Q024, Q031*



ULTIMATE X-MEN At any time during the game, choose an opposing team or character for this team member; once this choice is made, it cannot be changed. Modify this team member's attack value by +1 against members of the chosen team or character.

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- Each Ultimate X-Men team member may choose a different opposing team or character as the target of this ability.



ULTIMATES An Ultimates team member ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.



X-MEN At the beginning of an action during which two friendly members of this team are adjacent to each other, you may give one of those characters a power action and deal 1 unavoidable damage to it. The other adjacent, friendly character is healed of 1 damage.

- In order for a character to use the X-Men team ability, a click of damage must be exchanged from one X-Men to another; you cannot deal 1 click of damage without also healing 1 click of damage.
- *See also, Additional Clarifications: Giant Characters*

6. COLOSSAL CHARACTERS

Point Value

The colossal character has three different point values and corresponding starting positions depending on its strength. Before the game begins, decide on a point value for the colossal character and rotate its combat dial the indicated number of clicks from the starting position.

| Sentinel/Sinestro | Point Value | Clicks to Starting Position |
|-------------------|-------------|-----------------------------|
| Veteran | 300 | 0 |
| Experienced | 200 | 3 |
| Rookie | 100 | 6 |





| Advanced Sentinel | Point Value | Clicks to Starting Position |
|-------------------|-------------|-----------------------------|
| Omega-4 | 400 | 0 |
| Beta-7 | 300 | 4 |
| Alpha-3 | 150 | 8 |

| Jean Grey Phoenix | Point Value | Clicks to Starting Position |
|-------------------|-------------|-----------------------------|
| Veteran | 800 | 0 |
| Experienced | 600 | 3 |
| Rookie | 400 | 6 |

| Dark Phoenix | Point Value | Clicks to Starting Position |
|--------------|-------------|-----------------------------|
| Veteran | 1000 | 0 |
| Experienced | 800 | 3 |
| Rookie | 600 | 6 |

General Rules

The HeroClix figures that are mounted on three-inch bases are called colossal characters. The following rules apply to the colossal character:

1. It is not affected by Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, Support, or any team ability that reproduces those powers. Ignores the Skrull and Danger Girl team abilities.
2. Cannot be moved by Telekinesis, although it can be the target of a Telekinesis attack.
3. Is not affected by knockback.
4. It breaks away from other characters automatically. Other characters adjacent to the colossal character must attempt to break away normally.
5. It can be attacked by grounded, elevated, or soaring characters using close or ranged combat attacks, and it is adjacent to characters in adjacent squares, regardless of elevation.
6. Cannot be carried.
7. Cannot be captured.
8. Sentinel and Advanced Sentinel receive double victory points for defeating any character with the following team symbols: , , , and . Characters with those team symbols receive double victory points for defeating Sentinel or Advanced Sentinel. Colossal character Sinestro is the archenemy of any figure that is a member of the Green Lantern Corps. team, and

members of the Green Lantern Corps. team are archenemies of any colossal character Sinestro.

Actions and Pushing

- A colossal character can only be given one action per turn, regardless of its point value or the build total for the battle.
- A colossal character's player can push it on any number of consecutive turns, even if it already has two action tokens on it; the colossal character will still take pushing damage. If a colossal character is not given an action on its player's turn, remove all action tokens from it.

Moving

- The colossal character must begin the game with its base completely in its player's starting area. Its base occupies 4 squares on the battle map (2 squares by 2 squares).
- The colossal character moves per the standard flying rules; it can't move through indoor blocking terrain. The colossal character ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement, though it can't end an action with its base both on and off of elevated terrain or blocking terrain.
- When moving a colossal character, choose any square adjacent to the colossal character to begin counting movement. The colossal character must end its movement so that its base rests on one of the squares within its movement range. If a colossal character moves over or stops on an object token, the object is destroyed.
- Colossal characters require a doorway at least as wide as the base of the figure in order to pass through it.

Attacking

- A colossal character can be adjacent to a maximum of 12 adjacent squares. It can attack and be attacked through any of them. A colossal character can make a ranged combat attack against any character in range.
- Lines of fire drawn to and from a colossal character are not blocked by standard characters (characters with the ? damage symbol), but they are blocked by giant characters (characters with the ? damage symbol) and other colossal figures on the same elevation. Blocking terrain blocks a line of fire drawn to a colossal character normally.
- A colossal character and other characters on elevated terrain can make ranged combat attacks against each other as if they were on the same terrain level. A soaring character making a ranged combat attack against a colossal character (and vice versa) does not halve its range value.

Multiattack

- A colossal character has the multi-attack power:

Multiattack (optional): Give the colossal character a power action. It can use two free actions against up to two targets per action. These free actions may be power actions, close combat actions, and ranged combat actions, though free actions gained from this power can't be used to activate this power. Make an attack roll for each attack, if any. Any damage dealt by one of these attacks is reduced by 1, minimum 1 damage. This power can't be countered or lost. Multiattack cannot be used to capture.

- Colossal characters using the multiattack power may not use the following powers and abilities during a multiattack: Capture, Phasing/Teleport, Regeneration, and Support. Feats may not be used when using actions granted by Multi-attack
- Colossal characters using the Multiattack power may use powers and abilities during a Multiattack such as Barrier or Telekinesis that do not necessarily result in an attack.
- *See also, Feats Q & A: Q026*
- *See also, Giant, Big, Transporter, and Double-base Character Q & A: Q003*

Capture

- A colossal character has the Capture ability. Jean Grey Phoenix does not have the Capture ability. If a colossal character has a captive, it can't use the Multiattack power.

Capture (optional): Give this character a power action and make a close combat attack against a single target opposing standard character; targets with Phasing or Plasticity modify their defense values by +2 for the attack. If the attack succeeds, it deals no damage; the target character is captured and is called a captive.

Remove all action tokens from a captive. Remove a captive from the battlefield until it is rescued (see below). While removed from the battlefield, a captive can't be dealt or take damage, and it can't be given actions.

If this character has two captives, it can't capture another character until at least one of the captives is rescued or released (see below), and it can't make close combat attacks.

If this character has any captives when it is knocked out, before removing this character from the game, the player who knocked out this character (including the player controlling this character if it was knocked out due to pushing damage or a similar effect) placed each captive in an unoccupied square adjacent to this character's base and gives each an action token.

Releasing captives. When it occupies its starting area, this character can be given a power action to release one of its captives into an adjacent unoccupied square also in the starting area. A released captive is immediately knocked out, and this character's player receives double victory points for the released captive. If the released captive is an archenemy of this character, this character's player receives triple victory points for the released captive. If the game ends and this character has captives, no player receives victory points for the captives. If this character captures the last opposing character, the game ends after that action resolves.

Rescuing captives. Characters friendly to a captive can attempt to rescue that captive. To do so, give a character a power action; it makes a close or ranged combat attack against the target character that captured the captive. The target modifies its defense by -1 for the attack for each of its captives. If the attack succeeds, the attack deals no damage; instead, the attacker chooses a friendly captive. The captive is rescued and placed in an unoccupied square adjacent to the target of the attack. Give the rescued character an action token; it can be given an action in the same turn it is rescued, but it pushed normally.

- *See also, Additional Clarifications: Objects*
- *See also, Miscellaneous Q & A: Q006*

7. GALACTUS

The rules in this document describe how to play the Galactus character two different ways: as part of a special scenario and as part of a force.

The Galactus Scenario

- Galactus, Eater of Worlds, is a survivor of the previous universe. It consumes entire planets to sate its unfathomable hunger. Heroes must fight—or watch their world die.
- In this scenario, Galactus is a cosmically powerful character not meant to be part of any player's force; rather, Galactus is a menace that must be turned away using these scenario rules. If players do not defeat Galactus before 20 turns have passed, Galactus destroys the world.
- Galactus is subject to all **HeroClix** rules, except as noted in these scenario rules.
- All of these build totals are only suggestions. Feel free to split up the build total any way you like, as long as each player's build total is a multiple of 100.
- Galactus uses only one combat dial at a time. When playing Mighty Galactus, begin the game using the Mighty combat dial. When playing Hungry Galactus, begin the game using the Hungry combat dial. As a dial is KO'd, go to the next lowest dial (from Mighty to Hungry and from Hungry to Starving).
- Damage does not carry over from one combat dial to another. In a battle against Hungry Galactus, for example, if there is 1 click left on the Hungry combat dial, and Galactus takes 2 damage, the "extra" 1 damage is not applied to the Starving combat dial.

The Dials

- Galactus has four dials: three combat dials (the "Starving" dial has 20 clicks and the "Hungry" and "Mighty" dials each have 12 clicks) and one "timer" dial. You do not have to use all Galactus's combat dials in this scenario. The number of combat dials players choose to use determines Galactus's point value and type in the scenario. If you are not using a combat dial in a game, click that dial until only KO's appear. If you are using a combat dial in the game, click that dial until the vertical green starting line appears.

| Point Value | Type | Number of Dials |
|-------------|----------|------------------------------------|
| 600 | Starving | One (Starving only) |
| 1,200 | Hungry | Two (Starving and Hungry only) |
| 1,800 | Mighty | Three (Starving, Hungry, & Mighty) |

Starving Galactus (600 Points)

- The 600-point Galactus uses only the Starving combat dial. Starving Galactus is suited for one player with a build total of 600 points, two players with a build total of 300 points, or three players with a build total of 200 points.

Hungry Galactus (1,200 Points)

- The 1,200-point Galactus uses the Starving and Hungry combat dials. Hungry Galactus is suited for two players with a build total of 600 points, three players with a build total of 400 points, or four players with a build total of 300 points.

Mighty Galactus (1,800 Points)

- The 1,800-point Galactus uses all three combat dials. Mighty Galactus is suited for two players with a build total of 900 points or three players with a build total of 600 points.

The Timer Dial

- The timer dial shows numbers 20 through 1, and it is used to "count down" during the scenario. The timer dial is not a combat dial. After each player's turn, turn the timer dial counterclockwise once. When the timer dial is clicked past the position numbered "1"—and the green section becomes visible—the game is over: Galactus has eaten the world and everyone else loses.
- When one of Galactus's combat dials is KO'd, the player whose character KO'd it rolls one six-sided die and subtracts 2 from the result (any result less than 1 is 1 instead); turn the timer dial clockwise a number of times equal to the result. On a turn during which the timer dial is turned clockwise, it is not turned once counterclockwise for that player's turn. Do not click the timer dial clockwise beyond the colored position at which the game began.
- The timer dial has three challenge levels, and each challenge level is marked by a colored position: yellow, blue, or red. When you play this scenario for the first time, begin the game on the yellow position, which gives you 20 rounds to win. Beginning the game on the blue position gives you 15 rounds to win, and the red position gives you 10 rounds to win. You can combine challenge levels with different Galactus point values to create a variety of game options.

Placing Characters

- Galactus occupies 18 squares (a 3square by 6square area). Place Galactus in the center of the battlefield. If there is not an exact center of the battlefield, resolve any dispute using point 3 of "**HeroClix** Etiquette" in the rulebook. Galactus ignores terrain for placement purposes. Place other characters as normal.

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Actions

- Galactus is never given action tokens. All of Galactus's actions are free actions.

Movement

- Galactus does not move unless it is defeated, and then it leaves the battlefield.

Combat

- Galactus attacks only when it takes damage. After the resolution of an action from which Galactus takes damage, Galactus takes an action. This action **must** target the character that damaged Galactus in the previous action. The action can be a close combat, ranged combat, or power action.
- Whenever Galactus takes an action, the player to the left of the player whose character damaged Galactus rolls the dice and determines the effects, if any.
- Galactus always uses any powers showing on its current combat dial against the target, if possible.
- A close combat attack from Galactus targets each adjacent character. Make a single attack roll and compare the result to each adjacent character's defense value. You can divide Galactus's damage value any way you choose among the successfully hit targets, but at least half of Galactus's damage value (rounded up) must be dealt to the character that damaged it.
- Galactus can target multiple characters with a single ranged combat action; if it does, at least half of its damage value (rounded up) must be dealt to the character that damaged it.
- Galactus can attack and be attacked by grounded, elevated, and soaring characters.
- Galactus is not affected by knockback. Galactus cannot capture or be captured.
- Characters and terrain do not block, or impose the hindering terrain modifier on, lines of fire drawn to or from Galactus.

Powers and Abilities

- Galactus ignores the Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Shape Change, Stealth, and Support powers, as well as team abilities that duplicate these powers. Galactus ignores the Skrull and Danger Girl team abilities.
- Galactus cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack.
- When Galactus uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it

started with at the beginning of the game (Starving: 1, Hungry: 2, Mighty: 3).

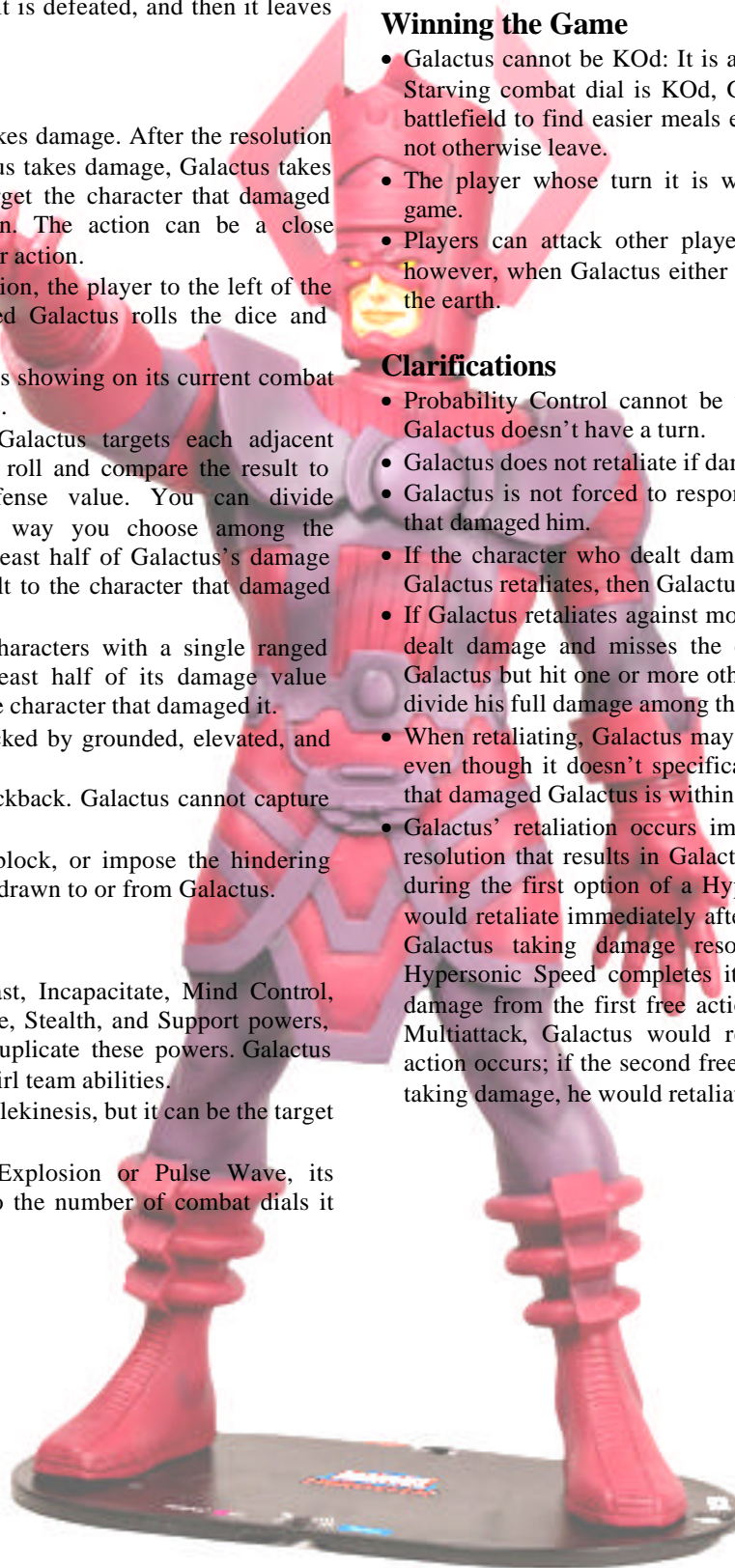
- When Galactus is the target of Outwit or Perplex, roll one six-sided die. On a result of 5 or 6, Galactus ignores that use of Outwit or Perplex.

Winning the Game

- Galactus cannot be KOD: It is a force of the universe. When its Starving combat dial is KOD, Galactus immediately leaves the battlefield to find easier meals elsewhere in the universe. It will not otherwise leave.
- The player whose turn it is when Galactus is KOD wins the game.
- Players can attack other players' characters. The game ends, however, when Galactus either leaves the battlefield or destroys the earth.

Clarifications

- Probability Control cannot be used against Galactus' rolls, as Galactus doesn't have a turn.
- Galactus does not retaliate if damaged during its action.
- Galactus is not forced to respond with the same kind of attack that damaged him.
- If the character who dealt damage to Galactus is KOed before Galactus retaliates, then Galactus does not retaliate.
- If Galactus retaliates against more than one character after being dealt damage and misses the character that dealt damage to Galactus but hit one or more other characters, then Galactus may divide his full damage among the characters successfully hit.
- When retaliating, Galactus may still use the Pulse Wave ability, even though it doesn't specifically target a figure, if the figure that damaged Galactus is within range of Galactus' Pulse Wave.
- Galactus' retaliation occurs immediately after the first action resolution that results in Galactus taking damage. For example, during the first option of a Hypersonic Speed attack, Galactus would retaliate immediately after the free action that resulted in Galactus taking damage resolves, before the figure using Hypersonic Speed completes its movement. If Galactus takes damage from the first free action of a Multi-Attack or Cosmic Multiattack, Galactus would retaliate before the second free action occurs; if the second free action also resulted in Galactus taking damage, he would retaliate after that action as well.



Using Galactus as Part of a Force

- Galactus is a formidable foe on its own, able to take on teams of heroes. The following rules allow you to play Galactus as part of a force.

The Dials

- Galactus has four dials: three combat dials (the “Starving” dial has 20 clicks and the “Hungry” and “Mighty” dials each have 12 clicks) and one “timer” dial. Ignore the timer dial when using Galactus as part of a force. You do not have to use all Galactus’s combat dials in a game. The number of combat dials players choose to use determines Galactus’s point value and type in the game. If you are not using a combat dial in a game, click that dial until only KOs appear in the stat slot. If you are using a combat dial in the game, click that dial to its starting position (until the vertical green starting line appears in the stat slot).

| Point Value | Type | Number of Dials |
|-------------|----------|------------------------------------|
| 600 | Starving | One (Starving only) |
| 1,200 | Hungry | Two (Starving and Hungry only) |
| 1,800 | Mighty | Three (Starving, Hungry, & Mighty) |

Feats

- Feats cannot be assigned to Galactus.

Placing Characters

- Galactus occupies 18 squares (a 3square by 6square area). Galactus’s player’s starting area extends 3 squares away from his or her edge of the map and at least 4 squares away from any other edge. Galactus must begin the game with its base completely in its player’s starting area.

Actions

- Galactus can be given one action during its player’s turn.
- Galactus can be pushed even when it has two action tokens; it does not take pushing damage. If you assign an action to Galactus when it already has two action tokens, do not mark it with another action token.

Movement

- Galactus moves per the standard flying rules. Galactus ignores the effects of blocking terrain, elevated terrain, and hindering terrain for movement purposes. Galactus ignores the effects of team abilities on movement. Galactus ignores indoor blocking terrain for movement purposes. Any indoor blocking terrain Galactus crosses is destroyed; mark blocking terrain destroyed in this manner with two rubble markers.
- Galactus’s controller chooses any square adjacent to Galactus to begin counting for movement purposes. Galactus must end its movement so that its base rests on one of the squares within its movement range. If Galactus moves through or stops on an

object token, the object is destroyed. Replace it with a broken wall terrain marker, which is hindering terrain.

- Galactus always succeeds at break away rolls, and opposing characters always succeed at breaking away from Galactus.
- Galactus cannot be carried.

Combat

- Galactus has 22 adjacent squares. It can attack and be attacked through any of them. Galactus can make a ranged combat attack against any character in its range, even if that character is in an adjacent square.
- Characters do not block line of fire to or from Galactus. Galactus blocks line of fire to other characters.
- Galactus can attack and be attacked by characters that are grounded, on elevated terrain, or soaring. Galactus does not halve its range value when targeting soaring characters with ranged combat attacks.
- Galactus is not affected by knockback.
- Galactus cannot capture or be captured.

Cosmic Multiattack

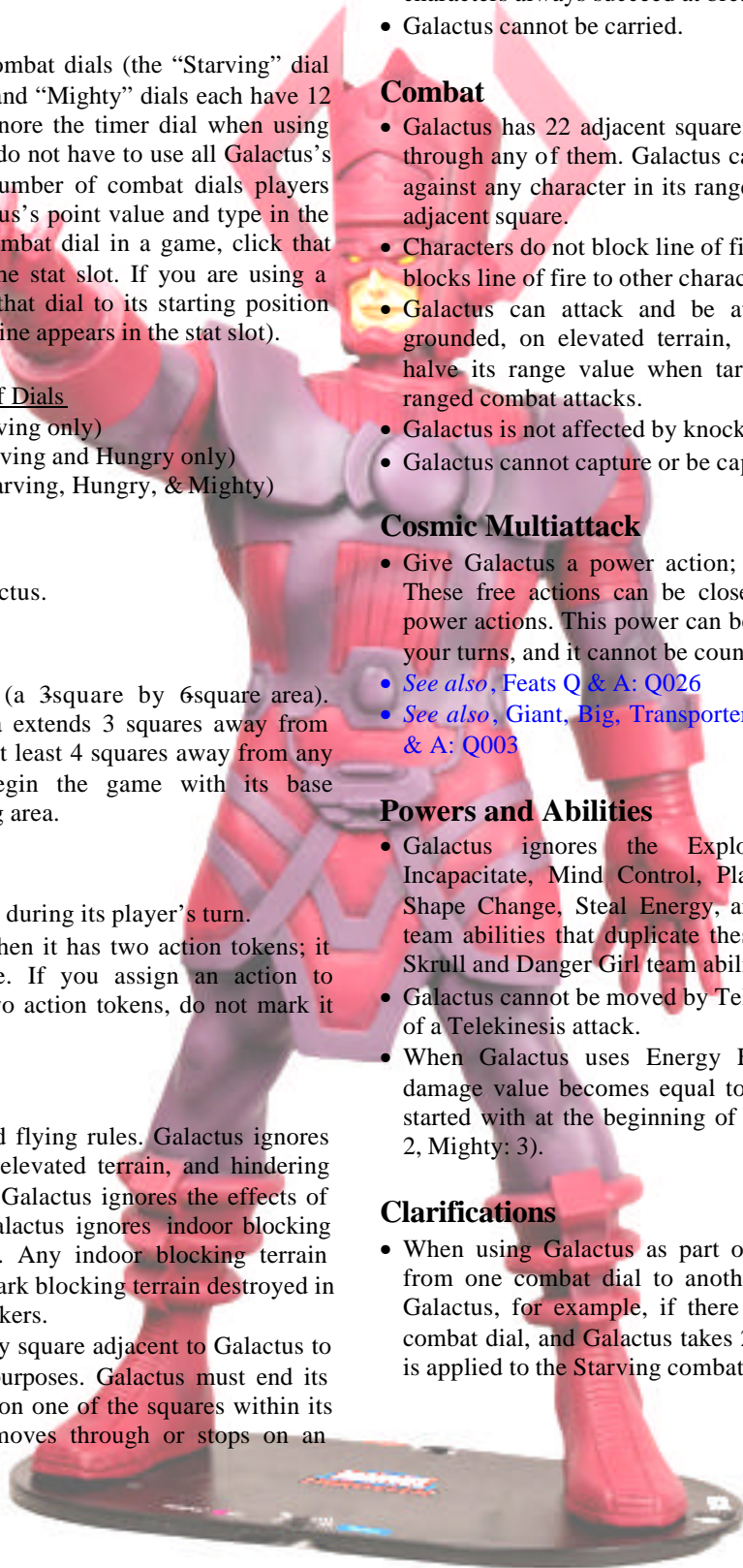
- Give Galactus a power action; it can take three free actions. These free actions can be close or ranged combat, move, or power actions. This power can be used only once during each of your turns, and it cannot be countered or lost.
- [See also, Feats Q & A: Q026](#)
- [See also, Giant, Big, Transporter, and Double-base Character Q & A: Q003](#)

Powers and Abilities

- Galactus ignores the Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, and Support powers, as well as team abilities that duplicate these powers. Galactus ignores the Skrull and Danger Girl team abilities.
- Galactus cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack.
- When Galactus uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it started with at the beginning of the game (Starving: 1, Hungry: 2, Mighty: 3).

Clarifications

- When using Galactus as part of a force, damage carries over from one combat dial to another. In a battle against Hungry Galactus, for example, if there is 1 click left on the Hungry combat dial, and Galactus takes 2 damage, the “extra” 1 damage is applied to the Starving combat dial.



8. THE SPECTRE

The rules in this document describe how to play The Spectre character in HeroClix.

The Spectre Scenario: Day of Vengeance

- With its spiritual host either absent or unable to prevent it from unleashing its rage, the time has come for all to feel the wrath of The Spectre, the Spirit of Vengeance!
- In this scenario, The Spectre is a cosmically powerful character not meant to be part of any player's force; rather, The Spectre is a menace that must be defeated using these scenario rules. If the players cannot defeat The Spectre before they are defeated, the world will fall before its wrath.
- The rules in this section apply to playing The Spectre in the Spirit of Vengeance scenario only.

The Dials

- The Spectre has four dials: three combat dials and one Angry Spirit dial.

Combat Dials

- You are not required to use all The Spectre's combat dials in this scenario. The number of combat dials players choose to use determines The Spectre's point value, the host that will control it in the scenario, and the number of spirits that accompany it. If you are not using a particular combat dial in a game, click that dial until only KO symbols appear. If you are using a particular combat dial in the game, click that dial until the vertical green line indicating that dial's starting position appears. Each dial is labeled with one of the host names, indicated in Table 1, below.

Table 1: The Spectre—Power Levels in the Scenario

| Points | Host | Dials | Maximum Angry Spirits |
|--------|---------------------|-------|-----------------------|
| 600 | Hal Jordan | 1 | 4 |
| 1,200 | Jim Corrigan | 2 | 6 |
| 1,800 | Spirit of Vengeance | 3 | 8 |

Hal Jordan (600 points)

- When Hal Jordan wore the mantle of The Spectre, he was less experienced in using its abilities and more hesitant to wield its full power. The Hal Jordan version of The Spectre uses only the Hal Jordan dial. It is best suited to be used against one player with a build total of 600 points, two players with build totals of 300 points each, or three players with build totals of 200 points each.

Jim Corrigan (1,200 points)

- Murdered detective Jim Corrigan was a long-time spiritual host for The Spectre. Accordingly, he was more adept at using its powers and abilities. This version of The Spectre uses both the Hal Jordan and Jim Corrigan combat dials. The Jim Corrigan

version of The Spectre is suited to be used against one player with a build total of 1,200 points, two players with build totals of 600 points each, three players with build totals of 400 points each, or four players with build totals of 300 points each.

Spirit of Vengeance (1,800 points)

- When unfettered by any human host, The Spectre unleashes the full power of the Spirit of Vengeance. The Spirit of Vengeance uses all three combat dials. It is suited to be used against one player with a build total of 1,800 points, two players with build totals of 900 points each, three players with build totals of 600 points each, or six players with build totals of 300 points each.
- All build totals are suggestions. The build total may be split up among players in any way, provided that each player's build total is a multiple of 100.
- During play, The Spectre uses only one combat dial at a time. Begin the scenario with the dial that shares the name with the power level at which The Spectre is being played. When a dial is KO'd, go to the starting position of the combat dial for the next lower power level (from the Spirit of Vengeance to Jim Corrigan to Hal Jordan).
- Damage does not carry over from one combat dial to another. For example, in a battle against the Spirit of Vengeance, if The Spectre takes 3 damage from an attack—but it has only one click until all KOs appear—the "extra" 2 damage is not applied to The Spectre's Jim Corrigan dial.

Angry Spirits

- The Spectre can call upon otherworldly power and bring forth spirits to attack those against whom it is dealing judgment. These spirits are represented in this scenario by special bystander tokens labeled "Angry Spirit." These special tokens have no combat values printed on them. Instead, their combat values are printed on The Spectre's fourth dial—the Angry Spirit dial. To determine the Angry Spirits' initial combat values, turn the Angry Spirit dial so that the green starting line appears. Then roll two six-sided dice and turn the dial clockwise a number of clicks equal to the result.
- **Placing Angry Spirit tokens.** Each time The Spectre is attacked, place an Angry Spirit token adjacent to the character that attacked it after the attack resolves. If the token cannot be placed adjacent to the attacking character, place it adjacent to The Spectre instead.
- In addition, after all players have completed their actions for a turn, place one Angry Spirit token adjacent to The Spectre as a free action.

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- No Angry Spirit tokens may be placed if the number of Angry Spirit tokens in play equals the maximum number of tokens allowed by The Spectre's power level (see Table 1).
- **Playing Angry Spirit tokens.** Each time The Spectre takes damage, roll one six-sided die. On a result of 1 or 2, each Angry Spirit on the battlefield acts as a free action (including any Angry Spirits placed on the battlefield as a result of the attack that caused The Spectre to take damage). In addition, after all players have completed their actions for a turn, each Angry Spirit on the battlefield acts as a free action (including any Angry Spirits placed on the battlefield after all players completed their actions for the turn). One player chooses and resolves the actions that all Angry Spirits take during a turn, beginning with the last player to take an action during the scenario's first turn, and then moving clockwise around the table to other players in subsequent turns.
- Angry Spirits are not given action tokens when they take an action. Angry Spirits always use any powers showing on the Angry Spirit dial to their greatest advantage, and they will use powers in an attempt to damage a target before using them in another way. Angry Spirits may not attack or use their powers or abilities against The Spectre or other Angry Spirits.
- The player in control of the Angry Spirits during a turn must attack the enemies of The Spectre whenever possible. If an Angry Spirit cannot attack an opposing character, it will move as close as possible to an opposing character, using all of its available powers and abilities to do so.
- If an Angry Spirit is dealt damage, remove it from the battlefield. When an Angry Spirit is dealt damage, turn the Angry Spirit dial a number of clicks equal to the total damage dealt. Note that the Angry Spirit dial has no end; it can be turned beyond its starting position.
- When The Spectre leaves the battlefield, all Angry Spirits in play are removed from the game.
- **Additional Angry Spirit rules.** Angry Spirits do not take pushing damage. When a power possessed by an Angry Spirit is countered, it is countered for that Angry Spirit only. Angry Spirits may not be targeted by Incapacitate, Mind Control, Support, or any effect that duplicates the effects of those powers.

Playing The Spectre

Placement

- The Spectre occupies 18 squares (a 6-square by 3-square area). Place The Spectre in the center of the battlefield.

Actions

- The Spectre is not given action tokens when it takes an action.

Movement

- The Spectre does not move unless it is defeated, and then it leaves the battlefield.

Team Ability

- In this scenario, The Spectre possesses the Quintessence team ability at all power levels.

Combat

- The Spectre attacks only when it takes damage. After the action that dealt The Spectre damage resolves, The Spectre immediately takes an action, either a close combat, ranged combat, or power action. This action must target the character that damaged The Spectre in the previous action, but may target additional characters. The Spectre may take any free actions available to it when it takes an action.
- Whenever The Spectre takes an action, the player to the left of the player whose character damaged The Spectre rolls the dice and resolves the action to determine its effects, if any. In all other cases, the determination and resolution of The Spectre's powers and actions is made by the first player to take an action during the scenario's first turn, and then moves clockwise around the table to other players in subsequent turns. The Spectre always uses any powers showing on its current combat dial to their greatest advantage, and it will always first use its powers and abilities in an attempt to damage an opposing character.
- If all players take a turn without attacking The Spectre, The Spectre is immediately given a free action to attack the nearest opposing character.
- **Close combat attacks.** A close combat attack made by The Spectre targets each character adjacent to it. Make a single attack roll and compare the result to each adjacent character's defense value. Damage dealt by The Spectre in the attack can be divided in any way among the targets successfully hit by the attack, but at least half The Spectre's damage value (rounded up) must be dealt to the character that damaged it, if it is successfully hit.
- **Ranged combat attacks.** The Spectre's range value and number of lightning bolts are determined by the combat dial currently being used. When The Spectre can target multiple characters with a ranged combat attack and successfully hits multiple targets, damage dealt by The Spectre can be divided in any way among the targets successfully hit by the attack, but at least half The Spectre's damage value (rounded up) must be dealt to the character that damaged it, if it is successfully hit.
- The Spectre can attack and be attacked by grounded, hovering, and soaring characters. If a character is adjacent to The Spectre, The Spectre is adjacent to the character. The Spectre and soaring characters do not halve their range values when making ranged combat attacks against each other.
- The Spectre is not affected by knockback.
- The Spectre cannot capture or be captured.
- Characters and terrain do not block or impose the hindering terrain modifier on lines of fire drawn to or from The Spectre. The Spectre may make a ranged combat attack against characters with which it is not adjacent even when The Spectre is adjacent to another character.

Powers and Abilities

- The Spectre ignores Phasing/Teleport on its combat dials.
- The Spectre ignores the Earthbound, Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Stealth, and Support powers of opposing characters, as well as team abilities and effects that duplicate the effects of those powers. The Spectre ignores the Skrull and Danger Girl team abilities.
- The Spectre cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack. When The Spectre is the target of Perplex, roll one six-sided die. On a result of 5 or 6, The Spectre ignores that use of Perplex.
- The Spectre ignores the Mystics team ability and all team abilities with similar effects.
- When The Spectre uses Mind Control, it takes no damage due to the combined point values of successfully hit targets. When The Spectre uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it started with at

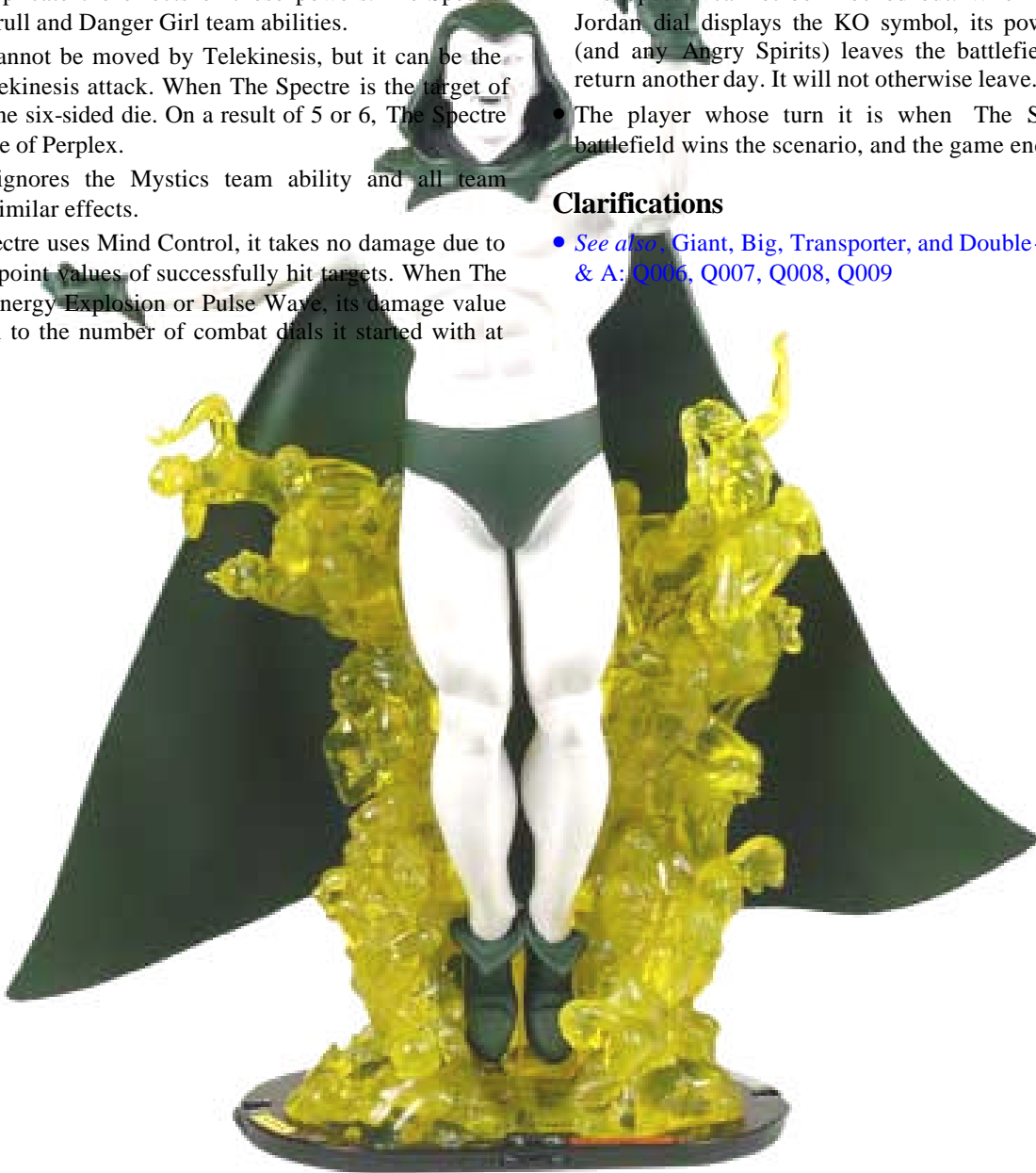
the beginning of the game (Spirit of Vengeance: 3, Jim Corrigan: 2, Hal Jordan: 1).

Winning the Scenario

- Players can attack other players' characters in addition to The Spectre and the Angry Spirits.
- The Spectre cannot be knocked out. When The Spectre's Hal Jordan dial displays the KO symbol, its power is spent and it (and any Angry Spirits) leaves the battlefield to regroup and return another day. It will not otherwise leave.
- The player whose turn it is when The Spectre leaves the battlefield wins the scenario, and the game ends.

Clarifications

- *See also*, [Giant](#), [Big](#), [Transporter](#), and [Double-base Character Q & A: Q006, Q007, Q008, Q009](#)






The Spectre as Part of a Force

- There have been times when The Spectre has been an ally of mortals. The following rules allow you to play The Spectre as part of a force.
- The rules in this section apply to playing The Spectre as part of a force only.

The Dials

- You do not have to use all The Spectre's combat dials. The number of combat dials the player of The Spectre chooses to use determines its point value and host in a game (see Table 2, below.) If a combat dial is not being used in a battle, click that dial until only KO symbols appear. If you are using a combat dial in the game, click that dial until the vertical green line indicating that dial's starting position appears. You may not use The Spectre's Angry Spirit dial.

Table 2: The Spectre—Power Levels as Part of a Force

| Points | Host | Dials | Team Ability |
|--------|---------------------|-------|---|
| 600 | Hal Jordan | 1 |  |
| 1,200 | Jim Corrigan | 2 |  |
| 1,800 | Spirit of Vengeance | 3 |  |

Feats

- Feats cannot be assigned to The Spectre.

Placing The Spectre

- The Spectre occupies 18 squares (a 6-square by 3-square area). If the player's starting area is not large enough to contain The Spectre, The Spectre must be placed into the starting area before all other characters, and it must occupy as many squares in the starting area as possible.

Actions

- The Spectre can be given only one action during its player's turn. The Spectre can be pushed even when it has two action tokens; it does not take pushing damage. If you assign an action to The Spectre when it already has two action tokens, do not mark it with another action token.

Movement

- The Spectre moves using the standard flying rules. It cannot move through walls or blocking terrain, unless a power allows it to do so. It ignores the elevation change modifier, and it ends all move actions in the hovering flight mode. The Spectre ignores the effects of elevated terrain and hindering terrain for movement purposes, and when it ends a move, all parts of its base are considered to be in clear, grounded terrain.
- The Spectre's controller chooses any square adjacent to The Spectre to begin counting for movement purposes. The Spectre must end its movement so that all squares it occupies are squares to which it could have legally moved in the movement. If The Spectre moves through or stops on an object (including object tokens, 3-D objects, and special objects), the object is destroyed. Replace it with a broken wall terrain marker.
- The Spectre automatically breaks away from other characters, and other characters automatically break away from The Spectre. No break away involving The Spectre may deal damage.
- The Spectre may not be carried.
- *See also, Additional Clarifications: Colossal Characters*

Combat

- The Spectre has 22 adjacent squares. It can attack and be attacked through any of them. The Spectre can make a ranged combat attack against any character in its range, even if that character is in an adjacent square. If a character is adjacent to The Spectre, The Spectre is adjacent to that character.
- Characters do not block lines of fire drawn to or from The Spectre. The Spectre blocks line of fire drawn to other characters. The Spectre may make a ranged combat attack against characters with which it is not adjacent even when The Spectre is adjacent to another character.
- The Spectre can attack and be attacked by characters that are grounded, on elevated terrain, or soaring as if they were on the same level. The Spectre and soaring characters do not halve their range values when making ranged combat attacks against each other.
- The Spectre is not affected by knockback. The Spectre cannot capture or be captured.

Team Ability

- The Spectre possesses a team ability and team symbol based on its power level at the beginning of the game, as shown on Table 2. Whenever The Spectre would possess the Justice Society team ability, it possesses the following alternative version of that ability instead:

JSA JUSTICE SOCIETY Before any attack roll, any friendly Justice Society team member adjacent to The Spectre may replace its defense value with The Spectre's defense value minus 2 (this subtraction is not a modifier) for the duration of the attack. The Spectre may replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly Justice Society team member for the duration of the attack. This team ability may not be copied by wild card team abilities.

Powers and Abilities

- The Spectre has the Multiattack power.

MULTIATTACK (optional) Give this character a power action. It may use two free actions against up to two targets. These free actions may consist of power actions, close combat actions, and ranged combat actions, though free actions gained from this power cannot be used to active this power. Make an attack roll for each attack, if any. Any damage dealt by one of these attacks is reduced by 1, minimum 1 damage. Multiattack cannot be countered or lost.
- When played as part of a force, The Spectre ignores the Earthbound, Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, and Support powers of all other characters, as well as team abilities and effects that duplicate the effects of those powers.
- The Spectre ignores the Mystics team ability and all team abilities with similar effects.
- The Spectre cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack.
- When The Spectre uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it started with at the beginning of the game (Spirit of Vengeance: 3, Jim Corrigan: 2, Hal Jordan: 1).
- The Spectre's combat values may not be increased by Perplex.

9. SPECIAL OBJECTS



AERIAL BAFFLER: (LIGHT) Any character with the or 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.

- A character that gains Earthbound as a result of the Aerial Baffler may be carried. However, that character will regain flight as soon as it leaves the Aerial Baffler's area of effect and must be dropped at that point.
- A character gains Earthbound as soon as it enters into the Aerial Baffler's area of effect. A character may continue its movement after entering the area of effect of the Aerial Baffler, but would do so as a non-flier.



BOOKCASE: (LIGHT) Continual. Increase the attackers attack value by 1.



BROKEN DRONE: (LIGHT) 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) Continual. Increase the attackers attack value by 1.



CRATE: (LIGHT) Continual. A character may throw this object 8 squares.



DUMPSTER: (HEAVY) Continual. This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.



FUEL TANK: (HEAVY) 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.

- If the Fuel Tank is used to destroy a wall or square of blocking terrain during a close combat attack, all characters adjacent to the targeted section of terrain will be dealt damage from the Fuel Tank.



GENERATOR: (HEAVY) 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.



KINETIC ABSORBER: (LIGHT) All clear and water terrain 2 or fewer squares from this object is hindering terrain for movement purposes.



LASER TURRET: (HEAVY) (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 (☞ 8, ★ 2, 4 ☞) against any opposing figure.

- The Laser Turret may make an attack against any opposing character within range, regardless of adjacency.
- When making an attack with the Laser Turret, any adverse effects that can normally result from the attack (such as damage from the Mystics team ability or a critical miss) are dealt to the Laser Turret and not the character using the Laser Turret.
- *See also, Miscellaneous Q & A: Q009, Q010*



LIGHT POST: (HEAVY) 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.

- The lamp-post object does not add an action token to a colossal figure.



MAILBOX: (LIGHT) Continual. Increase the attacker's damage dealt by 1.



METEORITE: (HEAVY) 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.

- Meteorite is subject to the Rule of 3. A die roll of 6 will add 3 (and not 4) to the attacker's unmodified damage value due to the Rule of 3.
- Due to the last line of the text, powers, abilities, or other effects that reduce damage dealt cannot be used to reduce the damage dealt by Meteorite. Likewise, a critical hit will not increase the damage dealt.
- Feats that are based on the damage value of an object (like Large Object) or have a damage value prerequisite (like Pounce) cannot be used when a character is carrying Meteorite.



OFFICE DESK: (LIGHT) 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.



SATELLITE: (LIGHT) 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.

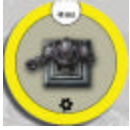


SEPARATION FIELD GENERATOR: (IMMOBILE) A character carrying an object or a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying character may continue its move.

- *See also, Miscellaneous Q & A: Q011*



SODA MACHINE: (HEAVY) Continual. Increase the attacker's damage dealt by 1.



STATUE: (LIGHT) Continual. This object deals 3 damage when thrown as part of an attack targeting terrain or a wall.

- *See also, Additional Clarifications: Terrain*



STEPLADDER: (LIGHT) 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: (IMMOBILE) (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.

- A character using the Teleport Pad may pick up and carry a character or object when moving via the Teleport Pad, if they could normally do so.

10. BATTLEFIELD CONDITIONS

ALPHA STRIKE: Before the beginning of each player's first turn, that player chooses a team symbol possessed by an opposing character. All opposing characters with the chosen team symbol are archenemies of all characters on that player's force until that force defeats an opposing archenemy. That player's characters are not archenemies of opposing characters with the chosen team symbol.

- If multiple characters with the chosen team symbol are KO'd as the result of a single action, arch enemy points are awarded for all characters KO'd by the action that have the chosen team symbol.

ARMOR WARS: When damage dealt is reduced by any power or effect, increase the damage dealt by 1 after it is reduced by all other game effects.

- *See also, Battlefield Conditions Q & A: Q007, Q008, Q009*

ASSEMBLED: When a force has more than four characters on it with the same team symbol but different names, each character gets +1 to their attack value when adjacent to a friendly character with the same team symbol.

- *See also, Additional Clarifications: Giant Characters*
- *See also, Battlefield Conditions Q & A: Q010, Q014*

ASTRAL PLANE: Hindering terrain features become clear terrain for movement purposes.

- *See also, Battlefield Conditions Q & A: Q011*

ATLANTIS RISING: All clear non-elevated terrain becomes water terrain.

- *See also, Battlefield Conditions Q & A: Q011, Q012*

BACK ALLEY BRAWL: Characters who make close combat attacks using no powers, feats, or team abilities and who are not affected by the powers, feats, or team abilities of any friendly character get +2 to their attack values.

BRIGHT LIGHTS: When determining line of fire, ignore Stealth and team abilities that duplicate the effects of Stealth.

- *See also, Battlefield Conditions Q & A: Q001*

CROSSWINDS: Characters with the wing speed symbol gain Earthbound. This ability may not be countered.

- Colossal characters are affected by Crosswinds and are given the Earthbound power.
- Colossal characters continue to ignore the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement, even when under the effects of Crosswinds. These special movement rules are a result of the figure being a colossal character and not due to the figure having flight.
- Crosswinds affects characters with the inverse (transporter) wing symbol as well as the standard wing symbol.

DAMAGE CONTROL: Remove all objects from the game; none can be brought into the game. All debris tokens are ignored for all purposes except for movement. At the beginning of each player's turn, all destroyed walls and blocking terrain (except Barrier markers and terrain in occupied squares) are no longer destroyed.

- Debris tokens from destroyed walls and blocking terrain are not removed at the beginning of each player's turn.

DARKNESS: Characters with a range value greater than 6 have a range value of 6 instead. Perplex may not be used to increase a range value to a number greater than 6. Powers and abilities that affect characters up to 10 squares away instead affect characters only up to 6 squares away.

- *See also, Battlefield Conditions Q & A: Q001, Q013*

DEBRIS: Each player contributes three additional objects to the object pile before objects are placed on the battlefield. Players must place all objects in the object pool on the battlefield.

DEEP SHADOWS: Treat all non-blocking terrain as hindering terrain for line of fire purposes. Characters with a range value greater than 6 have a range value of 6 instead. Perplex may not be used to increase a range value to a number greater than 6. Powers and team abilities that affect characters up to 10 squares away affect characters only up to 6 squares away instead.

- *See also, Battlefield Conditions Q & A: Q001, Q013*

DISBANDED!: Ignore all team abilities.

- *See also, Battlefield Conditions Q & A: Q004, Q014*

EARTHQUAKE: At the beginning of each player's turn, that player rolls two six-sided dice. If the combined result is 2-3, remove this Earthquake from the game: Characters without the wing speed symbol are each dealt 3 damage.

- The Probability Control power cannot be used to reroll dice rolled for the Earthquake Battlefield Condition.
- *See also, Battlefield Conditions Q & A: Q005, Q006*

EXTRAORDINARY DAY: A roll of 11 or 12 on any attack roll is a critical hit. A roll of 2 or 3 on any attack roll is a critical miss.

FEARLESS ASSAULT: Characters get +2 to their speed values when they begin move actions in their starting areas.

GROUND ZERO: Whenever a character makes a successful close combat attack, roll a six-sided die before damage is dealt. On a result of 5 or 6, the attack deals 1 additional damage. On a result of 1 or 2, after the attack resolves the attacking character is dealt 1 unavoidable damage.

- *See also, Battlefield Conditions Q & A: Q017*

INERTIAL INTERFERENCE FIELD: When a character makes an attack using Running Shot, Charge, or Hypersonic Speed, reduce damage dealt by 2. Knockback damage is reduced by 1.

- *See also, Battlefield Conditions Q & A: Q015, Q016*

INFILTRATION: When placing characters at the beginning of the game, characters with Phasing/Teleport, Smoke Cloud, or Stealth showing in their stat slots may be placed into hindering terrain up to half their unmodified speed values away from their starting areas. In addition, characters with the dolphin speed symbol may be placed in water terrain up to half their unmodified speed values from their starting areas.

- Characters placed outside the starting area are still protected under the First Turn Immunity rule (see also the HeroClix Comprehensive Tournament Rules).

INTERNAL STRIFE: Characters get +1 to their attack values whenever they make close or ranged combat attacks against opposing characters with which they share the same team symbol.

ISOLATION: Combat values may not be replaced when the replacement value would be higher than the original value.

LOW GRAVITY: Any standard character occupying clear terrain that is hit by an attack is knocked back equal to the damage taken.

- Characters that are unaffected by knock back are not affected by Low Gravity.

LOYALTY: After forces are placed in their starting areas but before the first player's first turn, each wild card must choose a team ability that can be copied by wild cards and is possessed by a friendly character. The wild card possesses the chosen team ability until the end of the game, and can't use any other team ability.

- Wild card characters retain their chosen team ability even if the character with that team ability is KOd.
- *See also, Battlefield Conditions Q & A: Q018*

MADNESS: Critical hits are critical misses instead, and vice versa. When a character uses Support, the target is healed of 1 fewer damage on a critical hit.

- When using Support and two sixes are rolled, the target would take 1 damage. When using Support and two ones are rolled, the target is healed equal to the result of one die roll.

ORDINARY DAY: Cancel a single target battlefield condition.

OVERCONFIDENCE: A character with Perplex may use it only on its own combat values.

POOR TEAMWORK: Characters can't be carried. Characters with Telekinesis can't target friendly characters with Telekinesis.

POWER DAMPENING FIELD: Damage values higher than 3 become 3 instead.

- *See also, Battlefield Conditions Q & A: Q002*

PROXIMITY MINES: At the end of a turn, if any character is in the same square as an uncarried object or in a square adjacent to an uncarried object, roll one six-sided die. On a result of 5 or 6, deal 1 damage (that ignores all effects that reduce damage) to all characters in the same square as or adjacent to the object, and then remove the object from the game.

- *See also, Additional Clarifications: Giant Characters*

RADIATION LEAK: When a character uses Regeneration or a character is the target of Support, instead of following the rules for those abilities, roll one six-sided die and subtract 3 from the result. Treat a negative result as damage dealt to the character that may not be evaded or reduced.

- If Radiation Leak and War Zone are in play at the same time, War Zone takes precedence over Radiation Leak when using the Support power. Radiation Leak requires a die roll but due to War Zone being in play no die is ever rolled for Support.
- The Radiation Leak Battlefield Condition does not affect the Suicide Squad team ability.

RALLY: Whenever the character with the highest point value remaining on your force is eliminated, remove one action token from all characters on your force, as applicable, and then remove the eliminated character from the game.

RESISTANCE: Characters can't be the target of Outwit when they are adjacent to at least one friendly character with the same team symbol.

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RUSHED ASSAULT: The first character to make an attack targeting an opposing character during a game gets -2 to its attack value until the attack resolves.

TELEKINETIC STRAIN: When Telekinesis is used to move a character or object 6 or more squares, the character with Telekinesis is dealt 1 unavoidable damage.

WAR ZONE: A character using support does not roll one six-sided die when targeting another character; instead, it heals the target of damage equal to its unmodified damage value.

- If Radiation Leak and War Zone are in play at the same time, War Zone takes precedence over Radiation Leak when using the Support power. Radiation Leak requires a die roll, but due to War Zone being in play no die is ever rolled for Support.

WHITE NOISE: When a character is the target of Outwit or Perplex, its controller rolls one six-sided die. On a result of 4-6, the target ignores that use of Outwit or Perplex.

- The Probability Control power cannot be used to force a reroll of a die roll caused by the White Noise Feat card.

11. FEATS

ALPHA FLIGHT (0 points)

PREREQUISITE: *Avengers Team Ability*

All friendly characters with the Avengers team ability have the following team ability instead of the Avengers team ability:

At any time during the game, choose an opposing team or character as your target. Once the character or team is chosen, it may not be changed. An Alpha Flight team member increases its attack value by 1 when attacking the chosen team or character.

- [See also, Feats Q & A: Q034](#)

AMBUSH (5 points)

PREREQUISITE: *Stealth*

Choose a character.

The character gets +2 to its attack value when it makes a close combat attack while occupying hindering terrain. After the attack resolves, the character's Stealth is countered until the beginning of your next turn.

- [See also, Additional Clarifications: Giant Characters](#)

ARMOR PIERCING (10 points)

Choose a character.

Damage dealt by the character may not be reduced below 1.

AUTOMATIC REGENERATION (12 points)

PREREQUISITE: *Regeneration*

Choose a character.

Once, at the beginning of your turn, this character uses Regeneration as a free action.

BRILLIANT TACTICIAN (20 points)

PREREQUISITE: *Outwit and Perplex*

Choose a character.

Outwit does not need to show in the character's stat slot in order for the character to use this feat.

When the character uses Perplex, it may affect every target friendly character within 10 squares of it that shares a team ability with it. The character must have clear line of fire to each target.

- When affecting friendly characters with Brilliant Tactician, different combat values may be modified per each character affected.
- [See also, Feats Q & A: Q013, Q014, Q038](#)

CAMOUFLAGE (8 points)

PREREQUISITE: *Shape Change*

Choose a character.

When the character is adjacent to a wall or blocking terrain, any line of fire for a ranged combat attack drawn to the character is blocked.

- A character against the edge of elevated terrain (a building) does not gain the benefits from Camouflage, as elevated terrain is not blocking terrain or a wall. In order for Camouflage to work, the character would also need to be adjacent to blocking terrain or a wall.
- [See also, Additional Clarifications: Giant Characters](#)

CONSTRUCT (14 points)

PREREQUISITE: *Barrier*

Choose a character.

Any opposing character adjacent to a barrier marker placed by the character that attempts to move (or would be moved by a power, ability, or effect possessed by another character) must attempt to break away. The effect of this feat ignores powers, abilities, and effects that allow a character to break away automatically.

DAMAGE SHIELD (10 points)

PREREQUISITES: *Close Combat Expert, Combat Reflexes, Energy Shield/Deflection, Flurry, Hypersonic Speed, Impervious, Invulnerability, or Poison*

Choose a character.

When the character is the target of a successful close combat attack, the attacker is dealt 1 damage after the attack resolves.

- Damage from Damage Shield is not an attack, and therefore will not trigger the effects of attacks such as the Mystics team ability or the Super Senses power.
- The prerequisite ability must be showing on the dial at the time of the attack in order to use Damage Shield.
- *See also, Feats Q & A: Q008*


DARKNESS WITHIN (15 points)

Choose a character.

(Optional) Once per turn before this character makes an attack, deal 1 pushing damage that ignores Willpower and team abilities to a single target friendly character adjacent to the character; this is not an attack: The character gets +1 to its damage value for that attack. The friendly target does not receive an action token for this pushing damage.

- The pushing damage is dealt to the adjacent friendly character after the action is declared but before the attack is made.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q015*
- *See also, Battlefield Conditions Q & A: Q002*

DOUBLE TIME (5 points)

PREREQUISITES: *Transporter or  speed mode*

Choose a character.

When the character is not adjacent to an opposing character and is given a move action, it may move up to double its unmodified speed value; it may not make attacks during this move action. At the end of the move, if the character is not a transporter, deal it 1 pushing damage that ignores Willpower and team abilities.

DIVEBOMB (10 points) -2

PREREQUISITE: 

Choose a character.

When soaring, the character may make close combat attacks against grounded characters.

- *See also, Feats Q & A: Q016*

ENTANGLE (8 points)

PREREQUISITE: *Plasticity*

Choose a character.

Opposing characters attempting to target the character with a close combat attack must roll one six-sided die before making the attack. On a result of 1 or 2, the opposing character may not attack the character. It is not given an action token, but it cannot be given another action or make another attack that turn.

- *See also, Feats Q & A: Q039, 040, 041*

EXTENDED RANGE (10 points)

PREREQUISITE: *Range greater than 0 and less than 9*

Choose a character.

Before making a ranged combat attack, the character's range may be increased for the duration of the attack by a number of squares up to its unmodified damage value. For each square the range of an attack is increased, decrease the damage value by 1 (after all other modifiers and replacements) when resolving the attack. An attack using Incapacitate does not place any action tokens on the target.

- *See also, Feats Q & A: Q017, Q018, Q019, Q020, Q021*

FANTASTIC FOUR (0 points)

PREREQUISITE: *Fantastic Four team ability*

All friendly characters with the Fantastic Four team ability have the following team ability instead of the Fantastic Four team ability:
Any member of this team may replace its defense value with the unmodified defense value of any other member.

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- When a character with a wildcard team ability uses the team ability of a Fantastic Four member with the Fantastic Four feat card, the wildcard character uses the new team ability instead of the original Fantastic Four team ability.
- *See also, Feats Q & A: Q006, Q012, Q032, Q034*

FASTBALL SPECIAL (12 points)  +2 see text   +1 see text

PREREQUISITES: *Chosen characters must have the same team ability printed on their bases; see feat text*

Choose two characters; if one of them is KO'd before this feat is used, remove the feat from the game.

Give both characters a power action when they are adjacent: The first character must have Super Strength and the second character must be a character without Flight, have Toughness and may not have a damage value higher than 3. The first character makes a ranged combat attack against a single opposing target within 6 squares. Place the second character in any square adjacent to the target to which the first character has a clear line of fire. If the attack succeeds, the second character deals the damage. Remove this Fastball Special from the game after the attack resolves.

- A figure that is carrying an object cannot be “thrown” as part of the Fastball Special.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Battlefield Conditions Q & A: Q002*

FLASHBANG (5 points)

PREREQUISITE: *Smoke Cloud*

Choose a character.

(optional) When the character is given a move action, move it up to half its speed value. It may use Smoke Cloud as a free action either before or after the move action.

FORCE FIELD (10 points)

PREREQUISITE: *Barrier, Defend, Energy Shield/Deflection, or Telekinesis*

Choose a character without a power that reduces damage.

The character gains Toughness.

- The character that meets the prerequisites and is assigned the feat is the one that gains Toughness.
- The Toughness that Force Field grants cannot be used to meet the prerequisite for another feat when the force is constructed.
- *See also, Powers and Abilities Q & A: Q001, Q002, Q012, Q019*
- *See also, Feats Q & A: Q008*
- *See also, Battlefield Conditions Q & A: Q005*
- *See also, Miscellaneous Q & A: Q016*

FORTITUDE (25 points)

Choose a character.

The character ignores other characters' Exploit Weakness and Outwit.

HAYMAKER (10 points)  -1   +2

Choose a character.

Give this character a close combat action targeting a single opposing character. After resolving this action, this character takes 1 pushing damage that ignores Willpower and team abilities.

- *See also, Battlefield Conditions Q & A: Q002*

HEIGHTENED REFLEXES (10 points)

PREREQUISITE: *Combat Reflexes or Energy Shield/Deflection*

Choose a character.

When the character is hit by an attack using Charge, Hypersonic Speed, Running Shot, or the transporter move and attack ability, roll one six-sided die before damage is dealt. On a result of 5 or 6, the character evades the attack.

HOMING DEVICE (8 points)  -1

Choose a character.

When this character hits an opposing character with a close combat attack, lines of fire drawn to that opposing character until the end of your turn are not affected by hindering terrain.

- *See also, Feats Q & A: Q022*

IN CONTACT WITH ORACLE (10 points per character)

Choose two or more characters; Oracle may not be chosen.

Chosen Characters are Agents.

As long as it is not the target of Mind Control, when an Agent is given an action you may choose to give one of its combat values +1 until the beginning of your next turn.

If Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. At the beginning of any of your turns, you may assign a power action to any Agent with zero or one action token and turn Oracle's dial to any click. The Agent given the action may use any power showing on Oracle's dial until any Agent with zero or one action token is given a power action to turn Oracle's dial. If your last Agent is KOD while Oracle is on this card, Oracle is KOD.

- If Oracle is removed from the battlefield and placed on the In Contact With Oracle feat card her team ability cannot be copied by figures with wildcard team abilities.
- Free actions may not be used to give an Agent the +1 to its combat values.
- The +1 to combat values that Agents gain is applied immediately when the action is given.
- When an Agent already has a power showing on its dial that Oracle has, it may not be granted that same power from Oracle.
- Oracle grants the Agent the power that is showing on her dial. The power that the Agent has been granted can be countered. If the Agent is KOD, the effects of the power are lost.
- If Oracle is placed on the feat card and she survives the battle, the controlling player receives victory points for her.
- *See also, Additional Clarifications: Battlefield Conditions, Feats*
- *See also, Feats Q & A: Q002, Q005, Q012*
- *See also, Battlefield Conditions Q & A: Q002*

INDOMITABLE (5 points)

PREREQUISITE: *Battle Fury or Willpower*

Choose a character.

When the character is the target of an Incapacitate or a Mind Control attack, it gets +2 to its defense value.

INSPIRING COMMAND (15 points)

PREREQUISITE: *Leadership or Mastermind*

Choose a character.

Characters with the same team symbol as the character and a lower point value than the character are not dealt pushing damage when a second token is placed upon them if they are adjacent to the character at the beginning or the end of an action.

- Inspiring Command may only be used to prevent the push damage that occurs from placing a second token on a character. It may not be used to prevent the push damage that is given as a result of using powers, abilities, or feats.
- *See also, Additional Clarifications: Giant Characters*

KNOCKDOWN (5 points)

PREREQUISITE: *Incapacitate*

Choose a character.

Once per turn, after the character resolves a successful close combat action using Incapacitate, if the target has only action token, as a free action the character can immediately make a second close combat attack against the target, which gets +2 to its defense value for the second attack. If the attack succeeds, deal no damage; instead, give the target a second action token. If the character loses Incapacitate before making the second attack, it may not make the second attack.

LARGE OBJECT (3 points per 100 points of the game's build total)

PREREQUISITES: *Super Strength or Telekinesis*

When any character you control uses an object as a weapon, you may reduce the damage increase provided by the object, to a minimum of 1 damage. The character gets +1 to its attack value for that attack for each 1 damage reduced.

LAZARUS PIT (20 points, 10 if Ra's al Ghul is the chosen character)

Choose a character.

When this character is KOd, remove it from the battlefield, place it on this card with its first KOd click, and then place a Special marker on the square where it was KOd. At the beginning of each player's turn, you may either heal the character of 1 damage or return it to the battlefield on the square with the Special marker. If you return the character to the battlefield, remove this Lazarus Pit from the game; roll one six-sided die at the beginning of each of your turns. On a result of 5 or 6, remove the Special marker from the battlefield. As long as the Special marker is on the battlefield, the character gains Battle Fury, Toughness, and Willpower; it may not use any of its other powers or its team ability.

When time expires, or if all other members of the character's force are KOd while the character is on this card, this character is KOd.

The character awards victory points each time it is KOd.

- Until the character that has Lazarus Pit assigned to it is returned to the battlefield, no other character may be placed in the square with the Special marker.
- As long as the Special marker is on the battlefield, the character that had Lazarus Pit assigned to it cannot use any other Feat cards it may also have assigned to it.
- Lazarus Pit may not be assigned to Colossal Characters.
- When a double-based character assigned the Lazarus Pit Feat Card is KOd, place a Special marker in each of the two squares that the character occupied when it was KOd.
- *See also*, [Additional Clarifications: Battlefield Conditions, Feats](#)
- *See also*, [Feats Q & A: Q009, Q023](#)

LIFE MODEL DECOY (12 points)

Choose a character.

This character may not be healed. Damage dealt to this character is reduced by 1 if it is not reduced by any other effect.

- *See also*, [Battlefield Conditions Q & A: Q005](#)
- *See also*, [Miscellaneous Q & A: Q016](#)

LOOK! UP IN THE SKY! (9 points)

PREREQUISITE: 

Choose a character

When the character is given a move action, modify its speed by +2 until the action is resolved.

A character assigned this feat cannot carry other characters and automatically breaks away from other soaring characters.

LUCKY BREAK (5 points)

PREREQUISITE:  or 

Choose a character.

When you make an attack roll for the character, if the result on either of the two dice is a 1, you may reroll one die before determining the attack roll result. You may reroll only once per attack roll.

If you use this feat, remove this card from the game after the attack resolves.

- If Lucky Break is used, the player using it cannot use Probability Control on the re-rolled die roll that resulted from Lucky Break. An opposing player may use Probability Control on that re-rolled die roll. Only that single re-rolled die would be re-rolled again with Probability Control.

MENTAL SHIELDS (15 points)

PREREQUISITE: *Mind Control or Willpower*

Choose a character.

The character is not affected by other characters' Mind Control. When the character uses Mind Control, it can target only a single opposing character; the character takes no damage due to the point value of the target.

- *See also*, [Feats Q & A: Q044](#)

MOVETHROUGH (8 points)

PREREQUISITE: *Charge*

Choose a character.

The character ignores other characters for movement purposes, but it must still break away as normal.

NANOBOTS (10 points)

PREREQUISITE: *Damage value of 2 or less*

Choose a character.

When this character is the only character adjacent to an object not being carried by a character, give the character a free action and remove the object from the game.

Heal the character of 2 damage.

- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q024, Q025*

NOVA BLAST (10 points)

PREREQUISITE: *Pulse Wave*

Choose a character.

When the character uses Pulse Wave, its damage does not become 1 for the attack. Use the character's unmodified damage value for the attack, regardless of how many clear lines of fire can be drawn.

After resolving this action, the character takes 2 pushing damage that ignores Willpower and team abilities; remove this Nova Blast from the game.

- *See also, Additional Clarifications: Flying Characters*
- *See also, Powers and Abilities Q & A: Q039, Q040*
- *See also, Feats Q & A: Q019, Q023*
- *See also, Battlefield Conditions Q & A: Q013*

PASSENGER (5 points)

PREREQUISITES: *Leap/Climb or Phasing/Teleport*

Choose a character.

When this character uses Leap/Climb or Phasing/Teleport, it may carry a single character. After this character resolves an action using Passenger, it takes 1 pushing damage that ignores Willpower and team abilities.

- *See also, Powers and Abilities Q & A: Q009*

POUNCE (15 points) +1 +1

PREREQUISITES: *Leap/Climb; damage value 1 or 2*

Choose a character.

Give this character a power action; it moves up to its speed value and makes a close combat attack as a free action. After resolving this action, this character takes 1 pushing damage that ignores Willpower and team abilities.

- If a figure is adjacent to an opposing character, it must roll break away in order to Pounce.
- *See also, Feats Q & A: Q001, Q002, Q003, Q004*

PROTECTED (8 points)

Choose a character.

(Optional) If this character does not already have two tokens on it, damage dealt to this character as a result of a single action is ignored. Place a token on this character. If the character already has one token, placing a second token deals pushing damage normally. After the action is resolved, remove this feat from the game.

- *See also, Feats Q & A: Q026, Q027, Q035, Q036*

PUMMEL (8 points)

PREREQUISITE: *Combat Reflexes or Close Combat Expert or Super Senses*

Choose a character.

Once per turn, when the character has zero action tokens and is given a close combat action, you can ignore the result of one attack roll made for the character and reroll the dice to obtain a new result.

REPULSOR SHIELD (25 points)

Choose a character.

The character ignores other characters' Force Blast, Psychic Blast and Ranged Combat Expert.

- *See also, Feats Q & A: Q028*

REVENGE (2 points per character on your force)

PREREQUISITE: *Battle Fury or Willpower*

Choose a character.

When the character makes a close or ranged combat attack, modify its attack value by +1 for each friendly character with a higher point value that has been knocked out.

After this feat is used, remove it from the game.

RIP IT UP (20 points)

PREREQUISITE: *Super Strength*

Before a target character begins a move as part of a move, power, or free action, give it a light object token from outside the game.

- Special Object tokens cannot be given to a character when using Rip It Up.
- *See also, Feats Q & A: Q029*

RUNNING START (5 points)

PREREQUISITE: *Plasticity or Stealth*

Choose a character.

Do not halve the character's movement when it begins a move action in hindering terrain.

SABOTEUR (20 points)

PREREQUISITE: *Any non-wild card team ability*

Choose a character.

Opposing figures with wild card team abilities may only copy the team ability of this character when copying team abilities. If this feat is assigned to two or more members of your force, this feat is cancelled.

- Saboteur may be assigned to characters that have a team ability that normally cannot be copied. Opposing wild cards would then be able to use that team ability.
- *See also, Feats Q & A: Q031, Q037*
- *See also, Battlefield Conditions Q & A: Q018*

SHAKE OFF (10 points)

PREREQUISITE: *Transporter or giant character*

Choose a character.

When the character successfully breaks away, it deals 1 damage to all adjacent opposing characters.

- A character that automatically breaks away deals no damage with the Shake Off feat (this includes when using Phasing/Teleport). A break away roll is required to use Shake Off.
- *See also, Additional Clarifications: Giant Characters*

SHELLHEAD (10 points) +2

PREREQUISITE: *Impervious, Invulnerability, or Toughness*

Choose a character.

The ability modifiers for Shellhead apply only when the character has two action tokens placed upon it.

- Shellhead cannot be assigned to colossal characters.

SIDEKICK (10 points)

Choose two characters: The first character must have a point value at least twice that of the second character. The two characters must be adjacent in order to use this feat, and the first character may not carry the second character.

(Optional) The second character uses the first character's unmodified defense value instead of its own when it is attacked by an opposing character.

- The two characters assigned Sidekick may never carry one another.
- *See also, Additional Clarifications: Giant Characters*
- *See also, Feats Q & A: Q030*

SIPHON POWER (20 points)

PREREQUISITE: *Wild card team ability*

Choose a character.

This character has the following team ability instead of any team ability for team symbols printed on its base:

Once at the beginning of each player's turn, this character may choose and use on that turn any team ability that any figure on the battle map possesses. This team ability follows all other rules for the wild card team ability.

- A character with Siphon Power cannot use team abilities that wild cards cannot normally copy.
- If an opposing character is using the Saboteur feat card, the character with Siphon Power may only choose the team ability of the character with Saboteur. If the opposing character with Saboteur had a team ability that wild cards cannot normally copy, the character with Siphon Power will be able to use that team ability.
- A character with Siphon Power may not have the team ability it is using copied by wild card characters.
- Wild cards may not copy the rewritten team ability that Siphon Power grants.
- *See also, Feats Q & A: Q011, Q031*
- *See also, Battlefield Conditions Q & A: Q018*

SLIPPERY (15 points)

PREREQUISITE: *Combat Reflexes or Defend or defense value greater than 17*

Choose a character.

This character ignores other characters' Plasticity, and it fails to break away only on a result of 1.


SNEAK (5 points)

PREREQUISITE: *Stealth or Super Senses*

Choose a character.

When the character is given a move action, it is not required to end its movement when it becomes adjacent to an opposing character. Otherwise, it must break away normally.

SQUADRON SUPEREME (5 points per team member)

PREREQUISITE: 

All friendly characters with the Defenders team ability have the following team ability instead of the Defenders team ability:

When at least two friendly members of this team are adjacent, their controller chooses one of them to gain the Mind Control power, if it does not already possess it. Once the choice is made, it can't be changed until the chosen character loses Mind Control. This team ability is canceled at the end of an action in which the two team members are not adjacent.

This team ability can't be used by wild cards.

STUNNING BLOW (10 points)

PREREQUISITE: *Incapacitate*

Choose a character.

When the character makes a successful attack with Incapacitate, in addition to the effects of Incapacitate, the character may deal damage equal to its unmodified damage value. Divide the attacker's damage value any way you choose among the successfully hit targets.

SUBMERGED (5 points)

PREREQUISITE: 

Choose a character.

(Optional) When the character occupies water terrain, lines of fire drawn to it are blocked.

- As water terrain is hindering terrain, powers, abilities, and feats that allow a character to ignore hindering terrain for line of fire purposes would also allow the character to ignore Submerged.

SUNDER (3 points)

PREREQUISITE: *Blades/Claws/Fangs*


Choose a character.

When the character succeeds at a close combat attack targeting blocking terrain, a wall, or an object, it deals 3 damage.

SWINGLINE (10 points) +1

PREREQUISITE: 

Choose a character.

The character ignores hindering terrain for movement purposes. If the character succeeds at a ranged combat attack against a target opposing character with the  speed symbol, the target gains Earthbound until the beginning of its controller's next turn.

TACTICS (20 points)

PREREQUISITE: *Leadership and any team symbol*

Choose a character.

When the character uses Leadership, on a result of 3–6 add an extra action to the other action granted by Leadership to your available actions for the turn. This extra action can be used only by a friendly character with the same team symbol as the character.

- Actions provided by leadership are granted on a die roll of 3-6 when using Tactics.
- A roll of 3-6 will grant two actions, one provided by Leadership and one provided by Tactics that can only be used by a friendly character that shares the same team symbol as the character with Tactics.
- If a force contains multiple characters with Leadership assigned multiple Tactics feat cards, the force may gain the extra action provided by the feat for each copy of the feat in play.

TAUNT (15 points) +1

PREREQUISITE: *Range value greater than 0*

Choose a character.

Give this character a power action; it makes a ranged combat attack targeting a single opposing character to which it has clear line of fire within 6 squares. If the attack succeeds, it deals no damage. The target must either attempt to move adjacent to or attack this character next turn.

- The player that controls the character affected by Taunt chooses the character's action and when that action is given during his turn.
- If the controlling player decides to move the character affected by Taunt, the character must use as much of its full movement as possible in an attempt to reach the figure that performed the Taunt action. Any additional movement may be used (such as with HSS or the transporter move & attack ability) by the character affected by Taunt after it has become adjacent to the character with Taunt.
- Any movement made must be towards the figure that performed the Taunt action, following the shortest possible path.
- If the figure that performed the Taunt action is KOed before the character affected by Taunt can perform its action, the Taunt is ignored (as there is no valid target for the Taunted fig to move towards or attack).
- If the character affected by Taunt cannot perform a legal action then the Taunt is ignored.
- If the character affected by Taunt is given an action, it must be one that satisfies the conditions of Taunt (either moving towards or attacking the character with Taunt).
- If the character affected by Taunt can legally be given an action that satisfies the conditions of the Feat, it must be given that action, even if that action would only result in a movement of 0.
- Galactus can be affected by Taunt.
- [See also, Feats Q & A: Q009](#)

THE SOCIETY (0 points)

PREREQUISITE: *Injustice League Team Ability*

All friendly characters with the Injustice League team symbol have the following team ability instead of the Injustice League team ability:

When a character attempts to Outwit a power possessed by a member of this team, roll one six-sided die. On a result of 1-3, Outwit cannot be used by that character on this team member that turn.

- If a character attempts to use Outwit against a Society member and the Outwit fails due to a successful roll of the team ability, the Outwit can be used against a different opposing character.
- [See also, Feats Q & A: Q034](#)

THUNDERBOLTS (5 points per friendly Avengers team member)

PREREQUISITE: *Avengers team ability*

All friendly characters with the Avengers team ability have the following team ability instead of the Avengers team ability:

After placing your force in your starting area, choose any one team ability other than a wild card team ability or a team ability that can't be copied by wild card team abilities. Members of this team gain the chosen team ability instead of the Avengers team ability, but their team affiliation does not change.

- Characters assigned the Thunderbolts feat may not choose a team ability that is granted by a feat card when choosing a team ability.

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- When a character with a wildcard team ability uses the team ability of an Avenger with the Thunderbolts card, the wildcard character uses the new team ability instead of the original Avengers team ability.
- Avengers characters using Thunderbolts may change their chosen team ability with each new round of a tournament.
- Thunderbolts and the Alpha Flight feat card may not be used together.
- The chosen team ability must be one that is currently legal for the type of tournament that is being played. For example, if the event is a restricted event and all characters with a specific team ability have been retired, then that team ability may not be chosen for Thunderbolts.
- *See also, Feats Q & A: Q006, Q007, Q013, Q032, Q034, Q037*

TOXIC BURST (10 points)

PREREQUISITE: *Poison*

Choose a character.

For purposes of resolving its Poison power, the character is adjacent to opposing characters up to two squares away to which it has a clear line of fire. After dealing damage with Poison using Toxic Burst, the character is dealt 1 unavoidable damage.

- Characters choosing to use Toxic Burst must be able to draw a line of fire to each character. Stealth and team abilities that duplicate the effects of Stealth affect line of fire normally, even if adjacent to the character using Toxic Burst.
- Toxic Burst does not give the character a "Range of 2". Adjacency still requires figures to be at the same elevation.

TRICK SHOT (20 points)

PREREQUISITE: *Plasticity or Ranged Combat Expert*

Choose a character.

When making an attack from a square that is not adjacent to an opposing character, the character ignores Stealth and team abilities that duplicate the effects of Stealth, and it ignores characters and hindering terrain for line of fire purposes.

UNSTOPPABLE (5 points)

PREREQUISITE: *Super Strength*

Choose a character.

The character treats hindering terrain features as clear terrain for movement purposes. Once when given a move action, if the character is adjacent to a blocking terrain feature, it may make a close combat attack as a free action targeting that feature. The character may move both before and after making this attack.

- *See also, Additional Clarifications: Giant Characters, Hindering Terrain, Terrain*

VAULT (3 points)

PREREQUISITE: *Combat Reflexes or Leap/Climb*

Choose a character.

After the character resolves a close combat action, it may be placed in any square in which it may legally be placed adjacent to a target of the action at the same elevation as the target.

- *See also, Additional Clarifications: Giant Characters*

VENDETTA (6 points)

PREREQUISITE: *Character must have a colored archenemy base*

Choose a character.

Before the beginning of the first turn, if the character's archenemy is not an opposing figure, choose a target opposing figure with point value greater than the character's point value. The target is the character's archenemy and the character is the target's archenemy. The character gets +1 to its attack value when making a close or ranged combat attack against the target.

WHIRLDWIND (6 points)

PREREQUISITE: *Force Blast*

Choose a character.

When this character uses Force Blast, the result of the six-sided die roll can be split among multiple target adjacent opposing characters. The targets are otherwise affected normally by Force Blast.

12. MAP CLARIFICATIONS

DC Starter Set Map A – Indoor, “The Office”

- The squares of the circular desk are not surrounded by a thick black line; therefore, the desk is hindering terrain.

DC Starter Set Map B – Outdoor, “The Truck Stop”

- The squares occupied by the trucks are not surrounded by a thick black line; therefore, they are hindering terrain.

DC Premier Set Map C – Indoors, “The Museum”

- The colored areas surrounding and including the dinosaur exhibits are hindering terrain.
- The section of the map that the stairs lead to is not elevated terrain. The wall that separates this section is indoor blocking terrain, while the stairs themselves are clear terrain.
- The squares containing the Desk and the Suits of Armor are surrounded by thick black line and are considered to be blocking terrain.

DC Premier Set Map D – Outdoors, “The Apartment Complex”

- The thick black lines that surround the stairwells are blocking terrain. Since the top square of the stairs is elevated, the blocking terrain surrounding it may not be destroyed.
- The awnings extending out from the buildings are considered to be grounded hindering terrain.

DC HeroClix Map Set - Justice League Watchtower Indoor

- The squares with the video screens that fully occupy the square are hindering terrain (Consider them to be giant bulky screens that you can hide behind.)
- The squares that the pool occupies are water terrain.
- In the garden, the flowers and small green plant squares are clear terrain. The plants alongside the outside of the room, and the benches, are hindering terrain.
- The twisting stairs are clear terrain.
- In the kitchen, the table, refrigerator and counter top/cabinet squares are hindering terrain. The squares with the light grey strip are clear terrain.
- The teleport portal (green circle) is clear terrain.
- The squares that the shuttle occupies and the squares that the shuttle wings cut through are hindering terrain. (The squares with a very minor overlap of the shuttle are clear terrain.)

DC HeroClix Map Set - Metropolis Outdoor

- The squares with S.T.A.R. Labs' front doors are clear terrain.
- The top square of the 2-part stairs on the Metropolis Museum of Art and the Daily Planet should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.
- The single square of stairs at the front of the Metropolis Museum of Art does not lead to the roof. (It leads to the front door.)
- On top of the Daily Planet, the 4X4 area that the globe occupies is hindering terrain. The rest of the rooftop is clear elevated terrain.
- The 4X6 area that the pond occupies is hindering terrain. It's all water terrain except for the 4 corner squares, which are simply hindering terrain.

- Aside from the elevated terrain, there are no thick black lines on this map. The cars, news stand, concession stands, statues, park benches, bus stops, bushes and signs are all hindering terrain.

DC HeroClix Map Set - S.T.A.R. Labs Indoor

- The 2X3 fountain in the middle of the map is water terrain. The grey shallow water squares that are surrounding it are normal hindering terrain.

DC HeroClix Map Set - The Batcave Indoor

- The yellow crate squares are hindering terrain.
- The weapon display case and Bat Computer squares are blocking terrain.
- The twisting stairs are clear terrain.
- Squares that the Batcycle, Batmobile and Batcopter occupy are hindering terrain.
- The rocky dirt section of the map is entirely hindering terrain.
- The red gym mats in the workout area are clear terrain.

DC Collateral Damage Map - “The Junkyard”

- There is no wall between squares D12-13 and E12-13.
- Entrance to the indoor section of the map can be gained by the stairs (at E8, E11, E17, & C22), ramp (at B3 & C3), and conveyer belt (E12 & E13).
- The elevated terrain surrounding the “car crusher” (squares M12-P12 & M13-P13) does not block the line of fire from colossal or giant characters to those squares.

Marvel Starter Set Map 1 – Indoors, “The Mall”

- The water fountain is only hindering terrain, not water terrain.

Marvel Premier Set Map 3 - Outdoors “The Park”

- The building in the park is blocking terrain; it is not elevated terrain. See General Map Notes, Blocking Terrain.
- If water covers more than half a square on the map, it is considered to be a water terrain square.
- The grass and dirt pathways on the map are clear terrain, not hindering terrain.

Marvel Premier Set Map 4 – Indoors, “The Warehouse”

- The crates in the middle of the warehouse are blocking terrain.

Marvel HeroClix Map Set - Xaviers School Outdoor

- The bluish-grey section with a boat in it is water terrain.
- The dock is clear terrain.
- The squares with the basketball hoops in them are clear terrain.
- The thick black lines on either side of the Xavier School Sign gazebo are blocking terrain.

Marvel HeroClix Map Set - Avengers Mansion Outdoor

- The top square of the stairs should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.
- The rooftops are considered to be clear elevated terrain.
- The cars are hindering terrain.

Marvel HeroClix Map Set - Danger Room Indoor

- The small tufts of grass on this map are clear terrain.
- The log and rock squares in the pond are normal (non-water) hindering terrain.
- The lava flow squares are hindering terrain.

Marvel HeroClix Map Set - Avengers Mansion Indoor

- The squares with the thin plasma screens are clear terrain.
- The square with the coat-rack is hindering terrain.
- The bluish-grey elevator squares are clear terrain.

Marvel Sinister Map – “The Prison”

- Squares F1-F2 and F23-F24 are blocking terrain.

Marvel Supernova Map – “Deep Space”

- Special Map Rules: Space Terrain
 - *Equipped with personal life support and zero-g maneuvering jets, your assembled force leaps into the void!*
 - Squares inside the boundary of an orange line on this map are space terrain. Space terrain is clear terrain modified by the following rules:
 - Characters given move actions when they occupy space terrain modify their speed values by +2 for the action. Halve the range values of all characters occupying space terrain and all characters drawing a line of fire to a character occupying space terrain.
 - A successful attack that does not otherwise knock back a character occupying space terrain knocks back that character a number of squares equal to the damage dealt -2, to a minimum of 0. When targeting a character occupying space terrain with Force Blast, roll two six-sided dice instead of one. All knock back ends immediately when a character enters the first square that is not space terrain. Characters occupying space terrain are not dealt knock back damage if their knock back paths are ended by the edge of the map.
 - Space terrain is considered an alternate terrain type similar to Outdoor and Indoor terrain.
 - Characters in these squares obey the special rules of the terrain regardless to how they can otherwise interact with terrain.
 - A square of space terrain with an object in it is treated as both hindering terrain and space terrain.
 - The range values to soaring characters occupying space terrain or from a character occupying space terrain is one quarter (halved for soaring and halved again for space terrain).
 - The range value for a character using Hypersonic Speed option 1 is one quarter (halved per the description of the power and halved again for space terrain).
 - The ranges for Outwit, Perplex, Probability Control, Telekinesis, etc are not affected by space terrain as they do not rely on the character’s range value.
 - The “half range” only applies to characters or their targets that are in space terrain. If the line of fire crosses space terrain but neither character is occupying space terrain, the range is not halved.
 - Other than the special rules listed on the map, space terrain is treated just like any other square of clear terrain.

Indy Starter Set Map A – Indoor, “The Evil Headquarters”

- The goldfish pond is water terrain.
- The cement and dirt squares are clear terrain.
- The Computer squares are hindering terrain with a wall of blocking terrain behind them.

- The square in the center of the desk is clear terrain.

Indy Starter Set Map B – Outdoor, “The Temple”

- The rooftops are clear elevated terrain.
- The statues and gong are hindering terrain.
- The goldfish pond is water terrain.

Outdoor Adventure Pack Map 2 – Outdoors, “The Construction Site”

- The chain link fence (thick grey line) is special hindering terrain. If a figure moves across the fence, they must end their move in the square after crossing the fence. If this movement ends in clear terrain, the character may move normally the next turn.
- The dark brown area with the truck backed up to it is a big pile of dirt with a ramp leading up to it. It is considered to be elevated and hindering terrain.
- The squares occupied by the crane and the trucks are not surrounded by a thick black line, therefore they are hindering terrain.
- The blue patch in the middle of the map is a puddle and considered to be water terrain.
- The brown patch near the pond is a small patch of dirt and considered to be hindering terrain.

Indoor Adventure Pack Map 1 – “The Factory”

- The grey tables in the factory area are hindering terrain.

Indoor Adventure Pack Map 2 – “The Mansion”

- The open blue squares in the pool are considered to be water terrain.
- The squares in the pool that contain the diving boards are considered to be normal hindering terrain, not water terrain.
- The slide is hindering terrain, not elevated terrain.
- The grass, cement, and asphalt on the map are clear terrain, not hindering terrain.

13. ADDITIONAL CLARIFICATIONS

3D Objects

- 3D objects are legal unless otherwise specified by the Judge running the event.
- The 3D objects from the Adventure Kits (Bookcase, Computer, Crate, Dumpster, Light Post, Mailbox, Office Desk, and Soda Machine) should have the special object “gear” symbol.

Actions

- When giving a character a power action, you cannot use that power action for two different effects. For example, you cannot give a character a power action to activate Charge and combine that action with a power action to activate Close Combat Expert.

Archenemies

- If two characters have the same name, they are not arch-enemies, even if they have arch-enemy bases (an outer ring color other than black).

Battlefield Conditions

- Battlefield Condition cards are considered “unique by name”. If Battlefield Condition cards with the same name appear in multiple sets, a player may only use one copy of any named card in his hand during a tournament (see also the HeroClix Comprehensive Tournament Rules).
- Characters that are removed from the battle map and placed on Feat cards are not affected by Battlefield Conditions.

Blocking Terrain

- Diagonally adjacent squares that contain blocking terrain are considered continuous blocking terrain. Lines of fire that pass through the diagonal are blocked by the blocking terrain.
- All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall “sticks out” into a doorway, it doesn’t, and thus diagonal attacks can pass through without being blocked. See also Lines of Fire.
- No character may end their movement on or in blocking terrain.

Break Away

- A character cannot pick up an object if it fails to break away. If the character used a move action to attempt to break away and failed, and has a team ability that allows it to make a move action without using one of its allotment of actions for the turn, then the break away attempt does not count towards its allotment of actions.

Colossal Characters

- Colossal characters require a doorway at least as wide as the base of the figure in order to pass through it.

Compatibility

- All HeroClix game lines are compatible with all other HeroClix game lines. HeroClix is a single game system with a single set of rules.

Double-Base Characters

- If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, it is starting its movement in hindering terrain regardless of which end the movement is lead with.

- If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, only the half that is in hindering terrain would gain any benefits of hindering terrain when a line of fire is being drawn to the double-base character.
- If a line of fire is being drawn from one half of a double-base character and the line of fire crosses a square that the other half of the double-base character occupies, the line of fire is blocked.

Elevated Blocking Terrain

- Any blocking terrain that exists on elevated terrain (i.e. the air vents) is considered to be blocking terrain at the same elevation as all other "elevated terrain".

Elevated Terrain

- When using a ladder to move to or from elevated terrain, the character must pass through the two squares (one grounded, one elevated) that contain the ladder terrain feature.

Feats

- Characters that are removed from the battle map and placed on feat cards are not affected by Battlefield Conditions.
- Characters that are removed from the battle map and placed on feat cards are not affected by powers, team abilities, or feats that characters on the battle map possess. Characters that are removed from the battle map and placed on feat cards may not use their own powers, team abilities, or feats.

Flying Characters

- Flight is not a Power, and therefore cannot be countered by Outwit or ignored by Pulse Wave.

Giant Characters

- A giant character must be one square away from blocking terrain to destroy it.
- A giant character with Super Strength must be one square away from an object to pick it up.
- When a character has powers or abilities that require adjacency to work (such as with Poison, Defend, etc), the giant character must be in an adjacent square (i.e. right next to) to the other character in order for either character to use those powers.
- Powers that deal with close combat attacks or movement (Quake, Plasticity, etc) can be used by giant characters up to two squares away.

Hindering Terrain

- When a character moves through the corner between two diagonally adjacent squares of hindering terrain, it ends its move after crossing the corner. If the movement ends in clear terrain, it may move without penalty the next turn. See also Lines of Fire.
- Terrain in a square remains the same type through an action; if it suddenly changes (such as becoming hindering terrain halfway through a Hypersonic Speed action), it is still considered of the original type until the character moves out of it or the action ends.

Indoor Maps

- Any map that's labeled as "Indoors" is considered to be entirely "Indoors" and subject to all the rules for Indoor movement and combat.

Maps and Tournament Legality

- Any WizKids-published HeroClix map is legal for tournament play. All maps used in a tournament must be of the same size.

Objects

- When an object is destroyed, replace that object with a rubble marker indicating hindering terrain. Objects destroyed after being used in an attack are not replaced with rubble markers.
- If a character holding an object is captured, the character drops the object in the square in which it was captured.
- It is possible for objects to exist on top of other objects. The objects remain separate objects.
- Characters can only make single-target ranged combat attacks with objects.

Outdoor Maps

- Any map that's labeled as "Outdoors" is considered to be entirely "Outdoors" and subject to all the rules for Outdoor movement and combat.

The Rule of Three

- The Rule of Three applies to combat values: Range, Speed, Attack, Defense, and Damage. Damage Dealt may still be modified after the Rule of Three has applied to the Damage Value, as Damage Dealt is not a combat value.

Special Objects

- Soaring characters are affected by the properties of Special Objects up to the objects full area of effect.
- Blocking terrain, walls, or character bases do not block the area of effect of a Special Object but will block line of fire to and from a Special Object per the standard line of fire rules.
- *See also, Miscellaneous Q & A: Q007*

Stairs

- The top square of a staircase is the last square in which the staircase exists, and is therefore elevated terrain. This square of stairs is considered adjacent to the second-to-last square, even though the terrain exists on two different elevations.

Ties

- In rare cases, a match results in a tie. Determine the winner by rolling one six-sided die; the player who rolls the highest, wins.

Terrain

- Terrain in a square remains the same type through an action; if it suddenly changes (such as becoming hindering terrain halfway through a Hypersonic Speed action), it is still considered of the original type until the character moves out of it or the action ends.
- If one type of terrain exists behind other types of terrain, each terrain type must be destroyed separately (see "Walls").
- If the line of fire between two characters in continuous hindering terrain never crosses a boundary line of hindering terrain, the hindering terrain modifier still applies.
- Two squares of diagonally adjacent terrain that are not the same type (such as a square of hindering and a square of blocking) are clear for movement purposes.

Walls

- All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall "sticks out" into a doorway, it doesn't, and thus diagonal attacks can pass through without being blocked. See also Lines of Fire.
- In order to destroy a wall with a ranged combat attack, the opposite side of the wall must be within the characters range.

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- A square of blocking terrain on the opposite side of the wall does not block the line of fire to that square when targeting a wall with a ranged attack.
- If blocking terrain exists on the opposite side of a wall, destroying the wall does not destroy the blocking terrain. Only place a rubble token on the side of the wall without the blocking terrain. A separate attack must be made to destroy the blocking terrain.

Wild Card Team Abilities

- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get the team ability from that wild card.

14. FREQUENTLY ASKED QUESTIONS

SECTION 1: Powers and Abilities Q & A

Q001: Do damage reducing powers (Impervious, Invulnerability, and Toughness) reduce the damage from Poison?

A: Yes. Poison deals damage and damage reducing powers reduce damage dealt.

Q002: Can damage reducing powers be Outwitted before Poison takes effect?

A: Yes. Poison takes place at the beginning of the turn and Outwit can be used anytime during the turn, including at the beginning. It is up to the controlling player to choose the sequence of actions that occur at the beginning of the turn. Therefore, the controlling player could choose to use Outwit before using Poison.

Q003: Can a character use Outwit on an opposing character that is in hindering terrain and has Stealth (or using a Stealth-like team ability) when the two characters are adjacent?

A: No. Outwit requires a line of fire to be drawn from the character with Outwit to the target opposing character. Stealth prevents a line of fire from being drawn, even when the characters are adjacent.

Q004: Can a character use Running Shot with Ranged Combat Expert or Charge with Close Combat Expert?

A: No to both. Running Shot and Charge are both power actions that allow for a free action to be used for a ranged or close combat action (respectively). Both the Ranged and Close Combat Expert powers are power actions, not combat actions.

Q005: Can a character use Hypersonic Speed option 1 (or the transporter move and attack ability) and use Ranged Combat Expert or Close Combat Expert together?

A: No. Hypersonic Speed option 1 is a power action and the transporter move and attack ability is a move action that grants close or ranged combat **attacks**, not close or ranged combat **actions**. Powers that require a close or ranged combat action, or a power action (such as RCE and CCE), to activate cannot be used with option 1 of Hypersonic Speed or the transporter move and attack ability.

Q006: Can a character use Charge and Exploit Weakness together or Running Shot and Psychic Blast together?

A: Yes to both. Charge and Running Shot grant free close or ranged combat actions respectively. Exploit Weakness and Running Shot are close and ranged combat actions respectively. The free combat action from Charge or Running Shot can be used to activate Exploit Weakness or Psychic Blast.

Q007: Can a character that has flight use the Hypersonic Speed option 1 (or a transporter use the move and attack ability) and carry another friendly character? Can that friendly character use any of its powers or abilities (such as Enhancement or Probability Control)?

A: Yes, the character with flight and Hypersonic Speed or a transporter using the move and attack ability can carry a character with them while attacking. However, that character is carried through the entire movement and is not set down until the action is complete. Since the character being carried is "off the board" for the entire movement, the character being carried would not be able to use any powers, abilities, or feats during the Hypersonic or move and attack action.

Q008: Does a character with the Kingdom Come team ability have to roll as it becomes adjacent to an opposing character with the Kingdom Come team ability?

A: No. Kingdom Come characters ignore the team ability on other Kingdom Come characters.

Q009: Can a non-flying character that has a wild card team ability use the Green Lantern team ability and carry up to 8 characters? What about if the character were using the Passenger feat card? What about a transporter (and could it carry up to 12 characters)?

A: Flight is a requirement to carrying characters. A non-flier could not use the Green Lantern team ability to carry characters. The Passenger feat card is an exception to the general rule of needing flight to carry characters, but the Passenger feat card specifies that the character using the feat may only carry a single character. A transporter that has or uses the Green Lantern team ability could carry up to 8 characters (the maximum limit set by the team ability itself).

Q010: Can a character with the Green Lantern Corps team ability carry fliers? Can a character use a nonfree action after being carried by a character with the Green Lantern team ability?

A: No. The only difference between a Green Lantern Corps member and another character is the number of figures that character can carry. All other rules for carrying characters apply as normal.

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Q011: Can a character with Mastermind split any damage that it is dealt to more than one adjacent character? What if the damage dealt to the adjacent character is more than enough to cause it to be knocked out? Does the character with Mastermind take the remainder of the damage?

A: A character with Mastermind transfers all the damage to a single adjacent friendly character and may not divide the damage between characters. All damage is transferred with Mastermind, even if it is more than enough to KO the adjacent character. The character with Mastermind would take no remaining damage.

Q012: How is damage and splash damage applied with an Energy Explosion attack? If a character with Toughness were hit by both an attack and splash damage from an adjacent character, would the Toughness first reduce the damage from the attack and then reduce the damage from the splash?

A: All damage is dealt at once. If a character were hit by both an Energy Explosion attack and splash damage, then that character would be dealt 2 damage. If the character had Toughness it would be dealt 2 damage minus 1 for the Toughness for a total of 1 damage.

Q013: If a character is Mind Controlled, can it use a free action (such as Outwit) and be given a non-free action (such as an attack)?

A: No. Mind Control allows the Mind-Controlled character to take an action as a free action. If the character used Outwit, Perplex, or some other free action, that action would be the one action allowed for by the effects of Mind Control.

Q014: Can a character with two action tokens on it be Mind Controlled? If the character has one action token on it and is Mind Controlled, does it take push damage?

A: A character can be Mind Controlled even if it has two action tokens assigned to it already. A character that is Mind Controlled is given a free action. Since no action token is assigned to the character, there is no push when a Mind Controlled character makes its action.

Q015: After using Perplex or Outwit does a character need to maintain the line of fire in order for the power to stay in effect?

A: No. The character only needs a line of fire for the initial action of using Perplex or Outwit. Line of fire does not need to be maintained in order to maintain the effects of Outwit or Perplex.

Q016: Can a character take a non-free action after being moved with Telekinesis?

A: Yes. Characters moved by the TK power do not have the same restrictions as those carried by other characters.

Q017: Can you destroy Barrier tokens? And if so, what happens to the tokens?

A: Yes. Barrier tokens can be destroyed as per the normal rules for destroying blocking terrain. A piece of destroyed Barrier leaves a debris token in the space formerly occupied by the Barrier token. The debris token is removed at the same time the effect of Barrier ends.

Q018: When damage from an attack that produces knockback is Masterminded off to another character, does the original target suffer knockback?

A: No. Knockback is transferred along with the damage from the attack, and the character is knocked back as if it were hit by the original attack. The character suffering knockback is moved away from the character that made the attack.

Q019: If a character transfers damage with the Mastermind power, can the character receiving the damage use Toughness, Invulnerability, or Impervious? Can the character receiving damage roll Super Senses to avoid the attack?

A: The character receiving the damage can use its damage reducing powers. Mastermind states that it “deals damage to that target instead”. All 3 of the damage reducing powers are activated anytime damage is dealt, so Mastermind will activate these powers. Super Senses cannot be rolled. Super Senses requires the character to be hit by an attack and Mastermind is not an attack.

Q020: Can damage from the Mystics/CrossGen/Arachnos team abilities be transferred with Mastermind?

A: No. Mystics/CrossGen/Arachnos TAs state that the attacking character *takes* 1 click of damage. Mastermind only works when the character is *dealt* damage. The glossary in the rulebook has definitions for both damage dealt and damage taken.

Q021: Will the damage from the Mystics/CrossGen/Arachnos trigger retaliation from another Mystics/CrossGen/Arachnos?

A: No. Those team abilities require a successful attack to trigger the team ability. Damage taken from Mystics/CrossGen/Arachnos is not an attack.

Q022: If an attack KOs a character with the Mystics/CrossGen/Arachnos team ability, does that character still retaliate with its team ability?

A: Yes. Even if the character is KO'd, the team ability is still triggered because the character was hit by an attack and damage was dealt to the character.

Q023: Can the JLA (and Avengers / Brotherhood / Top Cow) team ability be used with Hypersonic Speed (option 1) or the transporter move and attack ability?

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A: Those team abilities work anytime you give a character a move action. HSS (option 1) is a power action, so they will not work with HSS (option 1). The transporter move and attack ability is a move action, so they will work with the transporter move and attack ability. The result of this combination is that the character is able to use the transporter move and attack option and not use one of your actions from your allotment of actions.

Q024: Can a character with the Avengers/Brotherhood/JLA/Top Cow team abilities use a ‘free move’ action after being carried?

A: Move actions using these team abilities are not considered free actions. Although they do not count against your total actions for the turn, they are still defined as move actions and generate an action token, and so are not free actions. Since they are not free actions, you cannot use a move action after being carried.

Q025: The Power Cosmic team ability says that powers can’t be countered. Does this mean that Power Cosmic figures are immune to Psychic Blast and Exploit Weakness as well as Outwit?

A: No. Neither Psychic Blast nor Exploit Weakness counter damage reducing abilities. Instead, they are penetrating damage.

Q026: How exactly does Hypersonic Speed option 2 work?

A: Using FLASH as an attacker and GORILLA GRODD as a defender, here’s an example of how HSS option 2 works...

- The FLASH attacks GORILLA GRODD who has a 15 defense showing on his dial.
- The first roll is made against the 15 defense and is successful... FLASH has a damage value of 1.
- The second roll is made against a 16 defense and is successful... FLASH has a damage value of 1.
- The third roll is made against a 17 defense and is successful... FLASH has a damage value of 1.
- The fourth roll is made against an 18 defense and is successful... FLASH has a damage value of 1.
- A fifth roll is made against an 18 defense (because it’s capped by the rule of 3)... FLASH has a damage value of 1.
- FLASH decides to end the attack (or he misses his roll).

FLASH now adds all damage and deals that damage to GORILLA GRODD. Even though FLASH dealt 5 points of damage, GORILLA GRODD will only take 4 due to the rule of 3 (1 damage plus 3 more). The end result is that GORILLA GRODD will be dealt 4 damage and then apply any damage reducing powers for the end result.

If FLASH had rolled any critical hits, an extra point of damage dealt for each critical hit would be added on to the 4 from the attack.

If FLASH had rolled doubles at any time during his attack, knock back would be applied now.

Q027: What “counters” other powers? Do Outwit, Exploit Weakness, or Psychic Blast “counter” powers?

A: Outwit is the only power that counters powers. Exploit Weakness and Psychic Blast are penetrating damage (see the glossary in the rule book), but they do not counter other powers.

Q028: Can a character pick up an object when using Charge, Running Shot, or Hypersonic Speed? Can that character use that object in the current action to attack?

A: A character using Charge, Running Shot, or Hypersonic Speed may pick up an object during the movement portion of that action. A character using Charge or Hypersonic Speed may use the object to make a close combat attack in the same turn that the character picks up the object. A character using Running Shot may use the object to make a ranged combat attack (by throwing the object) in the same turn that the character picks up the object. A character using Hypersonic Speed cannot use the object to make a ranged combat attack (by throwing the object) in the same turn that the character picks up the object. This is because Hypersonic Speed grants an **attack** and throwing an object requires a ranged combat **action**.

Q029: Can powers granted by team abilities (such as Outwit from the Superman Enemy team ability and Probability Control from the CSA team ability) be countered with Outwit? What about team abilities with effects similar to powers, such as Batman Ally team ability--can they be countered with Outwit?

A: If the team ability grants a power, that power can be countered with Outwit. Team abilities with an effect similar to powers but which do not explicitly grant the power itself (Batman Ally has an effect similar to Stealth but does not actually grant Stealth) cannot be countered with Outwit because team abilities themselves cannot be countered using Outwit.

Q030: Can one of my characters with Probability Control use it to allow me to re-roll my character’s Impervious or Super Senses roll?

A: No. Probability Control allows you to re-roll your dice during your turn and force your opponent to reroll their dice during their turn. Rolling for Impervious or Super Senses is a roll of your dice during your opponent’s turn.

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Q031: If a character has a team ability that allows it to move without using an action from the controlling player's allotment of actions (JLA, Avengers, Brotherhood, Top Cow) and the character also has Phasing/Teleport, can that character use Phasing/Teleport and not have the action not come from the player's allotment of actions due to the team ability?

A: No. Those team abilities work when the character is given a move action and Phasing/Teleport is a power action.

Q032: Can a character with flight (or a transporter) and the Phasing/Teleport power carry another character and use Phasing/Teleport?

A: Yes.

Q033: Can a character use Telekinesis to move an object into a square occupied by another character?

A: Yes. The character in the target square does not block the line of fire to that square.

Q034: Can a character use Telekinesis to make a ranged attack combat attack with an adjacent object when an opposing character with Stealth that is standing on that object?

A: Yes. The character with Telekinesis may use that object to attack that opposing character. The opposing character does not block line of fire to that square when using the object the opposing character is standing on.

Q035: If a wild card is using the team ability of a friendly character and that friendly character is KO'd, does the wild card retain that team ability?

A: No, the wild card would not retain that team ability once the action that KO'd the character with the team ability is complete.

Q036: Can a wild card use the team ability that another wild card is using? For example, Figure A is a wild card and uses Batman Ally from a friendly character. The friendly character with the Batman Ally team ability is KO'd. Figure A gets to use the Batman Ally team ability until it has chosen a different team ability. Can Figure B, another wild card, now use the Batman Ally team ability from Figure A?

A: No. In order for a wild card to use a team ability, the character the team ability is being used from must possess that team ability. Since other wild cards do not actually possess the team ability that they are using, that team ability cannot be used by a different wild card.

Q037: Can Probability Control be used to re-roll a critical hit or a critical miss?

A: Yes. Although a critical hit always hits and a critical miss always misses, they are still attack rolls and are therefore subject to the Probability Control power.

Q038: Does a character with Stealth, or a team ability that mimics stealth, need to cancel its power or team ability in order to use a power such as Perplex or Probability Control on itself?

A: Yes. A character can draw line of fire to itself, but it cannot automatically do so. The team ability or power would need to be canceled in order to draw the line of fire to itself.

Q039: Does a character ignore its own powers, abilities, and feats when making an attack using Pulse Wave? For example, could a character with Perplex or Probability Control still use those powers when it makes an attack with Pulse Wave?

A: The character may use its own powers, abilities, and feats when attacking with Pulse Wave. It does not ignore them.

Q040: If a character is hit with a Pulse Wave attack: Does a character holding an object drop the object? Is blocking terrain created with the Barrier power ignored if the character that created it is within range of the Pulse Wave attack? Does a character with Charge suffer knock back if doubles are rolled?

A: Although Pulse Wave ignores all powers, team abilities, and feats it does not counter them. Therefore, characters holding an object will not drop the object, blocking terrain created by Barrier affects a Pulse Wave attack normally, and characters with Charge will not suffer knock back.

Q041: If a character has Willpower and is using the Masters of Evil team ability, can the character continue pushing each round without ever taking damage?

A: No. Willpower will only prevent the push damage that occurs from placing the second action token on a character. Any actions that are taken on subsequent turns by a Masters of Evil team member after it has two tokens on it cause unavoidable damage, which cannot be negated by Willpower.

Q042: Can unavoidable damage be reduced by damage reducing powers or transferred with Mastermind? Does Willpower negate it?

A: No. The rulebook glossary defines unavoidable damage as damage that cannot be reduced by any power or affect and cannot be transferred to any other character.

Q043: Can a character with 1 or 2 damage and Ranged Combat Expert or Close Combat Expert use those powers to destroy terrain?

A: No. Both Ranged Combat Expert and Close Combat Expert specify that they can be used against a target character.

Q044: If a character using Hypersonic Speed option 1 or the transporter move and attack ability KOs an opposing character, can the attacking character end its movement in the square that the KOD character occupied? Or is the KOD character not removed from the battlefield until the action is complete?

A: The character with Hypersonic Speed or that is a transporter could occupy the square his target was standing in if the target character was KOD. The character is removed from the battlefield when after damage has been dealt.

Q045: What is the correct sequence for applying game effects when a character with a team ability such as Suicide Squad or Fantastic Four pushes to attack and, in the process, KOs a character that triggers its team ability (by using Pulse Wave, from splash damage from Energy Explosion, etc)?

A: The attack would be made, damage would be dealt, pushing would be applied, and then the effects of the team ability would be applied. If pushing causes the attacking character to be KOD, then it cannot use the team ability to heal itself.

SECTION 2: Feats Q & A

Q001: Can a character use Leap/Climb with Pounce?

A: No. Although Leap/Climb is a prerequisite for Pounce, the two cannot be used together. Pounce is a power action and Leap/Climb is used when you give a character a move action. A character can only be given one non-free action in a turn.

Q002: Can a character with a damage value of 2 be Perplexed or use In Contact with Oracle to boost the damage to 3 (or more) and then use Pounce?

A: No. Once the character has more than a 2 damage value it no longer meets the prerequisites for Pounce and cannot use the feat.

Q003: Can a character use Pounce and Blades/Claws/Fangs together?

A: No. Pounce grants a free close combat attack and Blades/Claws/Fangs requires a close combat action.

Q004: Can a character that has Super Strength and is assigned Pounce pick up an object while using Pounce?

A: Yes. Characters with Super Strength can pick up objects whenever they move as a result of being given a move, power, or free action.

Q005: I have In Contact with Oracle in play. Can I give a character that is an Agent a power action to use a power (such as Charge or Running Shot) and also use that action to turn Oracle's dial?

A: No. Turning Oracle's dial is a power action. Using a power such as Charge or Running Shot (or any other power, ability, or feat that gives the character a non-free action) is giving the character an action. A character cannot be given more than one non-free action in a turn.

Q006: If a player has characters with the Avengers and Fantastic Four team abilities on a team and is using both the Thunderbolts and Fantastic Four feat cards, can the player declare the alternate Fantastic Four team ability with Thunderbolts? If the Thunderbolts choose Fantastic Four do they get the standard Fantastic Four team ability or the alternate Fantastic Four team ability (the one specified on the feat card)?

A: Avengers using Thunderbolts may not choose a team ability that is provided by a feat card. If the Thunderbolts choose Fantastic Four as their team ability they would receive the standard Fantastic Four team ability and not the alternate team ability.

Q007: If both players are using the Thunderbolts feat card on their force, which player chooses their team ability for the Thunderbolts first?

A: The players would each roll two dice. The player that rolled the highest number would choose the team ability for his own Thunderbolts characters first. This is a separate roll from the roll to determine which player is Player 1.

Q008: Is the damage from Damage Shield reducible by damage reducing powers (Toughness, Invulnerability, and Impervious)? Can Super Senses be used to avoid the damage from Damage Shield?

A: Damage from Damage Shield is damage dealt and damage reducing powers reduce damage dealt. Therefore, damage reducing powers are effective against the damage from Damage Shield. However, Super Senses cannot be used to avoid the damage from Damage Shield as there is no attack involved with Damage Shield.

Q009: If a character is placed in the Lazarus Pit are all other feats assigned to that character removed from that character and the game?

A: No. The rulebook states that feats are removed once a character is defeated. The rulebook defines defeated as KOD and removed from the game. A character in the Lazarus Pit has been KOD but has not been removed from the game. All feats assigned to that character (other than the Lazarus Pit) would still be assigned to that character once it is removed from the Lazarus Pit and placed back on the battlefield. Once a 5 or 6 is rolled and the special marker is removed, the character will be able to use those feats.

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Q010: Can a feat be assigned to a character that doesn't meet the prerequisites? What about if the character might be able to meet the prerequisites by applying modifiers (or other effects) at a later time (for example, can a character with 0 range and Perplex be assigned a feat that requires range since the character has Perplex and could be able to Perplex up his range)?

A: No. A character must be able to meet the prerequisites for a feat when the force is constructed in order to be assigned that feat.

Q011: Can a wild card use the team ability that a character with Siphon Power has chosen?

A: No. In order for a wild card to use a team ability, the source of the team ability must actually possess that team ability. Since wild cards (including the one using Siphon Power) do not actually possess the team ability that they are using, the team ability cannot be copied by a different wild card.

Q012: When I have In Contact with Oracle in play, does "replace then modify" mean I can use a replacement value such as Defend, the Justice Society team ability, or the alternate Fantastic Four feat and then boost an Agent's defense with the In Contact with Oracle feat?

A: No. An Agent is given the +1 from the In Contact with Oracle feat immediately when it takes an action. The replacement value doesn't occur until an attack is made against a character. When an attack is made against the character and the replacement value does occur, it replaces the defense value of the character including the modifier from In Contact with Oracle that was previously applied.

Q013: Can a character with a non-wild card team ability use Brilliant Tactician to affect wild cards? Can a wild card with Brilliant Tactician affect non wild card team members? Can a character with Brilliant Tactician affect friendly characters that are assigned Thunderbolts?

A: Yes. If a character with Brilliant Tactician were going to affect friendly wild card characters, the wild cards would need to declare the same team ability that the character with Brilliant Tactician has. If a wild card character is assigned Brilliant Tactician and it would like to affect other friendly characters, the wild card with Brilliant Tactician would need to declare the same team ability as the friendly characters that it would like to affect. A character with Brilliant Tactician can affect friendly characters with Thunderbolts as long as the team ability chosen using Thunderbolts is the same as the character using Brilliant Tactician.

Q014: Can a character with Brilliant Tactician use Perplex on a target friendly character to increase a combat value and then affect that same combat value on the same target character using Brilliant Tactician?

A: No. The use of Brilliant Tactician is all one instance of Perplex. Brilliant Tactician modifies the use of Perplex so that it can affect multiple characters that share a team ability with the character that is assigned Brilliant Tactician.

Q015: Using Darkness Within, when does the push damage to the friendly character occur? Does the friendly character need to be adjacent before to the character with Darkness Within before the action starts or before the attack?

A: The two characters need to be adjacent before the attack. A character could use Darkness Within and Charge, Running Shot, Hypersonic Speed option 1, etc. to move adjacent to a friendly character and deal the pushing damage to the friendly character in order to gain the +1 to the damage value before the attack.

Q016: Can a soaring character with Divebomb use it to make a close combat attack on an opposing elevated character?

A: No. Divebomb specifies that the soaring character can make close combat attacks against opposing grounded characters.

Q017: How does Extended Range work with a single target Energy Explosion or Pulse Wave attack?

A: Range is increased based on the unmodified damage value. When the attack is made, the damage value is decreased. Since both Energy Explosion and Pulse Wave change the damage value to 1, any increases in range would reduce the damage value to 0. A single target Energy Explosion or Pulse Wave attack would effectively deal 0 damage if the range was increased at all using Extended Range.

Q018: How does Extended Range work with a multiple target Energy Explosion attack?

A: Since the description of Energy Explosion states that the target is dealt damage equal to the number of times it is hit by an attack, it is possible to deal damage with Energy Explosion if the target character is hit multiple times with an Energy Explosion attack.

Q019: While using Extended Range and making a Pulse Wave attack (with Nova Blast, for example) is the character's range halved before or after increasing the range with Extended Range.

A: The range increase from Extended Range is added after the range is halved for the Pulse Wave attack.

Q020: How does Extended Range work with Mind Control?

A: Mind Control is an attack that deals no damage, so range could be increased without suffering any adverse effects from having the damage value reduced.

Q021: Can the default 4 range granted to a character without range during a Mind Control attack be increased using Extended Range?

A: No. The prerequisites for the card state that the character must have a range greater than 0. A character without range would not be able to have the feat card assigned to them at all.

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Q022: Can Homing Device be assigned to a colossal or giant character? Does the damage value of the colossal or giant character get modified?

A: Yes, it can be used with colossal or giant characters. The damage value is not modified, as the modifier displayed on the card is only affects the standard “explosion” type damage symbol.

Q023: Can a character with Lazarus Pit, Fantastic Four, or Suicide Squad still use the feat or team ability when KO'd by an opposing character using Pulse Wave? Since Pulse Wave ignores all powers, abilities, & feats, would the character still go to the Lazarus Pit or gain the benefit of the team ability?

A: Yes, the character would still go into the Lazarus Pit or the team ability could still be used. The effects of the feat or team ability occur after the action and any push damage (if applicable) is resolved.

Q024: Can a character use Nanobots during movement to heal as the character moves?

A: No. Unless stated otherwise by a power or ability, free actions cannot be given in the middle of another action.

Q025: Can a character use Nanobots even if it is at its starting click?

A: Yes.

Q026: Does Protected allow the character to ignore the damage from all attacks involved in a multi-attack?

A: No. A multi-attack is two (or more) separate attacks. Protected would only allow the character to ignore the damage from one of the attacks.

Q027: Does Protected allow the character to ignore the damage from both attacks that result from an opposing character using Flurry?

A: No. Protected allows the character to ignore damage dealt from a single action. Flurry grants two free actions to use as close combat attacks. Since Flurry grants two actions, Protected could only be used against one of them.

Q028: If a character using Ranged Combat Expert attacks a character with Repulsor Shield, is the entire attack ignored due to Repulsor Shield?

A: No, only the +2 modifier from the Ranged Combat Expert power would be ignored. The attack would still deal the base damage, plus any other modifiers.

Q029: Can a character be given a light 3D object or a special object when using Rip It Up?

A: No. Rip It Up states that the character is given a light object token from outside the game. 3D objects are not tokens. Additionally, special objects may not be given when using Rip it Up.

Q030: Can I assign multiple Sidekick cards to the same character? Can I “chain” defenses values by using multiple Sidekick cards?

A: No. Any given feat may only be assigned to the same character one time.

Q031: What happens if a character with Siphon Power and a character with Saboteur are on opposing teams?

A: As a character with Siphon Power is still a wild card, that character would only be able to use the team ability of the character that has Saboteur. If the character with Saboteur happens to have a team ability that can't be copied by wild cards, the character with Siphon Power would still be able to use that team ability.

Q032: The rules state that if a character becomes friendly to an opposing force (such as by a Mind Control attack) that the opposing player cannot use any feats that the character may possess. What happens if a character with the Thunderbolts (or Fantastic Four) feat is Mind Controlled? Which team ability does it have?

A: It would have the original team ability that is printed on the dial until control of the character reverted back to its owner.

Q033: Do the points from a feat card that states “choose a character” add to that character's overall point value?

A: No. The points for feat cards add to the overall force build total but not to any characters point value.

Q034: Can I assign an alternate team ability card (Thunderbolts, Fantastic Four, The Society, etc) to only some of the prerequisite team members on my force?

A: No. Alternate team ability feat card are “all or nothing”. All characters with the prerequisite team ability must use the feat card if it is a part of your force.

Q035: If a character has both Protected and Impervious, can the Impervious be rolled before deciding to use Protected?

A: Yes. Protected allows the character to ignore the damage dealt. The amount of damage dealt to a character is determined after an Impervious roll.

Q036: If a character with Protected is adjacent to a friendly character with Mastermind, can that character use Protected to negate the damage transferred via Mastermind?

A: No. Protected states that it can be used as the result of a single action. There is no action involved in transferring damage dealt via Mastermind.

Q037: If my opponent has a character with both Thunderbolts and Saboteur, would my wild cards be using the Avengers team ability or the team ability that was chosen for Thunderbolts? If I have a wild card character with Siphon Power assigned to it and I choose to use the team ability of my opponents Avenger character that is assigned Thunderbolts, would my character use the Avengers team ability or the ability that was chosen for Thunderbolts?

A: In both cases the wild cards would be using the Avengers team ability as you cannot use your opponents feat cards.

Q038: Can a character with Brilliant Tactician use Perplex on a target opposing character to modify a combat value and then affect friendly characters that share a team ability with the character that is assigned Brilliant Tactician?

A: Yes. Brilliant Tactician allows a character to use Perplex in the standard way and, at the same time, affect a combat value of friendly characters with the same team ability as the character assigned Brilliant Tactician.

Q039: If a character uses Charge, Hypersonic Speed, or the transporter move and attack option to move adjacent to an opposing character for a close combat attack and that character makes the roll with Entangle, what happens to the attacking character?

A: Characters using Charge would simply end their movement in the square where they stopped. Characters using Hypersonic Speed or the transporter move and attack option would be able to continue their movement if they had any left. In either case, the character is not given an action token and cannot perform any other actions that turn.

Q040: If a character with Flurry is attacking an opposing character with Entangle, is Entangle rolled for each of the Flurry attacks?

A: Yes, and if the Entangle roll is successful against the first Flurry attack, the second Flurry attack cannot be made as the character cannot be given another action for the remainder of the turn.

Q041: If a character is assigned Entangle and it also has the Skrull or Danger Girl team ability or Shape Change, which is rolled first?

A: Skrull, Danger Girl, and Shape Change are all rolled when the character is chosen as the target of an attack. Entangle is rolled before the attack is made. Therefore, Skrull, Danger Girl, and Shape Change are rolled first and Entangle would be rolled last.

Q042: For feats that state "Choose a character", do I need a copy of that feat for each character that I want to assign it to? Or can I simply use one copy of the feat card and add the point cost of the feat to my team build total multiple times? For example, I only have one copy of Protected. Can I assign it to 3 characters and just count that as 24 points against my build total?

A: In a tournament setting you must have a copy of a feat card for each character that you assign it to. Doing otherwise is considered to be playing with a proxy, which is not allowed under the HeroClix Comprehensive Tournament Rules.

Q043: Can I assign multiple copies of the same feat to a character? For example, can a character have multiple Protected feat cards assigned to it or use multiple Look! Up in the Sky! feat cards for an increased movement?

A: No. The section on "Feats" in the rulebook, states that a character may be assigned more than one feat but it cannot have multiple copies of the same feat assigned to it.

Q044: Can a character with multiple targets and assigned the Mental Shields feat opt to make a multi-target Mind Control attack?

A: Yes. By doing so, the character is choosing not to use the feat and therefore would take feedback damage.

Section 3: Giant, Colossal, Transporter, and Double-base Character Q & A

Q001: Can a character that is two squares away from an opposing giant character make a ranged combat attack to the giant character? Could the giant character make a ranged combat attack to an opposing character two squares away?

A: Yes to both cases. Giant characters are adjacent to other characters for close combat and movement purposes only. Other characters are adjacent to giant characters for movement only.

Q002: Is a grounded giant character adjacent to an elevated opposing character for close combat purposes? How about if the opposing character is soaring? What if the giant character is elevated?

A: A grounded giant character is adjacent to an opposing grounded, elevated, or soaring character up to two squares away, and visa versa. An elevated giant character is adjacent to an opposing elevated or soaring character up to two squares away, and visa versa. An elevated giant character is not adjacent to an opposing grounded character.

Q003: Can a colossal character (such as Galactus or the Phoenix) using the Multiattack power use Enhancement from a single character for both attacks?

A: Yes.

Q004: If a giant character is using the Kingdom Come team ability (via a wild card team ability or through Thunderbolts), where would an opposing character have to stop and make the Kingdom Come roll?

A: As adjacency for giant characters is two squares away, the opposing character would need to make the roll for the Kingdom Come team ability before it entered a square that was two squares away from a giant character. Thus, the opposing character would need to make the Kingdom Come roll when it was three squares away from the giant character.

Q005: Are the Sentinel and Sinestro retired from tournament play?

A: No, none of the colossal characters have been retired.

Q006: If Poison is showing on the Angry Spirit dial, when do the Angry Spirit tokens deal Poison damage using the Spectre in the scenario?

A: The Angry Spirits will deal Poison damage whenever they are given a free action to act. They may use Poison in addition to any other action that they may take as a result of the free action that they are given.

Q007: Are the Spectre's Angry Spirit tokens fliers? Can they use powers like Ranged Combat Expert and Psychic Blast when adjacent to an opposing non-flying character?

A: No, the Angry Spirit tokens are not fliers. If they are adjacent to an opposing non-flying character they will not be able to use ranged combat powers.

Q008: Do the Angry Spirit tokens take damage from using Mind Control on a character that is 100 points or more? If so, how is the Angry Spirit dial turned for this damage?

A: The Angry Spirit tokens do take damage from a successful Mind Control attack where the target character is 100 points or more. The damage is damage taken (not damage dealt) so the Angry Spirit dial would not be turned.

Q009: When using the Spectre in the scenario version and the Spectre takes damage, who retaliates first... the Spectre or the Angry Spirit tokens?

A: The Spectre retaliates against the attacking character before the Angry Spirit tokens are given their free action to retaliate.

Q010: I've heard that a double-base character can gain an extra square of movement. How does this work?

A: Double-base characters must end with at least one square of their base within their movement range. A double base character may start counting movement from its "front end" and stop the movement with its "back end" within its movement range. This allows the "front end" to extend one square beyond the characters printed speed value. The same movement mechanics works with colossal characters. This "extra square" is only gained at the end of the movement.

Section 4: Battlefield Conditions Q & A

Q001: How does Darkness or Deep Shadows interact with Bright Lights if both are played at the same time?

A: Darkness and Deep Shadows both limit range to 6. Deep Shadows has the added affect of making all non-blocking terrain hindering terrain for line of fire purposes. Bright Lights eliminates the effects of Stealth and Stealth-like team abilities. So if the cards were in play at the same time, Stealth would be negated (due to Bright Lights) and range would be limited to 6. If Deep Shadows were in play then all non-blocking terrain would also be hindering for line of fire purposes.

Q002: What does the battlefield condition card Power Dampening Field limit?

A: Power Dampening Field limits all damage values to a maximum of 3. All powers/abilities/feats/game effects that modify the damage value (including but not limited to the Enhancement, Perplex and Ranged Combat Expert powers, as well as the In Contact with Oracle feat) are all affected by Power Dampening Field. Even the die roll for Blades/Claws/Fangs replaces the damage value so it would be affected as well. Currently the only effects that do not add to the damage value are critical hits and damage from objects, which add to the damage dealt, not the damage value.

Q003: How do battlefield conditions work in a constructed tournament?

A:

- You may choose to play battlefield condition cards or not, they are optional.

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- If you choose to play them, you must make a hand. Your hand must have a number of cards equal to the number of rounds in the tournament. You must play a card each round.
- Your hand may contain battlefield condition cards equal to the number of rounds minus one (for example, in a four-round tourney you can have up to three battlefield condition cards in your hand.) You are not required to have that many; you can bring one or fewer if you choose. When bringing fewer than the maximum, you are required to bring “placeholder” cards (either feat or bystander cards) to fill out your hand.
- Your hand cannot have more than one copy of any battlefield condition card (for example, you can't have two or more Ordinary Day cards, even when those cards are drawn from different expansions.)
- Your opponent has no say in if you want to play battlefield condition cards or not. If you bring them, you can play them.
- After you roll to determine who will be the first player, choose a map and starting areas, but before you place your figs in the starting area, both players reveal their battlefield condition cards at the same time (no waiting to see which card your opponent plays before you choose a card.) Placeholder cards, if played, have no effect on the game.
- The card played in a game --whether a battlefield condition or placeholder--is removed from your hand after the game is over. It cannot be played again in subsequent rounds.

Q004: Does Disbanded! affect characters with the Power Cosmic or Quintessence team abilities?

A: Yes. Characters that have the Power Cosmic or Quintessence team abilities would ignore that team ability. For standard characters (such as the LE Nova and LE Surfer) this means that they would take push damage from taking a second consecutive action and their powers could be countered. For Galactus and Spectre this means that the character's powers could be countered. Galactus and Spectre may still push every round and would not take push damage, as that is an ability granted by his rules rather than the team ability. For Dark Phoenix it means that the character's powers could be countered. Dark Phoenix could still push every round, as it is a function of her being a colossal character, but would take push damage for doing so.

Q005: Can damage reducing powers (Toughness, Invulnerability, and Impervious) be used to reduce damage from Earthquake? Can Super Senses be used to avoid the damage from Earthquake?

A: Earthquake deals damage and damage reducing powers reduce damage dealt. Therefore Toughness, Invulnerability, and Impervious will all reduce the damage from Earthquake. Impervious can be rolled to attempt to reduce the damage from Earthquake to zero. Super Senses cannot be rolled to avoid the damage from Earthquake. Super Senses can only be rolled if the character is hit by an attack and Earthquake is not an attack.

Q006: Can a character with Probability Control force a player to re-roll the Earthquake dice roll?

A: No. Probability Control requires the character with the power to be able to draw a line of fire to the target character that is rolling the dice. There is no target character to draw a line of fire to when rolling for Earthquake.

Q007: How does Armor Wars work?

A: After an attack is successful and damage has been dealt, if the damage dealt was reduced (such as by a damage reducing power) then an extra click of damage is dealt to the character. This extra 1 damage is “after the fact” so it is not reduced by damage reducers or other means.

Q008: What happens if both players play the Armor Wars Battlefield Condition? How much damage is dealt after the attack is resolved?

A: 1 damage is dealt for each copy of Armor Wars in play. If two players both played Armor Wars then the damage dealt as a result of Armor Wars would be 2.

Q009: If Armor Wars is in play and Incapacitate is used will the target of a successful attack be given a token and dealt 1 damage due to Armor Wars?

A: No. Damage must be dealt and then reduced in order for Armor Wars to be used. The 0 damage from Incapacitate would never be reduced.

Q010: Does "Assembled" stop working when I have less than 5 characters with the same team symbol on my team?

A: Yes. Assembled requires a minimum of 5 characters with the same team symbol in order to function. If a member of the team is KO'd leaving only 4 members with the same team symbol, the remaining members would no longer gain the benefit from Assembled.

Q011: What happens if both Atlantis Rising and Astral Plane are played in the same game?

A: Since these two Battlefield Conditions contradict each other, the players would have a roll off to determine which Battlefield Condition remained in the game. This is a separate roll from the roll to determine which player is Player 1.

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Q012: The “Prepare to Play” section of the rules states that first Battlefield Condition Cards are revealed and then objects are placed. If Atlantis Rising is played, can objects be placed on grounded areas of the map? Or is all clear squares of grounded terrain considered hindering now that Atlantis Rising is in play?

A: Objects can still be placed on clear terrain at the grounded elevation. Atlantis Rising doesn’t cause the clear terrain to become water terrain until the game begins.

Q013: If Darkness or Deep Shadows is in play and a character with Pulse Wave makes an attack, is the range Pulse Wave range half of the printed value or half of the 6 range that Darkness or Deep Shadows limits range to? For example, if a character with 10 range makes a Pulse Wave attack is the range 5 (half of the character’s range, which is below what Darkness/Deep Shadows limits it to) or is the range 3 (half of the 6 range that Darkness/Deep Shadows imposes)?

A: If a character uses a Pulse Wave in an attack the range used is half of the character’s range. When Darkness or Deep Shadows is in play, the character’s range is no more than 6. Therefore, a character with a range value greater than 6 has a 6 range when Darkness or Deep Shadows is in play. The Pulse Wave range would be half of that, or 3.

Q014: Does Disbanded! cancel/counter the Assembled Battlefield Condition?

A: No. Disbanded! renders team abilities null and void and Assembled works off of team symbols.

Q015: Does the last line of Inertial Interference Field apply to all knockback or just knockback that occurs as a result of an attack using Charge, Running Shot, or Hypersonic Speed?

A: It applies to all knockback.

Q016: If a character uses Running Shot with Energy Explosion and IIF is in play, is the Energy Explosion damage dealt reduced by 2?

A: Damage dealt in an Energy Explosion attack is determined by the number of times a character was hit by the attack. After that determination has been made, IIF would then reduce that damage dealt by 2.

Q017: Can Probability Control be used on the die roll from Ground Zero?

A: Probability Control cannot be used on the die roll. The die roll is simply an effect of a successful close combat attack, and not caused by the character itself. Therefore, there is no character to draw a line of fire to when using Probability Control.

Q018: How does Loyalty interact with Siphon Power, Saboteur, and other feat cards that alter the text of a team ability?

A: Loyalty would cause the wildcard character to choose a friendly team ability regardless to feats that may be assigned to either team. The team ability they choose must be one that a wildcard can normally use (e.g., a wildcard selecting Defenders with Squadron Supreme in play would not have a team ability they could use).

Section 5: Miscellaneous Q &A

Q001: Can a soaring character reduce its range by half and make a ranged attack to an opposing grounded or elevated standard character?

A: No. Soaring character may only interact with other soaring characters, colossal characters, and giant characters.

Q002: Does a soaring character block the line of fire from a grounded or elevated character to a different soaring character? Does elevated terrain block the line of fire from a grounded or elevated character to a soaring character?

A: Line of fire from a grounded or elevated character to a soaring character is blocked by other soaring character, elevated blocking terrain, colossal character, and giant characters.

Q003: Are the 3D objects produced by WizKids allowed in tournaments? Can my opponent stop me from playing them?

A: The 3D objects are allowed in all HeroClix tournaments. Your opponent cannot prohibit you from using them.

Q004: Can a character that is base contact with an opposing character be carried away by a friendly flying fig? Does the character have to roll break away? If the flying character is not in base contact with an opposing character, would it have to roll break away?

A: A friendly flyer can carry away a character that is in base contact with an opposing character. The character being carried doesn’t have to roll break away. The flier would only need to roll break away if it were based by an opposing character.

Q005: Can a character that is adjacent to an opposing character make ranged combat attacks against that character?

A: Characters with flight may always make ranged combat attacks. Characters without flight may make a ranged combat attack against adjacent characters with flight as long as the character making the attack is not also adjacent to an opposing character without flight.

Q006: I read some rules that came with the HeroClix map set about characters capturing other characters. How does this work?

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A: Only some colossal characters may capture other characters. Rules for colossal characters and capturing are found in the rules for the individual colossal characters. Other types of characters (standard, giant, etc) may not capture other characters. The rules that came with the HeroClix map sets are specific to those scenarios that came with the map sets.

Q007: Can only the player who placed a Special Object token use that token?

A: No. Any player may use Special Objects placed on the battlefield.

Q008: Can a character throw an object (by giving the character a ranged combat action) at a wall or blocking terrain to destroy that terrain?

A: No. The rulebook specifies that ranged attacks with objects can only be made against characters, not terrain. The "Statue" special object is the exception to this rule.

Q009: What happens if I'm making an attack with the Laser Turret and I roll a critical miss? Does my character take damage? Does the Laser Turret?

A: If a critical miss is rolled while making an attack with the Laser Turret nothing happens. The character isn't making the attack; the Laser Turret is, so the Laser Turret would take the damage from a critical miss. Since it takes 3 damage to destroy an object, nothing would happen to the Laser Turret.

Q010: Can the Laser Turret be modified by powers and abilities such as Perplex, Enhancement, SHIELD, Hydra, or Police? Can Probability Control be used on the Laser Turret?

A: Powers and abilities cannot be used to modify the Laser Turret's combat values. Those powers and abilities all specify that they work on a character and the Laser Turret is not a character. Probability Control cannot be used for similar reasons. The description for Probability Control states that the character with the power must have a clear line of fire to the character that made the original roll and there is no character that made the roll.

Q011: Can a character pick up an object or character while within the area of effect of the Separation Field Generator?

A: Yes, but that character would have to immediately drop the object or character being carried in an adjacent square.

Q012: What do I need to do to destroy a wall with a close or ranged combat attack? Is an attack roll required?

A: To destroy a section of wall the character making the attack must be able to do 3 damage to the wall. To destroy a wall with a close combat attack, characters may only destroy wall sections that are in the same square as the character. To destroy a wall with a ranged combat attack, the character must be able to draw a clear line of fire to the square on the same side of the wall as the character and be able to draw a line of fire to the square on the opposite side of the wall, where the line of fire passes through the wall section that is being destroyed. The character must have range to both squares. No attack roll is necessary to destroy a wall section.

Q013: When making a ranged attack to destroy a section of a wall, does it matter if the line of fire to the opposite side of the wall passes through a different wall section?

A: The line of fire to the opposite side of the wall must pass through the section of wall being destroyed.

Q014: If a character is targeting two or more opposing characters with a ranged combat attack and one of the targets becomes invalid (due to a successful Shape Change roll by the target character, the target character declaring the Batman Ally team ability, etc) does the entire attack become invalid or would the attacking character still have to make that attack against any remaining legal targets?

A: The action only becomes invalid if there are no legal targets. The attacker has to continue the action unless there are no legal targets for the attack.

Q015: Can a character with flight, Leap/Climb, or Phasing/Teleport end its movement on outdoor blocking terrain? Can a soaring character end its movement with its base in outdoor blocking terrain?

A: No. No character may end movement so that its base occupies blocking terrain.

Q016: Does a critical hit mean that a character will always do damage to an opposing character, regardless of any damage reducing powers or abilities on the target character? Can critical hits be avoided with Super Senses or rerolled through Probability Control?

A: A critical hit can best be described as an automatically successful attack. A critical hit does not negate or circumvent any powers or abilities a character has. Characters with damage reducing powers can still use them against the damage dealt by the critical hit, Super Senses can still be used against the successful attack roll, and the attack roll is still subject to Probability Control.

Q017: Can you explain how a line of fire (LOF) that crosses blocking terrain works from different elevations?

A: When drawing a line of fire from...

- Grounded to grounded, grounded to elevated, or elevated to grounded - if the LOF crosses blocking terrain it is blocked.

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- Grounded to soaring, elevated to soaring, or elevated to elevated - if the LOF crosses elevated blocking terrain it is blocked.
- Soaring to soaring - if the LOF crosses the dividing line of indoor/outdoor terrain on an indoor/outdoor map it is blocked.

Q: Where can I find the latest Rules, Powers and Abilities Card, Errata and Clarifications, and FAQs?

A: Most of the latest information can be found on the DC HeroClix website at <http://www.wizkidsgames.com/heroclix/dc/howtoplay.asp>. Information specific to the Marvel lines can be found at <http://www.wizkidsgames.com/heroclix/marvel/howtoplay.asp>. Information specific to the Indy line can be found at http://www.wizkidsgames.com/heroclix/indy/hc_article.asp?cid=38004.

Q: What happens if I have a question that is not covered in this document?

A: In a tournament setting, ask the Judge running the event. The Judge is the final authority at any tournament event. You may also email any rules related questions to judge@wizkidsgames.com

15. COMPREHENSIVE TOURNAMENT RULES

Contents

- Introduction
- General *HeroClix* Tournament Rules
- Constructed Format Rules
- Sealed Format Rules
- Draft Format Rules
- Battle Royale Quick-play Format Rules
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- Marquee Special Format Rules
- "Path to Glory" World Championship Tournament Rules

Introduction

Welcome to *HeroClix* tournaments! *HeroClix* events are designed to play fast and feature lots of fun, exciting comic-book-style action. Players should always have a great time at a sanctioned *HeroClix* tournament. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes with playing a great game with great people. Questions about a sanctioned tournament should be directed to the Judge running the event, or to WizKids (the WizKids online support database is accessible at www.wizkidsgames.com/kb/u_default.asp). This document contains the rules for playing and running sanctioned *HeroClix* tournaments. It is designed to compliment the WizKids Approved Play Comprehensive Rules. In the event of any conflict between this document and the Comprehensive Rules, this document takes precedence. WizKids requires that all sanctioned tournaments be run in compliance with these rules. The most recent version of this document is posted on our web site: www.wizkidsgames.com/heroclix

Registered players can earn exciting prizes for participating in *HeroClix* events, aside from prizes issued at the tournament (please see the WizKids Approved Play Comprehensive Rules for more information on the Player Rewards program). WizKids provides, free of charge, a Personal Player Web Page that allows players to locate sanctioned events near them. Players can register by visiting the WizKids website at www.wizkidsgames.com/register.asp and creating an account. Registered players are encouraged to sign up in advance for sanctioned WizKids events, using the tools on their Personal Player Pages. This helps tournament officials plan to accommodate all players. Players who sign up for sanctioned events online should bring their User Name and Player ID Number to the event. Players who are not registered may still participate in the event and receive prizes for participating, but may not participate in promotional specials WizKids runs through its Player Network. If a player wishes to register or sign up after the tournament, he or she should contact the Judge running the event for details.

1.0 General *HeroClix* Tournament Rules

1.1 Sanctioned Events

A sanctioned event is any tournament or demonstration registered through the WizKids website. In order for a *HeroClix* event to be sanctioned, it must be created by the deadline for the event creation, be run at a WizKids- Approved Venue, and have a Judge associated with the event before the deadline. For more details, refer to the WizKids Approved Play Comprehensive Rules.

1.2 Rules

Sanctioned *HeroClix* events use the following official rules, except as noted herein: the *HeroClix* game rules from the most recent *HeroClix* base set; the *HeroClix* Powers and Abilities Card from the most recent *HeroClix* base set; the most recent Errata and Clarifications document after its effective date; the most recent documents for expansions, including Big Figures, 3D Objects, and inserts from booster packs and other products including new rules, powers, and abilities; the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules); and the *HeroClix* Tournament Rules (this document).

1.2.1 Scenario Rules

Scenarios are to be determined by the Judge running the event, and should be posted on the WizKids website with the event description. There is no "default" scenario for a *HeroClix* game. In order to ensure that all venues and participants have a consistent play experience, certain events (such as Marquee tournaments, or local Qualifiers for the Wizard World *HeroClix* Invitational Championship [WWHIC]) series may not have a scenario associated with them. These events must be run as described in the event descriptions found on the WizKids website.

1.3 Tournament Pairing

Pairings in the first round of a standard Swiss-style *HeroClix* tournament are determined randomly. After the first round, the Judge determines pairings by win-loss record (i.e. the player with the best record faces the player with the second best record, the player with the third best record faces the player with the fourth best record, and so on), taking care to avoid rematches during Swiss rounds. Rematches are acceptable only once Swiss rounds have ended and championship rounds begun.

1.3.1 Tournament Record Tie-Breakers

Tournament win-loss record ties are resolved by the following criteria in the order below:

- 1) Total victory points
- 2) Opponent's win-loss record
- 3) Opponent's total victory points

Tie-breakers 1 and 2 may be switched at the Judge's discretion. If the Judge chooses to do this, he must announce this to all players before any pairings have been made.

1.4 Force Build Totals

The Judge and Venue determine the force build totals for the tournament unless otherwise specified in the event description. This information should be made available in the event description on the WizKids website. WizKids recommends using a multiple of 100 for a point total. The default build total is 300 points.

1.5 Required Materials

All players are responsible for bringing the following materials to sanctioned *HeroClix* events: a tournament-legal *HeroClix* force with the appropriate build total; 6 object tokens; 2 six-sided dice; a map; tokens, coins, or other objects to use as action tokens. A map and the current PAC and current Errata and Clarifications document is recommended, but not required.

1.5.1 Objects

Unless otherwise specified by the scenario, all sanctioned *HeroClix* games must use six object tokens. 3D objects are legal for all sanctioned *HeroClix* games and may be substituted for object tokens of the appropriate type per the 3D object rules.

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1.5.2 Maps

Any WizKids-created *HeroClix* map may be used for any sanctioned *HeroClix* event. Envoys may substitute custom maps or terrain at their discretion. At the Judge's discretion, maps may be cut or otherwise sized to fit available playing surfaces. No matter how maps are adjusted, all maps used for the same tournament must be of identical size and shape.

36 by 36 inch maps may be used in any *HeroClix* event, except those run with scenarios designed for a specific map. Additionally, certain events (such as Prerelease tournaments or Championship events) may require the use of a specific map. These requirements will be posted in advance of any affected event. 36 by 24 inch maps may only be used in *HeroClix* events where only two players are playing on each map.

1.5.3 Feats, Battlefield Conditions, and Bystander Tokens

Feats, Battlefield Condition, and bystander tokens are tournament legal for WizKids sanctioned events as soon as the release or figure with which they are associated is tournament legal, and are subject to the same restrictions (see 1.7 below).

1.5.4 Proxies

Any non-WizKids created figures, cards, or other game elements that represent WizKids created figures, cards, or other game elements are considered proxies and are not allowed in any sanctioned *HeroClix* event.

1.6 *HeroClix* Universes

Sanctioned *HeroClix* events may be registered in any of the following game universes:

- *Open HeroClix*: All *HeroClix* characters, feats, bystander tokens, and battlefield conditions are legal for play unless specified otherwise by WizKids or limited by house rules (see section 1.8).
- *Marvel HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from Marvel *HeroClix* sets are legal for play.
- *DC HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from DC *HeroClix* sets are legal for play.
- *Indy HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from Indy *HeroClix* sets are legal for play.

1.7 Retired Figures

The following base sets and expansions are retired from competitive play: Infinity Challenge, Hypertime, Clobberin' Time, Xplosion, Cosmic Justice, Indy, Critical Mass, Unleashed, Universe, and Ultimates, as well as the bystander tokens from the DC & Marvel Map Sets.

1.8 House Rules

Judges and Venues may use "House Rules" during most sanctioned *HeroClix* events. House Rules allow Judges to run special scenarios. House Rules must be included as part of the event description on the WizKids website; and posted in the venue at least one week before the event.

1.8.1 What House Rules Cannot Do

House Rules cannot override Section 1.1, 1.6, 1.8, 8.0, 9.0, and any of their subsections or this section of this document. House rules cannot alter the format of an event, substantially alter the core mechanics of the game, or alter any program rules as presented in the WizKids Approved Play Comprehensive Rules. House Rules also cannot change the tournament type—for instance, a Sealed event cannot be run as Constructed or vice versa.

1.9 Timekeeping

HeroClix rounds last 50 minutes. The Judge running the event must announce the time remaining in the round twice during the game: once with between 20 and 30 minutes remaining in the round, and once with between 3 and 7 minutes remaining in the round. Once time is called, the game ends as soon as the current player finishes his or her current action.

1.10 Victory

Victory in each round is determined as per "Victory!" on pages 17 and 18.

1.11 Byes

A bye is issued when there are an odd number of players in a Swiss-style event. A bye is considered to be a win with the worst possible victory conditions; therefore, each bye is scored as a win with that person's build total in victory points. First round byes are assigned randomly unless a player volunteers to take the bye. Judges are encouraged to take such volunteers into consideration for the Fellowship Prize. If more than one player volunteers to take the bye, the Judge assigns the bye randomly among the volunteers. In subsequent rounds, the bye is assigned to the player with the worst win-loss record. The Judge should take care to ensure that no player receives the bye more than once in a tournament.

1.12 First Turn Immunity

A character, which is still in its original starting position on the map, may not be attacked or damaged, except by friendly characters, until after each player has completed his or her first turn.

1.13 Rounds

HeroClix tournaments typically use 3 or 4 rounds of Swiss pairings. See the "How to Run Swiss Rounds" document on the WizKids website for more details. Each *HeroClix* tournament must consist of a minimum of 3 full 50 minute rounds.

1.14 Rules Questions

All rules questions that come up during a sanctioned *HeroClix* tournament are to be directed to the head Judge of the event, who is the final authority on rules disputes for that event. Rules questions that come up outside of a tournament should be directed to the *HeroClix*: Rules forum at www.wizkidsgames.com or to the *HeroClix* Rules Arbitrator at judge@wizkidsgames.com.

2.0 Constructed Format Rules

2.1 Legal Expansions

Units from the following *HeroClix* expansions are legal for tournament battleforces in the Constructed format: Mutant Mayhem, Legacy, Fantastic Forces, Icons, Armor Wars, Collateral Damage, 2006 Collector's Sets, Danger Room, and Sinister. Additionally, the Sentinel and Sinestro colossal characters are legal in the Constructed format.

Other figures may be legal, provided they meet the standards set elsewhere in these rules and in section 5.9 and associated subsections of the WizKids Approved Play Comprehensive Rules.

2.2 Battlefield Condition Cards

Battlefield Condition cards are tournament legal in WizKids-Sanctioned events. Battlefield Condition cards are optional for each player. An opposing player cannot stop a player from using Battlefield Condition cards. Each player may bring a number of Battlefield Condition cards equal to the number of rounds in the tournament minus one. None of these Battlefield Condition cards may be a duplicate. These Battlefield Condition cards make up a player's "hand." Other cards, such as Feats, must be added to the hand as placeholders so that the number of cards in your hand

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equals the number of rounds in the tournament. These extra cards may not be put into play for any reason – they serve as placeholder, “dummy” cards only.

After battlefield is prepared (see page 3), each player chooses a card from his or her hand to use for the duration of the game. Both players reveal their cards at the same time. If a player does not wish to play a Battlefield Condition card during a round they may substitute their placeholder card instead when Battlefield Condition cards are revealed. A player who uses a placeholder card in this manner does not return it to their hand; they no longer have the option of using it in place of a Battlefield Condition card.

At the end of the round in which a Battlefield Condition card has been put into play, that Battlefield Condition card is removed from the Tournament, and cannot be used in successive rounds. After Battlefield Conditions are put in play, each player will note on their opponent's team registration sheet which Battlefield Condition the opponent put in play that round. Future opponents may see the Battlefield Condition(s) which have already been played, but may not see those Battlefield Condition(s) that have not yet been played.

3.0 Sealed Format Rules

3.1 Sealed Box and Sealed Booster Events

A Sealed event uses figures pulled from a predetermined number of *HeroClix* boosters and/or starters. Each player should receive the same number and type of boxes and boosters; for example, if using three boosters from three different expansions, make sure that all players have one booster from each of the three expansions. Unless specified otherwise by WizKids, all sealed events require three boosters from the most recent HeroClix expansion. Build totals should equal 100 points per booster, and 200 points per starter. For example, an event using 3 boosters would have a 300 point build total, and an event using 1 starter and 1 booster would also have a 300 point build total.

3.2 Buying Product at Sealed Events

The venue sells all of the boosters at a sealed event. Players cannot bring sealed boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters, if necessary.

3.3 Defective Figures

If a player receives a defective character in a sealed event, the player may choose to continue without the defective character or to replace the entire booster or starter. Partial replacements cannot be made.

3.4 Force Construction

When instructed to do so by the Judge running the event, each player should open their boosters and/or starter and count the characters in each to confirm they are tournament legal (see the WizKids Approved Play Comprehensive Rules). If a player receives an incorrect number of characters or an illegal character, he or she must immediately notify the Judge, who will replace the entire booster or starter.

3.4.1 Construction Period

After the above procedure is concluded, players have 15 minutes to create a tournament-legal force using only the characters pulled. Players may not trade characters or boxes.

3.5 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. If a player pulls a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not pulled from

the sealed boxes provided for the tournament. Battlefield Conditions in sealed tournaments are not subject to the requirements that govern the use of Battlefield Conditions in constructed events—a player may use any pulled Battlefield Conditions as often or little as desired, and may use a different Battlefield Condition each round, if multiple Battlefield Conditions are pulled. Each player may use no more than one Battlefield Condition each round.

Feats and Bystander Tokens are tournament legal. If a player pulls a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on pages 15-16. Players cannot use Feat cards or Bystander Tokens that were not pulled from the sealed boxes provided for the tournament.

4.0 Draft Format Rules

4.1 Rules for Drafting Forces

Drafting occurs in pods of eight or fewer players. Each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her box at the direction of the Judge, and he or she places all characters and cards from that box in the center of the pod. The person to the left of the player opening the box turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the box, and proceeds to his or her left, with each person having 10 seconds to choose a character or card. Once all characters and cards have been drafted from the first box, the player to the left of the person who opened the first box opens his or her box at the direction of the Judge; drafting continues in this manner until all boxes have been opened and all characters and cards have been drafted. Unless specified otherwise by WizKids, all draft events require three boosters.

4.2 Buying Product at Draft Events

The venue sells all of the boosters at a draft event. Players cannot bring sealed boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters, if necessary.

4.3 Constructing Forces After the Draft

After drafting, players have 15 minutes to create a tournament-legal force using only the characters and cards drafted. Players may not trade characters, cards, or boxes.

4.4 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. Battlefield Conditions are drafted as if they were a figure. If a player drafts a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not drafted from the sealed boxes provided for the tournament. Battlefield Conditions in draft tournaments are not subject to the requirements that govern the use of Battlefield Conditions in constructed events—a player may use any drafted Battlefield Conditions as often or little as desired, and may use a different Battlefield Condition each round, if multiple Battlefield Conditions are drafted. Each player may use no more than one Battlefield Condition each round.

Feats and Bystander Tokens are tournament legal. Feats and Bystander Tokens are drafted as if they were a figure. If a player drafts a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on pages 15-16. Players cannot use Feat cards or Bystander

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Tokens that were not drafted from the sealed boxes provided for the tournament.

4.5 Defective Figures

If a player receives a defective character in a draft event, the player may choose to continue without the defective character or to replace the entire booster. Partial replacements cannot be made.

4.6 Giant Figures in Draft Format

If a player receives a booster containing a giant figure, the player has three choices in how to deal with that booster:

- 1) Keep the booster and buy another booster for use in the Draft
- 2) Select the giant figure as his or her first choice. He or she then passes the 2 remaining figures to his or her left and gets 3 figures from the person on his or her right. He or she may not select any of these 3 figures, instead passing them left.

This section (4.6) does not apply to the Fantastic Forces expansion.

5.0 Battle Royale Quick-play Format Rules

Battle Royale tournaments are fast-playing draft tournaments designed to run in less time than a regular three or four round event. The rules for Battle Royales supercede some of the rules for Building a Force in the rulebook. To prepare for a Battle Royale, each player uses one sealed booster. Please note that the Battle Royale is a sub-format of the Unrestricted format. Battle Royales can only be run as venue-supported events.

5.1 Battle Royale Draft

Drafting occurs in pods of four players. If it is not possible to create pods of four, each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her booster at the direction of the Judge, and he or she places all characters and cards from that booster in the center of the pod. The person to the left of the player opening the booster turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the booster, and proceeds to his or her left, with each person having 10 seconds to choose a character or card from the pile. Once all characters and cards have been drafted from the first booster, the player to the left of the person who opened the first booster opens his or her booster at the direction of the Judge; drafting continues in this manner until all boosters have been opened and all characters and cards have been drafted.

5.2 Battle Royale Force Construction

Each player uses the characters and cards drafted within the pods, no matter what the point cost of the characters. Archenemy characters can be used together in a Battle Royale draft. If a player cannot, or does not wish to, use a character or card, it is set aside for the duration of the event and not used. No matter the point value of a player's force, each player gets two actions each turn.

5.3 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. Battlefield Conditions are drafted as if they were a figure. If a player drafts a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not drafted from the sealed boxes provided for the tournament.

Feats and Bystander Tokens are tournament legal. Feats and Bystander Tokens are drafted as if they were a figure. If a player drafts a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on pages 15-16. Players cannot use Feat cards or Bystander Tokens that were not drafted from the sealed boxes provided for the tournament.

5.4 Defective Figures

If a player receives a defective figure in a Battle Royale event, the player may choose to continue without the defective figure or to replace the entire booster. Partial replacements cannot be made.

5.5 Giant Figures in Battle Royales

If a player receives a booster containing a giant figure, the player has three choices in how to deal with that booster:

- 1) Keep the booster and buy another booster for use in the Battle Royale
- 2) Return the booster and get a replacement booster
- 3) Select the giant figure as his or her first choice. He or she then passes the 2 remaining figures to his or her left and gets 3 figures from the person on his or her right. He or she may not select any of these 3 figures, instead passing them left.

This section (5.5) does not apply to the Fantastic Forces expansion.

5.6 Battle Royale Game Play

Each pod then plays a four-player game on a single *HeroClix* map. When only two players have characters remaining, play ceases for that pod. The two surviving players then match up against two surviving players from another pod. No healing is allowed between games. Setup for the second game is otherwise as above. Remaining players continue playing until there is only one player with characters on the map.

5.6.1 Team Rules

The "team rules" version of the *HeroClix* Battle Royale plays the same, except that once teams are drafted, players are randomly paired to be on two teams per pod. Teammates should start play across from each other. If one member of the team is eliminated, so is the other member, and that player must remove his or her pieces from the map immediately.

6.0 Unrestricted Format Rules

6.1 Figures from Retired Expansions

Figures from retired expansions remain legal for unrestricted tournament play as long as they meet all other conditions outlined in this document and in Section 5.9 and related subsections of the WizKids Approved Play Comprehensive Rules.

7.0 Junior Format Rules

7.1 Age Limitation

Junior *HeroClix* tournaments use the Constructed format rules with the exception that only players aged 12 and under may participate in a Junior event.

8.0 Marquee Special Format Rules

8.1 Marquee Rules

WizKids periodically runs Marquee tournaments to celebrate new releases in the *HeroClix* line. These events follow the rules for Sealed format events with three exceptions:

- All boosters must be from the specified expansion.
- Each Marquee tournament may only be scheduled on a specific timeframe. This is handled through WizKids' online registration system.

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- The event must be run in accordance with any special rules or scenarios provided by WizKids for the specific Marquee event, and the special tournament format rules in sections 1.6b and 5.14 of the WizKids Approved Play Comprehensive Rules.
- House rules are not allowed.

9.0 Wizard World HeroClix Invitationals

In cooperation with Wizard Entertainment, WizKids proudly hosts the Wizard World HeroClix Invitational Championship (WWHIC) series. The WWHIC is the highest level of competition for HeroClix, replacing all previous championship events. Each championship series consists of a local Qualifying event, and a Championship event to be held at a Wizard World convention. Although changes to this document will generally be posted two weeks in advance of taking effect, WizKids reserves the right to modify these rules as it deems necessary, in its sole discretion, at any time, with or without notice.

9.1 Staff and Responsibilities

9.1.1 Head Judge

The Head Judge is the HeroClix Judge responsible for running the event in question, supervising pairings, adjudicating disputes, and generally making sure that the event observes all relevant rules and policies. In addition, this individual is solely responsible for ensuring that the event is reported in a timely manner. At the local level, this Judge is generally the same individual responsible for running standard weekly tournaments. At the Regional level, an event's Head Judge is selected by the Regional TO in consultation with his/her SPOC. At the championship level, the Head Judge is likely to be the HeroClix Rules Arbitrator or a member of the WizKids Approved Play staff.

9.2 Competitive Standards

To ensure a level-playing field, WizKids has instituted the following standards for Wizard World HeroClix Invitational (WWHIC) Events:

- No house rules are allowed during WWHIC events, including local qualifiers.
- All Constructed WWHIC events are presumed to be 300 points Open HeroClix, unless specified otherwise by WizKids.
- All WWHIC events must be reported within one week of the event's completion. The results of any event not reported within one week of completion will be considered invalid and all accompanying prizes and Invitations void.
- An invitation is valid only for the specific Championship event for which it is issued. A WWHIC invitation is valid until the beginning of the second day of Championship competition. After players have been seated (as described in 9.3.2 below), all invitations for the current cycle are considered null and void.
- Invitations do not "pass down" to other players and may not be transferred in any way.
- An invitation is valid only as long as the player who won it does not compete in any further events at the same level in the same cycle. A player may compete in as many Qualifier events as he or she wants, but if that player competes in Qualifier event after having won an invitation in a previous Qualifier event in the same cycle, that invitation is void and the player is not eligible to win another invitation at the same level in the same cycle.

9.3 Events

9.3.1 Qualifiers

Registered WizKids venues around the world have the opportunity to run WWHIC Qualifiers. These events are available for registration through the standard WizKids

supported event registration period. Each WWHIC Qualifier event consists of a minimum of three (3) rounds of Swiss-style competition, followed by a championship match between the two (2) players with the best records from the Swiss rounds. These events use all standard Sealed format rules except where otherwise specified by WizKids.

Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

- Champion prize: Marquee-quality Limited Edition game piece and an Invitation that allows the player to participate in the Championship level event.
- Fellowship prize: Marquee-quality Limited Edition game piece.
- "Participation" Prize: Most Local WWHIC prize kits will contain eight (8) additional prizes to be awarded to the first eight (8) competitors to register for the event. These players must complete a minimum of three (3) rounds of Swiss competition in order to receive their prizes.
- Certain local Qualifying events may not have a specific prize kit associated with them, and may not carry any specific prize (other than an invitation). These events will be posted on the WizKids website, along with any additional scheduling information and restrictions.

9.3.2 Championship

WWHIC Championship events are held at Wizard World conventions. All participants must be registered attendees of the relevant Wizard World convention. Each championship event will consist of three days of competition. Each Championship event will consist of two levels of competition:

- 1) Sealed Open Competition (Friday). The first day of Championship competition is open to any player. The first day of competition consists of Swiss rounds, which will qualify 15 players for competition in the Sunday final. A player who has won an invitation at the Qualifier level in the current cycle may compete, and if he or she chooses to do so, that player may also compete in the Saturday Invitational event, provided he or she does not earn a place in the final.
- 2) Sealed Closed Competition (Saturday). The second day of Championship competition is open to any player who has won a Qualifier and who did not place in the top 15 in the Friday Invitational competition. The second day of competition consists of Swiss rounds, which will qualify 16 players for competition in the Sunday final. The Saturday competition will be limited to a minimum of 64 and a maximum of 128 participants. Qualifier winners will be allowed to sign up for the event first. If there are more than 64 qualifiers who sign up to participate, no other players will be allowed to sign up. If fewer than 64 qualifiers sign up to participate, then non-Qualifier players will be allowed to participate until 64 players are seated.
- 3) 300-point Constructed Open HeroClix Final (Sunday). The third day of Championship competition is open to the top 15 players from the Friday Sealed competition, the top 16 players from the Saturday Sealed competition, and the WWHIC champion from the previous convention (if needed to prevent a bye, the 17th place player from the previous day's Sealed competition will be allowed to compete in the Championship final). The Championship final shall consist of two rounds of Swiss competition followed by three rounds of single-elimination competition. The top eight players from the Swiss rounds shall

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compete in the single-elimination rounds to determine the WWHIC champion for that convention.

WizKids may substitute another format or even scenario.

Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

- Grand Prize: Champion's choice Master Piece figure. This figure must be selected from the most recent Marvel or DC expansion and will be #1 of 1. The current champion may not choose a figure that was chosen by a previous champion.

- Grand Prize: Paid travel, hotel, and convention admission accommodations to the next Wizard World convention (to be arranged by WizKids).
- Fellowship Prize: A factory set of Limited Edition pieces from a current HeroClix expansion (selected by WizKids).
- Top 8 prizes: Limited Edition pieces from a current HeroClix expansion (selected by WizKids).
- "Participation" Prize: At the discretion of WizKids, participation prizes may be available to WWHIC participants.
- Additional Prizes: Wizard World and WizKids will add additional prizes where available and appropriate.

16. RETIRED FIGURES

Infinity Challenge

S.H.I.E.L.D. Agent (#001 - #003)
S.H.I.E.L.D. Medic (#004 - #006)
Hydra Operative (#007 - #009)
Hydra Medic (#010 - #012)
Thug (#013 - #015)
Henchman (#016 - #018)
Skrull Agent (#019 - #021)
Skrull Warrior (#022 - #024)
Blade (#025 - #027)
Wolfsbane (#028 - #030)
Elektra (#031 - #033)
Wasp (#034 - #036)
Constrictor (#037 - #039)
Boomerang (#040 - #042)
Kingpin (#043 - #045)
Vulture (#046 - #048)
Jean Grey (#049 - #051)
Hobgoblin (#052 - #054)
Sabretooth (#055 - #057)
Hulk (#058 - #060)
Puppet Master (#061 - #063)
Annihilus (#064 - #066)
Captain America (#067 - #069)
Spider-Man (#070 - #072)
Wolverine (#073 - #075)
Professor Xavier (#076 - #078)
Juggernaut (#079 - #081)
Cyclops (#082 - #084)
Black Panther (#085 - #087)
Blizzard (#088 - #090)
Pyro (#091 - #093)
Whirlwind (#094 - #096)
Daredevil (#097 - #099)
Bullseye (#100 - #102)
Scarlet Witch (#103 - #105)
Quicksilver (#106 - #108)
Mr. Hyde (#109 - #111)
Klaw (#112 - #114)
Controller (#115 - #117)
Hercules (#118 - #120)
Rogue (#121 - #123)
Dr. Strange (#124 - #126)
Magneto (#127 - #129)
Kang (#130 - #132)
Ultron (#133 - #135)
Firelord (#136 - #138)
Vision (#139)
Quasar (#140)
Thanos (#141)
Nightmare (#142)
Wasp (#143)
Elektra (#144)
Professor Xavier (#145)
Juggernaut (#146)
Cyclops (#147)
Captain America (#148)
Wolverine (#149)
Spider-Man (#150)
Gabriel Jones (#151)
Tia Senyaka (#152)
Operative 128 (#153)
Medic 519 (#154)
Knuckles (#155)
Joey the Snake (#156)
Nenora (#157)
Raskor (#158)
Blade (#159)
Rahne Sinclair (#160)
Frank Schlichting (#161)
Fred Myers (#162)
Wilson Fisk (#163)
Adrian Toomes (#164)
Jean Grey (#165)
Ned Leeds (#166)
Victor Creed (#167)
Bruce Banner (#168)
Phillip Masters (#169)
Annihilus (#170)
Wolverine (#171)
Yellowjacket (#172)
Ant-Man (#173)
Hulk (#199)

Clobberin' Time

S.H.I.E.L.D. Trooper (#001 - #003)
S.H.I.E.L.D. Sniper (#004 - #006)
Mandroid Armor (#007 - #009)
A.I.M. Agent (#010 - #012)
A.I.M. Medic (#013 - #015)
Skrull Commando (#016 - #018)
Vampire Lackey (#019 - #021)
Black Cat (#022 - #024)
Yellowjacket (#025 - #027)
Doombot (#028 - #030)
Avalanche (#031 - #033)
Blob (#034 - #036)
Toad (#037 - #039)
Elektra (#040 - #042)
Invisible Girl (#043 - #044)
Invisible Woman (#45)
Thing (#046 - #048)
Human Torch (#049 - #051)
Hawkeye (#052 - #054)
Black Widow (#055 - #057)
Blastaar (#058 - #060)
Thor (#061 - #063)
Sandman (#064 - #066)
Logan (#067 - #069)
Mr. Fantastic (#070 - #072)
Dr. Doom (#073 - #075)
Doctor Octopus (#076 - #078)
White Queen (#079 - #081)
She-Hulk (#082 - #084)
Nightcrawler (#085)
Nick Fury (#086)
Moonragon (#087)
Spiderman (#088)
Mojo (#089)
Super Skrull (#090)
Red Skull (#091)
Spiral (#092)
Titania (#093)
Mr. Fixit (#094)
Medusa (#095)
Enchantress (#096)
Clay Quartermain (#101)
Laura Brown (#102)
Agent Beaulieu (#103)
George Tarleton (#104)
Scientist Supreme (#105)
Paibok (#106)
Rachel Van Helsing (#107)
Felicia Hardy (#108)
Rita DeMara (#109)
Doctor Doom (#110)
Dominic Petros (#111)
Fred J. Duken (#112)
Mortimer Toynbee (#113)
Elektra Natchios (#114)
Sue Storm (#115)
Benjamin J. Grimm (#116)
Johnny Storm (#117)
Clint Barton (#118)
Natasha Romanoff (#119)
Blastaar of Baluur (#120)

X *Xplosion*
Con Artist (#001 - #003)
Hand Ninja (#004 - #006)
Hand Ninja (#007 - #009)
SWAT Officer (#010 - #012)
SWAT Specialist (#013 - #015)
Paramedic (#016 - #018)
Typhoid Mary (#019 - #021)
Destiny (#022 - #024)
Boom-Boom (#025 - #026)
Meltdown (#027)
Mystique (#028 - #030)
Viper (#031 - #033)
Shadowcat (#034 - #036)
Iceman (#037 - #039)
Madame Masque (#040 - #042)
Doc Samson (#043 - #045)
Scorpion (#046 - #048)
Abomination (#049 - #051)
Crimson Dynamo (#052 - #054)
Beast (#055 - #057)

Psylocke (#058 - #060)
Daredevil (#061 - #063)
Taskmaster (#064 - #066)
Silver Samurai (#067 - #069)
Gambit (#070 - #072)
Mandarin (#073 - #075)
Iron Man (#076 - #078)
Colossus (#079 - #081)
Storm (#082 - #084)
Shadowcat (#85)
Elektra (#86)
Deathbird (#87)
Apocalypse (#88)
Green Goblin (#89)
The Leader (#90)
Sauron (#91)
Lady Deathstrike (#92)
Spider-Man (#93)
Savage Hulk (#94)
Phoenix (#95)
Weapon X (#96)
Sarah St. John (#201)
Kirigi (#202)
Elektra (#203)
Sammy Liebman (#204)
Frank Gunzer (#205)
Jane Foster (#206)
Mary Walker (#207)
Irene Adler (#208)
Tathitha Smith (#209)
Raven Darkholme (#210)
Madame Hydra (#211)
Kitty Pryde (#212)
Bobby Drake (#213)
Whitney Frost (#214)
Dr. Leonard Samson (#215)
Mac Gargan (#216)
Emil Blonsky (#217)
Dimitri Bukharin (#218)
Hank McCoy (#219)
Betsy Braddock (#220)

Hypertime

Gotham Policeman (#001 - 003)
Metropolis SCU (#004 - 006)
Checkmate Agent (#007 - 009)
Checkmate Medic (#010 - 012)
Intergang Agent (#013 - 015)
Intergang Medic (#016 - 018)
Lackey (#019 - 021)
Criminal (#022 - 024)
Hunteress (#025 - 027)
Robin (#028 - 030)
Hawkman (#031 - 033)
Harley Quinn (#034 - 036)
Catwoman (#037 - 039)
Man-Bat (#040 - 042)
Riddler (#043 - 045)
Mad Hatter (#046 - 048)
T.O. Morrow (#049 - 051)
Aquaman (#052 - 054)
Blue Beetle (#055 - 057)
Booster Gold (#058 - 060)
Nightwing (#061 - 063)
Changeling (#064 - 066)
Steel (#067 - 069)
Gorilla Grodd (#070 - 072)
Solomon Grundy (#073 - 075)
Black Manta (#076 - 078)
Weather Wizard (#079 - 081)
Clayface III (#082 - 084)
Hawkman (#085 - 087)
Dove (#088 - 090)
Bane (#091 - 093)
Doomsday (#094 - 096)
Joker (#097 - 099)
Plastic Man (#100 - 102)
Flash (#103 - 105)
Batman (#106 - 108)
Superman (#109 - 111)
Arcane (#112 - 114)
Swamp Thing (#115 - 117)
Brainiac 13 (#118 - 120)
Parasite (#121)
Desaad (#122)

Darkseid (#123)
Commissioner Gordon (#124)
The Key (#125)
Joker (#126)
Catwoman (#127)
Flash (#128)
Batman (#129)
Superman (#130)
Carter Hall (#131)
Dr. Harleen Quinzel (#132)
Selina Kyle (#133)
Kirk Langstrom (#134)
Eddie Nashton (#135)
Jervis Tetch (#136)
Thomas Oscar Morrow (#137)
Arthur Curry (#138)
Ted Kord (#139)
Michael Jon Carter (#140)
Superman (#141)

I *Indy*
Ashleigh (#001 - 003)
Tomoe (#004 - 006)
Saurian Trooper (#007 - 009)
Scarab (#010 - 012)
Tiger Lily (#013 - 015)
Sydney Savage (#016 - 018)
Johnny Alpha (#019 - 021)
Judge Hershey (#022 - 024)
Aphrodite IX (#025 - 027)
Magdalena (#028 - 030)
Arashi (#031 - 033)
Lobster Johnson (#034 - 036)
Arwyn (#037 - 039)
Boon (#040 - 042)
Ian Nottingham (#043 - 045)
The Darkness (#046 - 048)
Natalia Kasse (#049 - 051)
Major Maxim (#052 - 054)
Bron (#055 - 057)
Shi (#058 - 060)
Yukio (#061 - 063)
Witchblade (#064 - 066)
Hellboy (#067 - 069)
Judge Dredd (#070 - 072)
Abbey Chase (#073 - 075)
Kabuki (#076 - 078)
Death Demon (#079 - 081)
Rasputin (#082 - 084)
Samandahl Rey (#085)
Arwyn (#086)
Hellboy (#087)
Hecate (#088)
Shi (#089)
Abbey Chase (#090)
Judge Anderson (#091)
Judge Death (#092)
Witchblade (#093)
Angelus (#094)
Siamese (#095)
Cyblade (#096)
Brit City Judge (#097 - 099)
Stix (#100 - 102)
Wulf Sternhammer (#103 - 105)
Torquemada (#106 - 108)
Nemesis (#109 - 111)
Judge Fire (#112 - 114)
Judge Fear (#115 - 117)
Judge Mortis (#118 - 120)
Princess Ashleigh (#201)
Tomoe Gozan (#202)
Bajounte-Ka (#203)
Keiko (#204)
Akemi (#205)
Spec. Ops. Savage (#206)
Search/Destroy Agent Alpha (#207)
Barbara Hershey (#208)
Aphrodite (#209)
Sister Magdalena (#210)
Masahiro Arashi (#211)
Lobster Johnson (#212)
Witchblade (#221)
Arwyn (#223)
Boon (#222)

Critical Mass

Moloid (#001 - 003)
Brood Warrior (#004 - 006)
Kree Warrior (#007 - 009)
S.W.A.T. Heavy Weapons (#010 - 012)
Dreadnought (#013 - 015)
Hepzibah (#016 - 018)
Marrow (#019 - 021)
Corsair (#022 - 024)
Moon Knight (#025 - 027)
Callyppo (#028 - 030)
Elektra (#031 - 033)
Daredevil (#034 - 036)
Magick (#037 - 039)
Kraven (#040 - 042)
Archangel (#043 - 045)
Rhino (#046 - 048)
Moleman (#049 - 051)
Nebula (#052 - 054)
Moonstone/Meteorite (#055 - 057)
Brood Queen (#058 - 060)
Patch (#061 - 063)
Diablo (#064 - 066)
Spider-Man (#067 - 069)
Venom (#070 - 072)
Ulik (#073 - 075)
Umar (#076 - 078)
Black Queen/Selene (#079 - 081)
Absorbing Man (#082 - 084)
Warbird (#085)
Captain Marvel (#086)
Adam Warlock (#087)
Ronan the Accuser (#088)
Sersi (#089)
Morgan Le Fay (#090)
Terrax (#091)
Dormammu (#092)
Nova (#093)
Beta Ray Bill (#094)
Hulk (#095)
Silver Surfer (#096)
Val-Or (#201)
Divebomber (#202)
Captain Mar-Vel (#203)
Roger Falcone (#204)
Silver Dreadnought (#205)
Hepzibah (#206)
Sarah (#207)
Major Christopher Summers (#208)
Marc Spector (#209)
Calyppo Ezili (#210)
Elektra Natchios (#211)
Matt Murdock (#212)
Ilyana Rasputin (#213)
Sergei Kravinov (#214)
Warren Worthington III (#215)
Alex O'Hirn (#216)
Rupert (#217)
Nebula (#218)
Dr. Karla Sofen (#219)
Prox. Xavier (#220)
Invisible Woman (#221)
Silver Surfer (#222)

DC HeroClix

Map Pack

Bystanders

Alfred Pennyworth
Lois Lane
Lana Lang
Martha Kent
Jonathan Kent
Perry White
Linda Park
Paperboy
Scientist
Security Guard
Metropolis Transit Driver
Businesswoman

COMPREHENSIVE HEROCLIX RULES (updated 6/22/2006)

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Marvel HeroClix Map Pack Bystanders

Jarvis
Peter Henry Gyrich
Mary Jane Watson-Parker
J. Jonah Jameson
Alicia Masters
Betty Ross-Banner
Foggy Nelson
Deli Worker
Professor
Movie Star
Reporter
Politician

Cosmic Justice

Easy Company Soldier (#001 - #003)
Easy Company Medic (#004 - #006)
Parademon Scout (#007 - #009)
Parademon Warrior (#010 - #012)
Lex Corp Security (#013 - #015)
Lex Corp Battlesuit (#016 - #018)
Sgt. Rock (#019 - #021)
Penguin (#022 - #024)
Manhunter (#025 - #027)
Fury (#028 - #030)
Poison Ivy (#031 - #033)
Black Canary (#034 - #036)
Green Arrow (#037 - #039)
Troia (#040 - #042)
Cosmic Boy (#043 - #045)
Live Wire (#046 - #048)
Saturn Girl (#049 - #051)
Fatality (#052 - #054)
Zatanna (#055 - #057)
Lady Shiva (#058 - #060)
Starfire (#061 - #063)
Starman (#064 - #066)
Firestorm (#067 - #069)
Cheetah (#070 - #072)
Deathstroke (#073 - #075)
Wonder Woman (#076 - #078)
Circe (#079 - #081)
Green Lantern (#082 - #084)
Martian Manhunter (#085)
Bizarro (#086)
Brother Blood (#087)
Amazo (#088)
Lex Luthor (#089)
Eclipso (#090)
Despero (#091)

Mordru (#092)
Catgirl (#093)
Batgirl (#094)
Batman (#095)
Superman (#096)
Little Sure Shot (#201)
4-Eyes (#202)
Pharzoof (#203)
Valinus (#204)
Hope (#205)
Eddie Carlin (#206)
Gen. Frank Rock (#207)
Oswald Cobblepot (#208)
Manhunter 2.0 (#209)
Hippolyta Trevor-Hall (#210)
Pamela Isley (#211)
Dinah Lance (#212)
Oliver Queen (#213)
Donna Troy (#214)
Rokk Krinn (#215)
Garth Ranzz (#216)
Imra Ardeen (#217)
Yrra Cynril (#218)
Zatanna Zatara (#219)
Sandra Wu-San (#220)
Green Lantern (#221)
The Atom (#222)
Plastic Man (#223)

Unleashed

DEO Agent (#001 - #003)
HDC Trooper (#004 - #006)
Gotham Undercover (#007 - #009)
Science Police (#010 - #012)
Kobra Fanatic (#013 - #015)
Hawkgirl (#016 - #018)
Brainiac 5 (#019 - #021)
Scarecrow (#022 - #024)
Deadshot (#025 - #027)
Two Face (#028 - #030)
Cheshire (#031 - #033)
Rocket Red (#034 - #036)
Chameleon (#037 - #039)
Kobra (#040 - #042)
Killer Croc (#043 - #045)
Killer Frost (#046 - #048)
Batgirl (#049 - #051)
Cyborg (#052 - #054)
Queen Bee (#055 - #057)
Big Barda (#058 - #060)
Shade (#061 - #063)
Raven (#064 - #066)
Jesse Quick (#067 - #069)
Doctor Fate (#070 - #072)
Maxima (#073 - #075)

Supergirl (#076 - #078)
Black Adam (#079 - #081)
Green Lantern (#082 - #084)
Metallo (#085)
The General (#086)
Kilowog (#087)
Shazam! (#088)
Ultrahumanite (#089)
Silver Swan (#090)
Nu'bia (#091)
Mr. Bones (#092)
Wonder Woman (#093)
Batman (#094)
Superman (#095)
Magog (#096)
Bat Sentry (#097)
Cameron Chase (#201)
Montgomery Kelly (#202)
Matches Malone (#203)
Shvaughn Erin (#204)
Jason Burr (#205)
Kendra Saunders (#206)
Querl Dox (#207)
Jonathan Crane (#208)
Floyd Lawton (#209)
Harvey Dent (#210)
Jade (#211)
Dmitri Pushkin (#212)
Richard Swift (#213)
Trigon's Daughter (#214)
Jesse Chambers (#215)
Hector Hall (#216)
Maxima of Almerac (#217)
Kara Zor-El (#218)
Teth-Adam (#219)
Hal Jordan (#220)
Shazam! (#221)
Catwoman (#222)

Universe

Spider-Man (#001)
Wolverine (#002)
Wasp (#003)
Hobgoblin (#004)
Sabretooth (#005)
Elektra (#006)
Con Artist (#007 - #009)
Hand Ninja (#010 - #012)
Hand Ninja (#013 - #015)
SWAT Officer (#016 - #018)
SWAT Specialist (#019 - #021)
Paramedic (#022 - #024)
Typhoid Mary (#025 - #027)
Destiny (#028 - #030)
Boom-Boom (#031 - #032)

Meltdown (#033)
Mystique (#034 - #036)
Viper (#037 - #039)
Shadowcat (#040 - #042)
Daredevil (#043 - #045)
Taskmaster (#046 - #048)
Silver Samurai (#049 - #051)
Gambit (#052 - #054)
Mandarin (#055 - #057)
Iron Man (#058 - #060)
Colossus (#061 - #063)
Storm (#064 - #066)
Kingpin (#067 - #069)
Vulture (#070 - #072)
Jean Grey (#073 - #075)
Hobgoblin (#076 - #078)
Sabretooth (#079 - #081)
Hulk (#082 - #084)
Puppet Master (#085 - #087)
Annihilus (#088 - #090)
Captain America (#091 - #093)
Spider-Man (#094 - #096)
Wolverine (#097 - #099)
Professor Xavier (#100 - #102)
Cyclops (#103 - #105)
Black Panther (#106 - #108)
Pyro (#109 - #111)
Bullseye (#112 - #114)
Vision (#115)
Quasar (#116)
Thanos (#117)
Nightmare (#118)
Wasp (#119)
Elektra (#120)
Professor Xavier (#121)
Juggernaut (#122)
Cyclops (#123)
Captain America (#124)
Wolverine (#125)
Spider-Man (#126)

Ultimates

Morlock (#001 - #003)
Hellfire Guard (#004 - #006)
Scourge (#007 - #009)
Sentinel Trooper (#010 - #012)
Lizard (#013 - #015)
Princess Python (#016 - #018)
Callisto (#019 - #021)
Sidewinder (#022 - #024)
Black Widow (#025 - #027)
Storm (#028 - #030)
Anaconda (#031 - #033)
Hawkeye (#034 - #036)
Hellcat (#037 - #039)

Spider-Man (#040 - #042)
Beast (#043 - #045)
Wolverine (#046 - #048)
Mysterio (#049 - #051)
Punisher (#052 - #054)
Electro (#055 - #057)
Ghost Rider (#058 - #060)
Cyclops (#061 - #063)
Captain America (#064 - #066)
Sabretooth (#067 - #069)
Doctor Octopus (#070 - #072)
Colossus (#073 - #075)
Marvel Girl (#076 - #078)
Wrecker (#079 - #081)
Captain Britain (#082 - #084)
Xorn (#085)
Baron Zemo (#006)
Carnage (#087)
Vindicator (#088)
Iron Man (#089)
Mr. Sinister (#090)
Crimson Cow (#091)
Magneto (#092)
Phoenix (#093)
Goblin Queen (#094)
Hulk (#095)
Thor (#096)
Magneto (#200)
Johnny Ell (#201)
Wade Cole (#202)
Justice is Served! (#203)
Sentinel Captain (#204)
Dr. Curtis Connors (#205)
Zelda Dubois (#206)
Morlock Leader (#207)
Seth Voelker (#208)
Natasha Romanova (#209)
Ororo Munroe (#210)
Blanche Sitznski (#211)
Clint Barton (#212)
Patsy Walker (#213)
Peter Parker (#214)
Hank McCoy (#215)
James Howlett (#216)
Quentin Beck (#217)
Frank Castle (#218)
Maxwell Dillon (#219)
Daniel Ketch (#220)
Dr. Otto Octavius (#221)

17. LINE OF FIRE

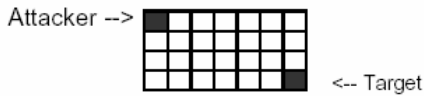
Heroclix Line of Fire Resource

Created by MadWuher

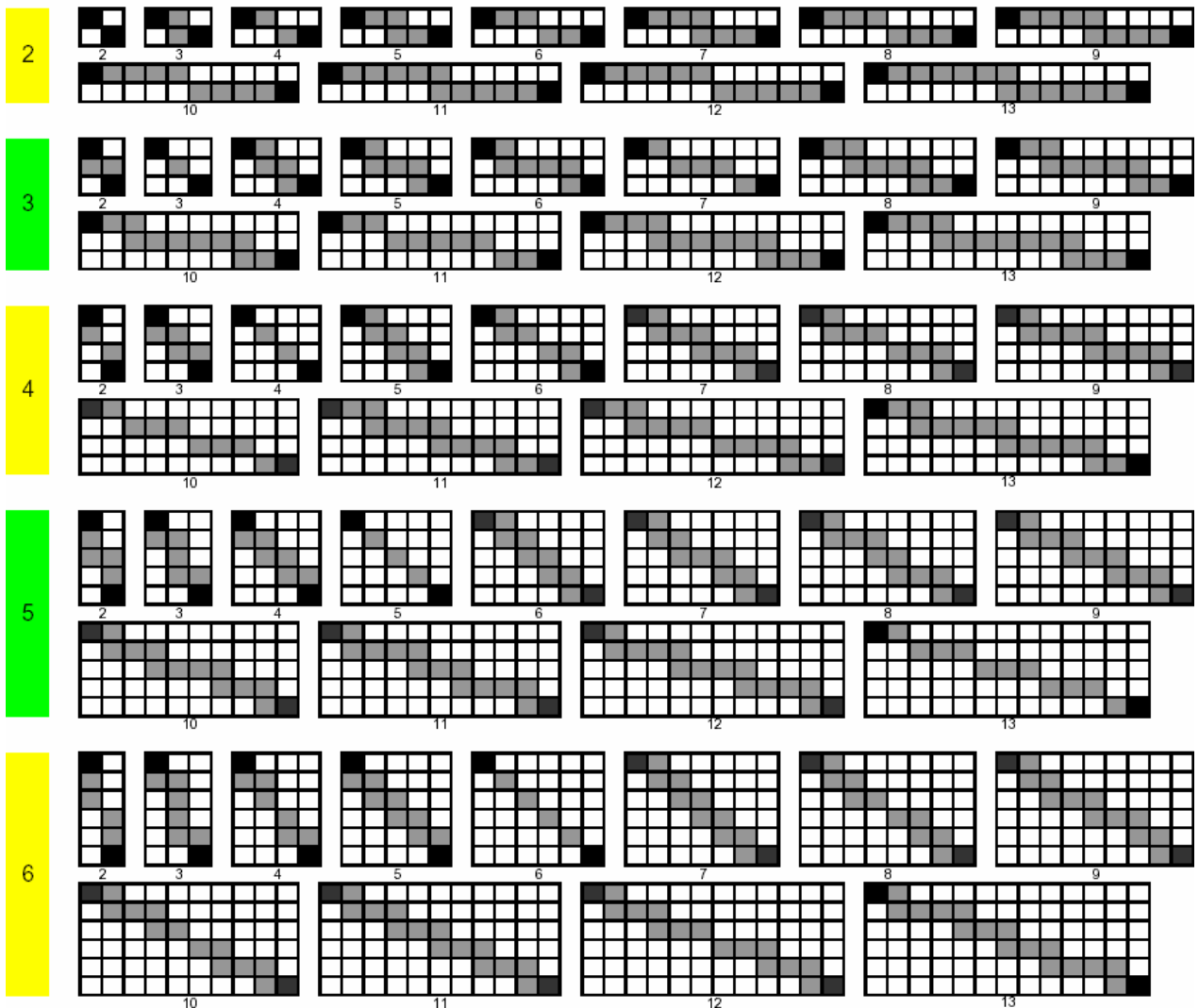
How to use:

- If the target is to the left and in front of the attacker or to the right and behind the attacker use the diagrams as shown. If the target is to the right and in front of the attacker or to the left and behind the attacker rotate these pages 90 degrees clockwise.
- Count the number of grid squares your target is in front (or the right) of the attacker to the target and find that number on the left hand side of this page. Now count how many grid squares it is to the left (or behind) of the attacker to the target and find the diagram with that count below it.
 (IMPORTANT: start your count in the square your character is in)
- The black squares in the diagrams are the positions of the attacker and target and the shaded squares in the diagram are the grid squares that the line of fire crosses. If there is any blocking terrain in any of these squares you do not have a clear line of fire.

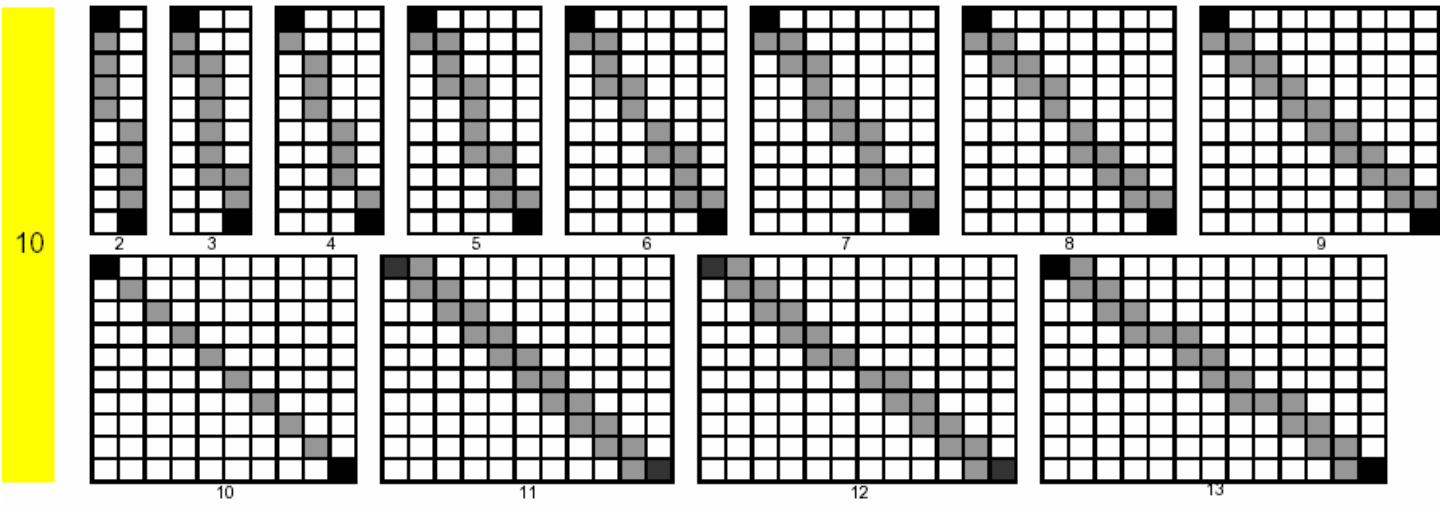
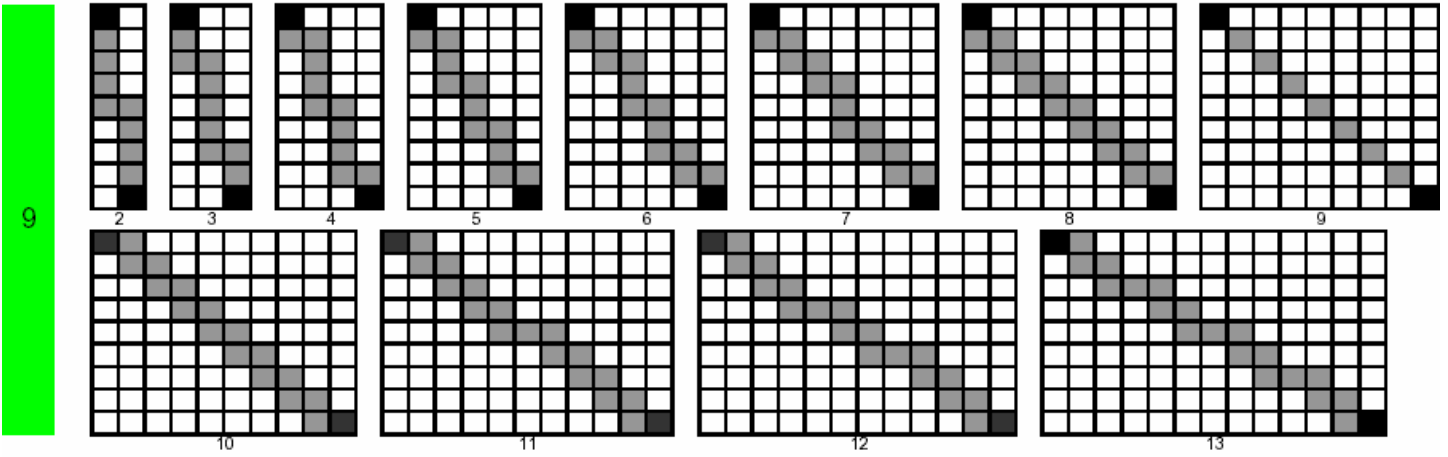
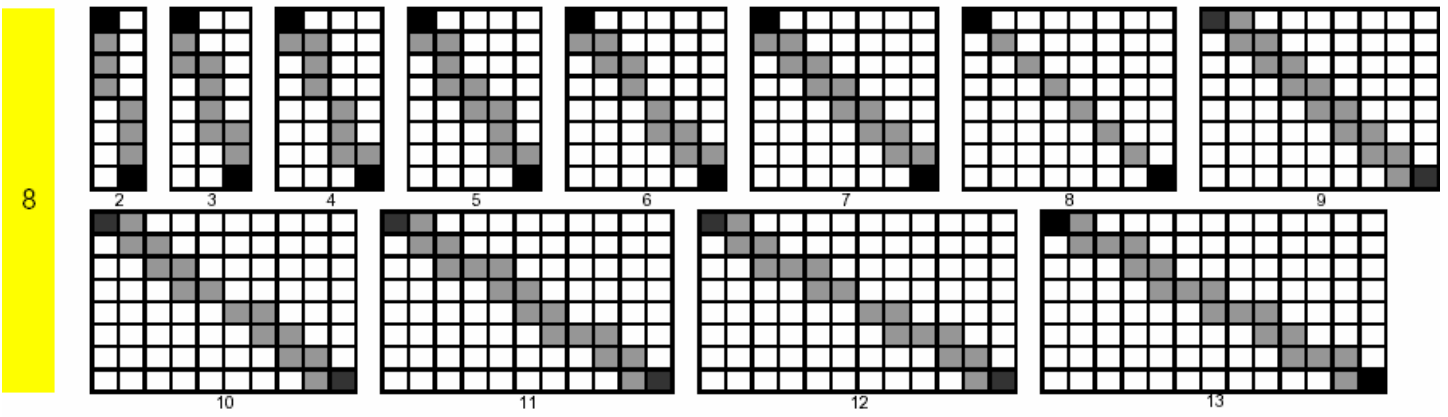
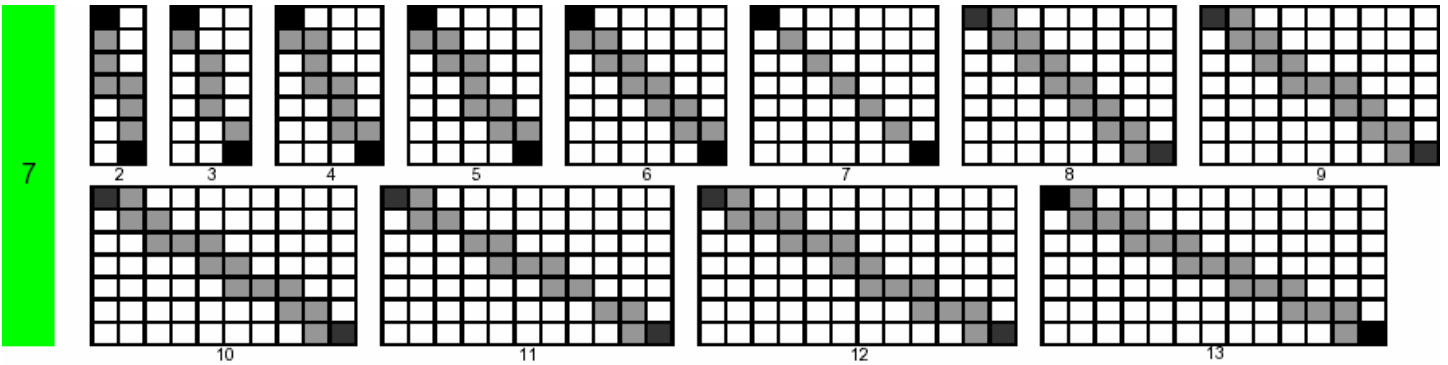
For example:



This target is 4 squares behind the attacker and 7 squares to the right, find the 4 on the left hand side of this page and find the diagram with a 7 below it.



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