

MARVEL HEROCLIX Fantasy 4 BOOK



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WIZKIDS™

WELCOME TO HEROCLIX!

Welcome to **Marvel™ HeroClix®**! The **HeroClix** Core Game is a game of 3-D tabletop combat using collectable miniature figures of Marvel Comics characters. Building a force from your collection of figures, you can take on the roles of characters from throughout the Marvel universe!

Whether you're coming to this rulebook after playing a **HeroClix** Alpha Set or are playing **HeroClix** for the first time, these pages contain everything you need to know to learn how to play the **HeroClix** Core Game one step at a time, finding the level of the game at which you have the most super-powered fun!

TIP!

Looking for the latest updates and answers to frequently asked questions about these rules? Want sneak previews of upcoming expansions to the game? Ready to try out your skills against **HeroClix** players at local and national tournaments? Visit

WWW.HEROCLIX.COM

What You Need to Play

Any number of players can play a game of **Marvel HeroClix**, but it plays best with two to four players. The *Fantastic Four* Starter Game includes everything two players need to play: In addition to a selection of characters and this rulebook, you get 1 two-sided map, 1 Powers and Abilities Card, 2 six-sided dice (2d6), 6 object tokens, and 10 two-sided terrain markers (2 special/debris markers, 4 barrier/debris markers, and 4 smoke cloud/debris markers). You might find that a few coins or other small objects to use as action tokens and a length of string or other object to use as a straight edge will help you play the game.

PART 1: THE BASICS

If you've never played **HeroClix** before or just want to play the simplest version of the game, everything you need to know for two players to play is here in the Basics. You'll learn about:

- Setting up the map
- Characters and character cards
- Taking turns
- Giving actions to your characters
- Moving your characters and attacking your opponents' characters
- Dealing damage and winning the game!

When playing with just the Basics and the *Fantastic Four* Starter Game, each player should use two members of the *Fantastic Four*™. Determine who goes first by rolling 2d6; the player with the highest result is the first player.

SETTING UP THE MAP

A **HeroClix** game takes place on a map. When you play the Basics, you'll probably want to use the Baxter Building map included in this Starter Game. Squares on the map are marked with colored lines, but for now you can ignore most of them.

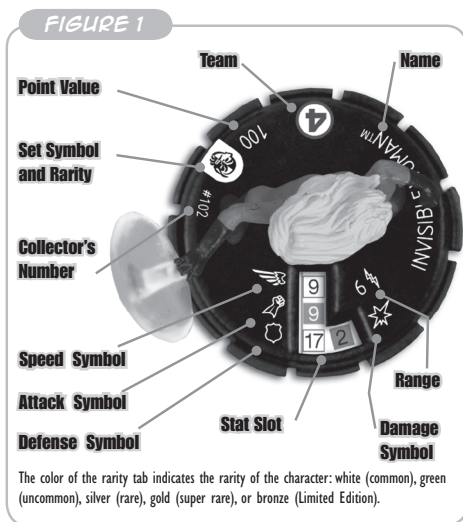
Find the squares inside a purple line along an edge of the map—this is a starting area. The first player should place his or her characters in squares inside a starting area. The other player then places his or her characters in the starting area opposite the first player.

CHARACTERS

HeroClix is played using collectable miniature figures standing on a base with a rotating combat dial inside. Together, the figure, base, and dial are called a character. Characters you play are called friendly characters, and characters your opponents play are called opposing characters.

The Base

Each character's base is printed with important information, as shown in Figure 1.



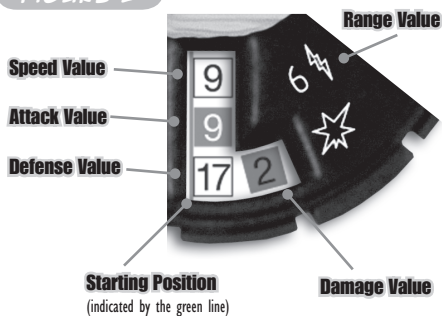
Some characters look the same, but they have different point values, team designations, or combat dials. Each character's base is printed with a set symbol that marks it as part of a particular **HeroClix** set and a collector's number to uniquely identify it.

The Combat Dial

The combat dial is the rotating disk found under a character's base and viewed through its stat slot. The numbers, or combat values (Figure 2), on a character's combat dial tell you how good the character is at accomplishing certain tasks.

Combat values. A character has five combat values. Four of them appear through the stat slot next to the symbol of the same type: speed, attack, defense, and damage. These values usually change when you turn the

FIGURE 2



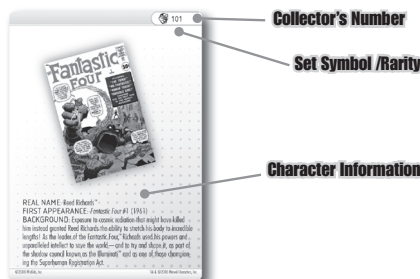
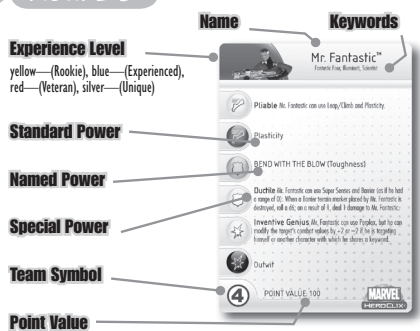
The number of lightning bolts next to the range value is the number of different targets the character may attack when given a ranged combat action.

character's combat dial. The fifth value is the character's range for ranged combat attacks; this value is printed on the character's base. Each value appears next to its respective symbol.

CHARACTER CARDS

A character card is a card specific to a particular **HeroClix** character. Figure 3 illustrates the information that appears on a character card. For the Basics, character cards will just tell you a bit more about the character. You'll learn how to use the powers and abilities the card describes later on in these rules.

FIGURE 3



TIP!

If you're playing a character from the Alpha Set in the **HeroClix** Core Game, you'll need to ignore the powers listed on its character card. See the Powers section beginning on page 15 for more details.

URNS AND ACTIONS

Players in a **HeroClix** game alternate taking turns and giving actions to their characters. In the Basics, you get one action per turn for each 100 points of characters you play; for example, if you're playing two members of the Fantastic Four from the Starter Game, you are playing 200 points of characters and get two actions per turn. On your turn when playing the Basics, you can give your actions to any of your characters (though you can give a character only one action per turn) and choose from two types of actions:

1. **Move Action:** Move your character.
2. **Attack Action:** Attack an opposing character with a close combat attack.

MOVING YOUR CHARACTER

When you give a character a move action in the Basics, its speed value is the maximum number of squares you can move it. Characters can move in any direction (even diagonally) and through squares occupied by other friendly characters, though you can't end the character's movement in the same square as another character. You don't have to move the character its full speed value, but you must stop moving the character when it enters a square next to an opposing character.

MAKING A CLOSE COMBAT ATTACK

When one of your characters is in a square adjacent to an opposing character, you can give your character an action to make a close combat attack.

Roll 2d6 and add the result of the roll to your character's attack value. Compare the total to the opposing character's defense value. If the total is equal to or greater than the defense value, the attack hits!

Dealing Damage

When your character hits an opposing character with an attack, your character deals damage. The damage dealt to the opposing character is equal to your character's damage value. When a character that is the target of an attack takes damage, that character's player turns—or clicks—the character's combat dial once for each 1 damage taken. Each turn reveals a new set of numbers in the stat slot.

If a character's dial is turned and **KO** symbols appear, the character is defeated and removed from the game immediately.

WINNING THE GAME

In the Basics, the winner of the game is the last player to have a character (or characters) on the map after all characters belonging to other players have been knocked out.

PART 2: THE CORE RULES

If you're comfortable with the **HeroClix** Basics, you're ready to move on to the Core Rules of the game! In this section, you'll learn the following:

- How to put together your force of **HeroClix** figures
- How to set up the map and prepare to play
- Important concepts you'll need to know to play the Core Rules
- How to play a round of **HeroClix**, including:
 - Taking turns and giving actions to your characters
 - The different types of actions characters can take
 - Moving a character
 - Attacking an opposing character with close combat and ranged combat attacks
 - Dealing damage and defeating opposing characters
 - How maps, terrain, and objects affect your characters' movement and attacks
- How to determine who wins a game of **HeroClix**

If you come across a term you don't understand or don't remember, jump ahead to the **HeroClix** Glossary in Part 5 of this rulebook for a definition.

ASSEMBLING YOUR FORCE

In general, characters will comprise the bulk of your force. As explained in the Basics, each character has a point value printed on its base. This is the number of points it costs to add the 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 can choose characters and other elements whose point values add up to less than or equal to the build total—not more than the build total.

For your first games with the Core Rules, it's recommended that all players use a build total of 100 points. When you feel that you understand the rules, begin using build totals of 200, 300, or more points; build totals are always in 100-point increments. Increasing the build total allows you to use more powerful characters and develop more complex strategies. **HeroClix** battles are best balanced with a 300-point build total, but greater build totals open up the potential for unlimited gaming power!

A force must include at least one character.

TIP!

One way to build your force is to start with a particular strategy. For example, you can create a force that specializes in ranged combat attacks or mind control or that inflicts damage by throwing objects. But don't make your force too specialized! For each strategy, there is a counter-strategy, so it's important to make your force diverse enough to handle a variety of threats.

Unique characters. A force can contain more than one of the same character. However, if a character's rank is Unique, it can appear in your force only once. Unique characters have silver, bronze, or gold rings on their bases. Two Unique characters with the same name, set symbol, and collector's number can't 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. A bystander token is a character represented by a printed graphical element instead of a 3-D figure. 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 defeated.

TIP!

Later, as you learn more about **HeroClix**, you'll be able to add Tactics like Feats and Battlefield Conditions to your force. You'll also be able to put together themed teams using the keywords on your characters' character cards. You can learn more about all of these in Part 4: Tactics, beginning on page 19.

PREPARING FOR BATTLE

Once all players have assembled their forces, there are still a few steps to go through before the battle can begin.

Step 1: Announce the Format

Before the game begins, all players should be aware of the rules for the battle. Along with variations in build total, **HeroClix** Core Game battles can take place in many different formats. Possibilities include:

- **Basic:** Only the Basics, as explained in Part 1 of this rulebook
- **Core:** The Core Rules, but with no powers, abilities, or tactics
- **Powered Core:** The Core Rules, with powers and abilities (see Part 3)
- **Tactical Powered Core:** The Core Rules, powers and abilities, and one or more tactics (see Part 4)
- **Full Core:** All **HeroClix** Core Game Rules, including all powers, abilities, and tactics.

Make sure that all players are playing using the portion of the **HeroClix** rules with which they are familiar and comfortable, and that they have an opportunity to tweak their forces, if needed. All rules within the agreed-upon format are in effect once you move on to Step 2.

TIP!

FIND YOUR FUN!

Different players might enjoy playing **HeroClix** games at different levels of difficulty, but the best games are those in which everyone is having as much fun as possible. If a player won't enjoy the format of a game, see if all the players will agree to a change in format before the game begins, or offer the player a chance to sit out until the next game, when you'll be able to tweak the format to something everyone will enjoy.

Step 2: Reveal Forces and Identify the First Player

All players reveal their completed forces. Then each player rolls 2d6 (reroll ties). The player with the highest total result is the first player.

Step 3: Choose Starting Areas

The first player chooses the map where the game will occur. The two-sided map included in the Starter Game gives you two choices: an outdoor map on the grounds of Castle Doom and an indoor map for battles set in the Baxter Building headquarters of the Fantastic Four.

After the first player chooses the map, the player to his or her left chooses the starting area—an area of squares inside a purple line—where 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 starting area. In two-player games, chosen starting areas must always be on opposite edges of the map.

Tactics. If the Battlefield Conditions Tactic is being used in the battle, all players who have chosen to use battlefield conditions reveal the cards simultaneously at this time. If the Themed Team Tactic is being used in the battle, after all battlefield conditions have been revealed, players of themed teams can choose a battlefield condition to be ignored by all players during the game, beginning with the first player. (See Part 4 of these rules for more on Tactics.)

Step 4: Place Objects

A **HeroClix** Starter Game includes six standard object tokens—round cardboard tokens that represent items characters might find on a battlefield and make use of during the game. Tokens with a yellow border are light objects; tokens with a red border are heavy objects; and tokens with a blue border are immobile objects.

After Step 3 is complete, each player places any three standard object tokens face down in a common pile called the object pile, after which the pile is randomized. One at a time, beginning with the first player and moving clockwise around the table, each player chooses a token from the pile, looks at it, and places it face up on the map. If the Special Objects Tactic is being used in the game, see Part 4 of these rules for more on how special objects are brought into the game and placed on the map.

All objects must be placed on squares of clear terrain (see Clear Terrain, p. 11) outside of any player's starting area. Continue in a clockwise direction around the table until all object tokens from the object pile are placed on the map.

Step 5: Place Characters

After objects have been placed, each player turns the combat dial of each of his or her characters until a vertical green line appears to the left of the numbers visible in the stat slot; this is the character's starting position. After a character's combat dial has been turned to its starting position, players can turn the dial only when directed to do so by a game effect, such as taking damage or healing. You can't 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 map. 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.

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

TIP!

If you have trouble understanding a term, look it up in the **HeroClix** Glossary in Part 5 of these rules. Many words used in **HeroClix** have specific meanings, and understanding their definitions gives you the tools you need to master the game!

IMPORTANT CONCEPTS

The following **HeroClix** game concepts are especially important to playing the game using the Core Rules.

Adjacent Squares

Adjacent squares are squares on the map that touch a particular square, including squares on the diagonal from that square. This means that most squares have four adjacent squares on their sides and four adjacent squares on their diagonals, as shown in Figure 4.

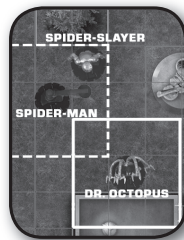
Characters occupying adjacent squares are adjacent to one another, as shown in Figure 5. Characters and squares on opposite sides of walls or on different elevations (see Terrain, p. 10) are not adjacent.

FIGURE 4



Each X indicates a square adjacent to the center square. Each A indicates a square diagonally adjacent to the center square.

FIGURE 5



The squares adjacent to Spider-Man™ are indicated by the dashed line. He is adjacent to the Spider-Slayer™. The squares adjacent to Dr. Octopus™ are indicated by the solid line. He is not adjacent to either of the other characters.

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.

Replacement Values and Modifiers

Some game effects substitute 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 can never reduce a combat value to less than 0. Replacement values are not modifiers. 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. When a value would be both replaced and modified, replace the value and then modify it.

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, round up.

Rule of 3

The Rule of 3 limits how much a combat value can be modified: No combat value can be modified by more than 3. For example, if the combat value is 3, it can't be modified to more than 6 or less than 0.

Although 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.

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.
- The order in which simultaneous effects are resolved is determined by the active player, followed only when necessary by other players, beginning with the first player.
- Situations that these rules don't cover might occur, and even after consulting the rules players might disagree about how to resolve those situations when the game has no official judge or arbitrator. In all such instances, roll a d6. On a result of 1–3, the action is not allowed; on a result of 4–6, the action is allowed.

ROUNDS, TURNS, AND ACTIONS

A **HeroClix** game is broken down into a series of rounds. During a round, the first player takes the first turn. When the first player's turn is complete, the player to the left takes a turn, and so on, clockwise around the table. Once all players have taken a turn, the round is complete and a new round begins. If a player's force is eliminated, the remaining players continue taking turns in the same order.

First-round immunity. In the first round of the game, characters belonging to a player can't be targeted, knocked back, attacked, or damaged until the beginning of that player's first turn. Further, no characters can be knocked back, attacked, or damaged by opposing characters during the first round as long as they occupy the square in their starting area where they were placed at the beginning of the game.

Effects that occur at the beginning or end of a round or turn. Some game effects occur at the beginning or end of a

round. Before the first player takes his or her turn in a round, effects that occur "at the beginning of a round" resolve. If multiple effects occur at the beginning or end of a round, the order of their resolution is determined by the first player in the first round, continuing clockwise around the table in subsequent rounds. Other effects occur at the beginning of a player's turn. 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" can be performed in any order, as chosen by the active player.

After all players have taken a turn, effects that occur "at the end of a round" resolve, and then the next round of turns begin.

Action total. You begin each turn with a certain number of available actions, called your action total. 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 full 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 defeated.

Action tokens. When you give a character any action other than a free action, give the character an action token after the action is resolved; put it near the character's base on the map. 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 been given an action.

Free actions. Some game effects require a free action to activate them, or they allow a character to do something as a free action after being given another kind of action, such as a power action or move action. Characters do not get 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 can be given any number of free actions on a turn but only as game effects allow. A free action can be used to perform a close combat action, ranged combat action, move action, or power action; in each case, the description of the free action will indicate what other type of action can be used.

Pushing. If you give an action (other than a free action) to the same character on two consecutive turns, give the character a second action token and turn its combat dial once clockwise (the same direction as when the character takes damage) after it resolves all other aspects and effects

TIP!

Don't be afraid to push! Sometimes pushing damage is a small price to pay for another opportunity to deal damage to a nearby enemy before it can damage you.

FIGURE 6



She-Thing™ was given an action last turn and this turn. She has been pushed and is given a second action token. After the second action is resolved, she takes 1 pushing damage.

of 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.

A character with two action tokens (as shown in Figure 6) can't be given any actions (other than a free action) until it no longer has two action tokens on it.

Giving actions to characters. During your turn, you give actions from your action total to your characters. When a character is given an action, the action can 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 can't give any character on your force more than one action from your action total each turn. A character that has two action tokens can't be given an action other than a free action. If you have more actions than characters, you can't use the extra actions. You do not have to use all of your actions on a turn, but you can't save or accumulate actions from a previous turn to use on a subsequent turn. After a character resolves an action given to it (other than a free action), remember to give it an action token.

Example: Melissa has five characters in a 200-point game. She gets two actions at the beginning of each of her turns. During one of her turns, Melissa wants to take a shot at one enemy character and move closer to another one. First, Melissa gives a ranged combat action to Energizer™ to attack the Skrull Emperor™, and after resolving the attack, gives an action token to Energizer. She then gives a move action to Mass Master™ and gives him an action token. Melissa has now given two actions to two different characters; after removing any action tokens on her remaining three characters, her turn is over. Note that she could have given two characters move actions or two characters ranged combat or close combat actions. There is no restriction to the mix of actions that you can give to characters on your force on any given turn.

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

TYPES OF ACTIONS

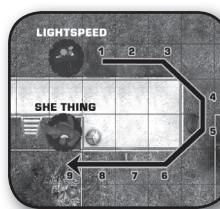
As noted earlier, free actions can be given to characters only when allowed or dictated by a game effect, but when you give an action from your action total to one of your characters, you choose from among the four actions below:

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

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 can move during a power action, break away rules apply normally

FIGURE 7



When measuring distance for movement and ranged combat, simply count the squares on the map in any direction. In the move action shown, Lightspeed™ has moved 9 squares.

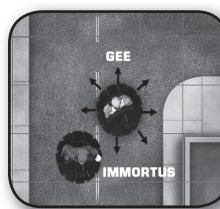
Move Actions

A character given a move action can move up to its speed value in squares across the battlefield. Characters might have special speed abilities (see Part 3) that affect how it can move. A character does not have to move its full speed value, and it can choose to move 0 squares. Characters can also move diagonally, as shown in Figure 7.

A character can move through a square occupied by a friendly character, but it can't 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.

Breaking away. If a character occupying a square adjacent to one or more opposing characters is given an action and attempts to move, that character must successfully break away before it can move, as shown in Figure 8. Roll a d6. On a result of 1–3, the character fails to break away and can't move; its action is over, and the player gives it an action token. On a result of 4–6, the character succeeds in breaking away from all opposing characters adjacent to it and can move.

FIGURE 8



The roll allowing Gee™ to break away from Immortus™ was successful, so Gee can move in any direction as shown by the arrows.

Only one successful break away roll is required to move away from all adjacent opposing characters. Once a character successfully breaks away, it can move 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 it made the break away attempt, its movement ends.

Combat Actions: Close Combat Actions and Ranged Combat Actions

There are two types of combat actions: close combat actions and ranged combat actions. 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.

TIP!

ATTACKS AND ACTIONS

It's important to understand the difference between actions and attacks. Some game effects can be used are triggered only when a character is given a particular type of action. Combat actions will always lead to combat attacks, allowing the use of those powers, team abilities, or game effects. Other game effects, however, might allow a character to make an attack without the character being given a particular type of action. Effects triggered by a particular type of action can't be used when a character makes an attack without being given the required type of action.

Example #1: When a character is given a power action to use the Hypersonic Speed power, that power can allow the character to make a close combat attack as a free action. The character could **not** use the Quake power when making the close combat **attack** granted by Hypersonic Speed, because a character must be given a close combat **action** to use Quake.

Example #2: When a character is given a close combat action to use the Flurry power, it can make two separate close combat attacks as free actions; however, the character could **not** use the Exploit Weakness power when making these close combat **attacks**, because a character must be given its own close combat **action** to use that power.

Example #3: A character given a power action to use the Charge power moves and then is given a close combat action; because Blades/Claws/Fangs can be used when a character is given a close combat action, it **could** be used when the character is given the close combat action via Charge.

COMBAT ACTION RULES

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

The Attack Roll

To determine whether or not an attack succeeds, the attacking player makes an attack roll. Roll 2d6 and add the result to the attacker's attack value. The sum is the attack total. If the attack total is equal to or greater than the target's defense value, the attack succeeds; otherwise, it fails.

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

Targeting friendly characters. You can't target a friendly character with an attack. A character can't target itself with any attack or power—damaging or healing—unless specifically allowed.

Damage and Healing

When an attack succeeds, the damage dealt to the target is equal to the attacker's damage value, modified by any game effects. The target takes that much damage, modified by any game effects. The target's controller must turn the target's combat dial clockwise a number of times equal to the damage taken.

No damage. Damage from an attack that deals no damage can't be modified. Attacks that deal no damage deal neither critical hit damage to the target nor critical miss damage to the attacker.

0 damage. Damage from an attack that deals 0 damage can be modified. It can 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, the target is not damaged.

Penetrating damage. Penetrating damage can't be reduced by any power or ability that reduces damage dealt (such as the Toughness power), but it can be reduced by other game effects, such as feats or battlefield conditions.

Unavoidable damage. Unavoidable damage can't be evaded, reduced, modified, or transferred to another character.

Healing powers and effects. Characters can have their damage healed through the use of powers like Regeneration, Steal Energy, and Support, as well as through feats and other game effects. When a character is healed of damage, turn its combat dial counterclockwise a number of times equal to the damage healed. A character can't 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 it from the map; it is no longer part of the game.

Rolling 2 and 12: Critical Misses and Critical Hits

If you roll two 1s on an attack roll, you automatically miss the target, even if your attack total would allow you to hit the target. This is called a critical miss. Immediately deal your character 1 unavoidable damage; this represents a weapon backfire or your character straining or wounding itself during the action.

If you roll two 6s 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 the attack. If your attack is against multiple ranged combat targets, this extra damage dealt affects all successfully hit targets.

Support and criticals. If you roll 2 while using a character's Support power, the Support attempt automatically fails. Immediately deal 1 unavoidable damage to the targeted character; a critical miss does not damage the character using Support. If you roll 12 while using Support, your Support attempt automatically succeeds. Increase the damage healed by 1.

TIP!

If you plan to attack an opposing character with two of your own characters, it's generally better to first attack with the character that has the greater attack value. If successful, after dealing damage you might have lowered the target's defense value, making it easier for your other character to succeed at its attack.

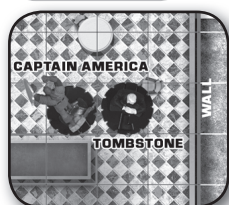
Knock Back

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 one 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 a game effect that causes knock back, resolve the knock back starting with the character farthest from the attacker. If a game effect knocks back a target that is not along a straight line from the attacker, the target is knocked back beginning in the square occupied by the target in a straight vertical, horizontal, or diagonal line chosen by the attacker away from the attacker (so that the target ends up farther away from the attacker).

Knock back damage. A grounded character's knock back path can't continue beyond a wall, the edge of the map, or the boundaries of elevated terrain (see Elevated Terrain, p. 12) or 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 in Figure 9. Knock back into a wall or terrain feature does not destroy the wall or terrain feature or deal it any damage. Knock back ignores hindering terrain.

FIGURE 9



Mark rolled double 4s on a successful attack made by Captain America™ against Tombstone™. Tombstone is hit and takes 2 damage. After taking damage Tombstone is knocked back two squares, but he can move back only one square before he hits a wall (the thick black line). Tombstone is dealt 1 knock back damage as he 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, put the knocked back character in the last unoccupied square before it would cross the square occupied by the other character. Stopping in this way does not deal damage to either character.

Knock back off elevated terrain. When a character is knocked back off of elevated terrain, the knock back path ends in the first square of grounded terrain and the character is dealt 2 knock back damage. If the first grounded square along the knock back path is occupied by another character, the knock back path ends in the last elevated square and the knocked back character is dealt 1 knock back damage (in some cases this may result in the knocked back character not moving.) Characters with the Flight ability (see p. 16) are knocked back off of elevated terrain normally, but are not dealt knock back damage for passing from elevated to grounded terrain.

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.

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

TIP!

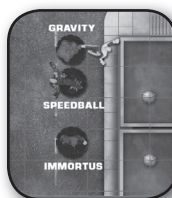
While your character is adjacent to an opposing character, it is too occupied with defending itself or fighting the nearest threat to make a ranged combat attack—unless your character has the Sharpshooter ability!

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.

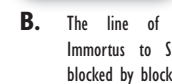
To determine if there is a clear line of fire, use any straight edge or draw an imaginary line from the center of the attacker's square to the center of the target's square. As demonstrated in Figure 10, the line of fire is blocked if

- the line of fire passes through a square occupied by a character other than the attacker or the target (Figure 10-A);
- the line of fire crosses blocking terrain (Figure 10-B); or
- the line of fire passes between two adjacent characters, even on a diagonal (Figure 10-C).

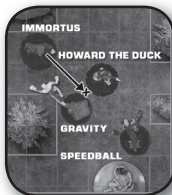
FIGURE 10



- A. The line of fire from Immortus™ to Gravity™ is blocked by Speedball™.



- B. The line of fire from Immortus to Speedball is blocked by blocking terrain.



- C. The line of fire from Immortus to Speedball is blocked by Gravity and Howard the Duck™.

TIP!

Line of fire is important for more than just attacks! Some powers and game effects require that a character have a clear line of fire to a target. In these situations, check the line of fire just as if you were making an attack.




If the line of fire is blocked, the attacker can't 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, 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.

You can use a ranged combat attack to target an opposing character that is adjacent to a friendly character.

Grounded characters can make ranged combat attacks against flying characters.

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 can target with a single ranged combat attack. A character can't target the same character more than once during a ranged combat attack.

If a character attacks more than one target, that character must be able to draw a clear line of fire to each target. A character can 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 attack total 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 opposing 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 can be dealt 0 damage or any nonfractional amount of damage, provided that all damage dealt is divided among the successfully hit targets.

Example #1: Jason gives a ranged combat action to the Human Torch™. The Human Torch has two lightning bolt symbols next to his range value. Jason chooses two opposing characters within the Human Torch's range. Jason can draw a clear line of fire from the Human Torch to each of the two targets.

The Human Torch has an attack value of 9. Jason rolls 2d6, with a result of 8. The attack total is 17 (10+7=17). Jason compares his 17 to the defense value of the two targets: One is Captain America, with a defense value of 18, and the other is a Moloid™, with a defense value of 15. The Human Torch misses Captain America, but he hits the Moloid for 3 damage.

Example #2: Norm uses Iron Man™ to make a ranged combat attack targeting Goliath™ and the Mole Man™, successfully hitting both targets and dealing 4 damage. Norm could choose to deal 2 damage to each target, 3 damage to one target and 1 damage to the other, or 4 damage to one target and 0 damage to the other.

TIP!

A good strategy with a character that can target multiple characters is to choose characters with different defense values; if one is missed, you still might get to deal damage to others with lower defenses.

TERRAIN

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

HeroClix has five types of terrain: clear, hindering, blocking, elevated, and water. All types of terrain (except clear 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 brown line are blocking terrain.
- Squares inside the boundary of a red line are elevated terrain.
- Squares inside the boundary of a blue line are water terrain.

Three other boundary line colors 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 Step 3: Choose Starting Areas, p. 5).
- Squares inside the boundary of a yellow line are interior spaces on an indoor/outdoor map (see Indoor/Outdoor Maps, p. 13).
- Squares inside the boundary of an orange line have special rules, which are explained on the map on which they appear (see Special Maps and Terrain, p. 21.)

Heavy black lines running along the grid lines of the map are walls (see Walls, p. 12).

Lines indicating the boundary of a type of terrain are drawn just inside the grid marked on the 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 of the same color, the second square is the same type of terrain as the first square.

TIP!

Look carefully! A particular square might be inside the boundary lines of multiple types of terrain, such as a square of hindering terrain also inside the boundary of an area of elevated terrain.

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.

Clear Terrain

Clear terrain is open space with no obstructions or terrain or debris markers, such as a rooftop, a park, or an empty street. Movement and attacks are not affected by clear terrain.

Hindering Terrain

Hindering terrain represents an area containing trees, furniture, debris, objects, and other similar items that might obstruct a character's actions. Close combat attacks are not affected by hindering terrain.

Moving and hindering terrain. 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 halves its speed value before moving.

FIGURE 11



When the Ringmaster™ moves through the diagonally adjacent areas of hindering terrain, he must end his move in the next square. When Spider-Girl™ begins her movement in hindering terrain, her speed value is halved for the move.

Ranged combat 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, modify the target's defense value by +1 for the attack after applying any replacement values; this is the hindering terrain modifier. Add this modifier only once, regardless of the number of squares of hindering terrain the line of fire passes through.

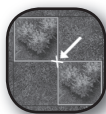
If the attacker occupies a square of hindering terrain and the line of fire crosses the boundary line for hindering terrain without crossing another square of hindering terrain, the hindering terrain modifier is not applied for the square occupied by the attacker. This represents an attacker's ability 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: (a) another piece of hindering terrain, (b) a character, (c) blocking terrain, or (d) a wall. (see Figure 12).

Water Terrain

Water terrain represents features like streams, ponds, and other liquids. Water terrain is hindering terrain for movement purposes and clear terrain for line of fire purposes. Characters with the Swimming ability (see p. 17) treat water terrain as clear terrain for movement purposes.

FIGURE 12



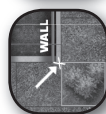
A. Two diagonally adjacent squares of hindering terrain



B. A character diagonally adjacent to hindering terrain



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



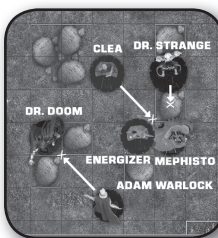
D. A wall diagonally adjacent to hindering terrain

Blocking Terrain

Blocking terrain represents areas and objects on the map with the potential to completely impede a character's actions.

Characters can't 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. Diagonally adjacent squares of blocking terrain are considered continuous blocking terrain, blocking movement and any line of fire through the diagonal between them (Figure 13). A line of fire that passes through the diagonal between a square of blocking terrain and a square containing a character is blocked.

FIGURE 13



The line of fire from Dr. Strange™ to Mephisto™ is blocked because it crosses blocking terrain. The line of fire from Adam Warlock™ to Dr. Doom™ is blocked when it passes between the two boulders. The line of fire from Clea™ to Mephisto™ is blocked when it passes between the boulder and Energizer.

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 can't target both a character and blocking terrain with the same attack. A close combat attack can be used to destroy a square of blocking terrain adjacent to the attacker. A ranged combat attack can 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.



DEBRIS TERRAIN MARKER

Debris markers. When a square of blocking terrain is destroyed, put a debris marker in the square; this marker represents the rubble left behind by the destruction of the blocking terrain. A square of destroyed blocking terrain marked with a debris marker is hindering terrain, not blocking 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 continuous boundary. In some cases, this might result in two separate areas of blocking terrain.

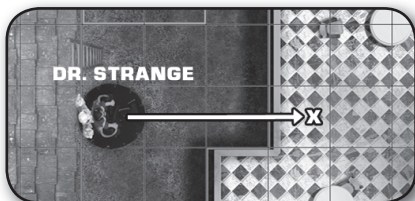
Walls

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, can't target each other with close combat attacks, and do not need to roll to break away from each other. The edges of a map are not walls.

Destroying walls. A close combat attack can be used to destroy a wall along the edge of the square the character occupies. A ranged combat attack can be used to destroy a wall by drawing a line of fire to the center of the square adjacent to the side of the wall opposite the attacking character and within the character's range, as shown in Figure 14; in this case, the line of fire is not blocked by the wall or a character occupying the targeted square (though it might be blocked in other ways). All other requirements for destroying a wall are the same as those for destroying blocking terrain.

When a wall is destroyed, place debris markers in any squares of clear terrain adjacent to both sides of the destroyed wall, as shown in Figure 15, to represent the debris remaining after the wall's destruction. Squares of clear terrain with debris markers in them are hindering terrain.

FIGURE 14



To ensure that a ranged combat attack by Dr. Strange 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.

FIGURE 15



Iron Fist™ has just destroyed the wall along the square he occupies. Debris token markers have been placed in both squares adjacent to the wall under both Iron Fist and Sharon Carter™, who occupied the square on the other side of the wall.

Elevated Terrain

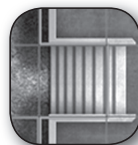
Elevated terrain represents clear, water, hindering, or blocking terrain at a level that is above the battlefield. Elevated terrain can't be destroyed.

Stairs and ladders. If they have no other means to do so (such as the Leap/Climb power or the Flying ability), characters must enter and leave areas of elevated terrain via stairs and ladders. A character can't "jump off" elevated terrain unless a game effect allows it to ignore the effects of elevated terrain on movement.

Part of a stairway is on grounded terrain and part is on elevated terrain; a character must pass through every square of the stairs (from "bottom" to "top" or vice versa) and cross the boundary between elevated and grounded terrain in order to change elevation; 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

Elevated vs. grounded. Characters, objects, and terrain features on elevated terrain are elevated. Characters, objects, and terrain that are not elevated are grounded.

The rim. A square with a red line running through it (marking the boundary of an area of elevated terrain) is on the rim of elevated terrain. If an elevated character is on the rim of elevated terrain, it can make ranged combat attacks targeting grounded characters and be the target of ranged combat attacks made 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.

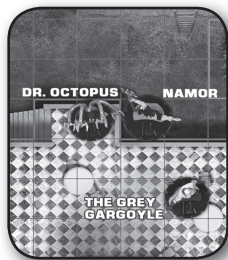
Elevated terrain and line of fire. An otherwise clear line of fire between an elevated character and a grounded character is blocked by grounded blocking terrain, as well as giant characters and colossal

characters (see p. 16); 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.

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, giant characters, elevated characters, and the boundary lines of other types of elevated terrain still affect the line of fire normally.

Elevated terrain and close combat attacks. Characters in adjacent squares but at different elevations can't make close combat attacks against each other, but they can target each other with ranged combat attacks, as shown in Figure 16.

FIGURE 16



Dr. Octopus is on the rim of an area of elevated terrain. The Grey Gargoyle™ is not. Even though they are adjacent to each other, Namor™ can't attack Dr. Octopus with a close combat attack because Dr. Octopus is on elevated terrain. Dr. Octopus can attack Namor using a ranged combat attack.

Maps

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

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 game on an outdoor map.

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:

- Flying characters and characters with the Leap/Climb power can't move through walls or over indoor blocking terrain.
- Characters with the Phasing/Teleport power can move through walls or indoor blocking terrain.

Indoor/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. Characters in an outdoor area of the map can't draw a line of fire "over" an indoor portion of the map, regardless of their elevation.



HEAVY
OBJECT TOKEN



LIGHT
OBJECT TOKEN



SPECIAL
OBJECT TOKEN



3-D
SPECIAL OBJECT

OBJECTS

Objects are parts of the battlefield that characters can use as weapons or cover in combat. Objects can be moved, picked up, and used by characters if their powers and abilities allow them to do so.

Standard objects. Standard objects are either light (yellow-ringed object tokens), heavy (red-ringed object tokens), or immobile (blue-ringed object tokens). Some objects, called special objects, have special effects upon nearby terrain and characters, or upon characters that hold them; the Special Objects Tactic is explained on page 21. Objects without special effects are called standard objects and follow all rules in this section normally.

A square containing an object not held by a character is hindering terrain.

Held objects. An object held by a character can't be targeted, destroyed, or taken away from the holding character.

Immobile objects. Immobile objects can't be picked up or moved using any power or game effect. When an immobile object is destroyed, put a debris marker in the square it occupies and then remove the object from the game.

Destroying objects. Objects can be destroyed using the rules for destroying a square of blocking terrain (see p. 11). An object and a character in the same square can be targeted by close combat or ranged combat attacks, but 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 can't target both a character and an object with the same attack.

TIP!

Objects can be used for more than just attacking! A well-placed object can provide a character with extra cover or slow down opposing characters.

Using Objects as Weapons

Characters that can use the Super Strength power (see the Super Strength entry on the Powers and Abilities Card) can pick up and hold an object, then use it in close combat and ranged combat attacks. An object is destroyed once it is used in an attack, even if the attack fails or is evaded. Remove a destroyed object from the game.

Picking up an object. During a move action, power action, or free action in which a character using Super Strength moves, the character can 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. Put the object token under the base of the character with Super Strength to indicate that the character is holding the object.

Holding an object. A character can hold only one object at a time. A character can't 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 defeated or loses the ability to use Super Strength, the character automatically drops the object, which stays in the square the character occupied when it was defeated or the power was lost. If there is already an object in the square when an object is dropped, the dropped object is removed from the game.

Using objects in close combat attacks. A character holding an object and making a close combat attack must use the object in the attack, as shown in Figure 17, unless the character is using a power that will deal 0 or no damage or making a close combat attack that will target more than one character. If a character is using a light object in a close combat attack, modify the character's damage value by +1 for the attack; if a heavy object, modify the character's damage value by +2 for the attack.

FIGURE 17



Namor uses Super Strength to pick up a hot dog cart. Next turn, he can use it to attack Kristoff™.

Using objects in ranged combat attacks. A character holding an object can throw it at a single opposing character, as shown in Figure 18; a character holding an object does not have to attack with the object when given a ranged combat action. 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 8 squares; heavy objects, 6 squares. Regardless of the attacker's damage value, a successful ranged combat attack with a light object deals 2 damage; a heavy object, 3 damage.

FIGURE 18



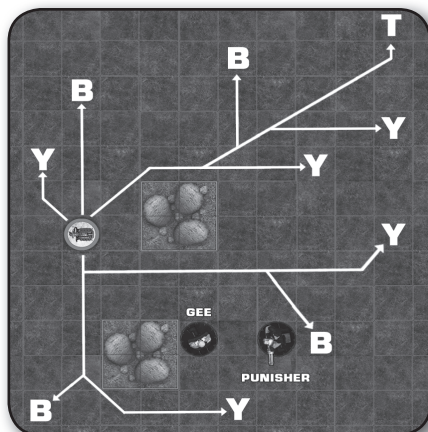
The Thing™ can make a ranged combat attack using the boulder object against Malice™.

Objects and Telekinesis

Characters that can use the Telekinesis power can move objects and characters from a distance; they can also use objects as weapons (the following description supplements the Telekinesis entry on the Powers and Abilities card).

Moving objects and characters using Telekinesis (options 1 and 2). To move a target object or character using Telekinesis, the character using Telekinesis must be 8 or fewer squares from the target and have a clear line of fire to the target. When Telekinesis is used to move the target, it can be moved 8 squares in any direction but must end its movement in a square 8 or fewer squares from the character using Telekinesis, and the character using Telekinesis must have a clear line of fire to the square where the movement ends, as shown in Figure 19. The target being moved does not affect the line of fire. If the target is a friendly character, it must break away from opposing characters before it can be moved. If the target moves into a square adjacent to an opposing character, it must stop its movement; if this would result in the target

FIGURE 19



Gee can use Telekinesis to move the object up to 8 squares as long as its movement ends 8 or fewer squares from Gee in a square to which he has a clear line of fire. The squares marked with a Y are among the squares he can move the object to. The square marked with a T is too far from Gee at the end of the movement. The line of fire to squares marked with a B are among those to which the line of fire would be blocked at the end of the movement.

character ending its movement in a square not allowed by the rules of Telekinesis, it must be moved to a different square if possible or end its movement in the square where it began its movement. A friendly character that has been moved using Telekinesis can't use Telekinesis to move other characters until the beginning of your next turn.

Attacking with an object using Telekinesis (option 3). To attack with an object using Telekinesis, choose an object 8 or fewer squares away and a target opposing character 8 or fewer squares away; the character using Telekinesis must have a clear line of fire to both the object and the target, but the object does not affect line of fire to the target. Make a ranged combat attack as if the character using Telekinesis were in the square occupied by the object (as shown in Figure 20) and had a range value of 8. The object used in the attack is destroyed, even if the attack fails or is evaded.

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

FIGURE 20



When Gee uses Telekinesis to attack the Punisher™ with the engine, he makes a ranged combat attack as if he were in the square occupied by the engine.

WINNING A GAME OF HEROCLIX

A game of **HeroClix** ends when any one of the following situations is true:

1. All but one of the players has no more characters left on the map after an action has been resolved, 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, OR
5. A condition of the scenario or event dial being played causes the game to end.

A character can't leave the map before the end of the game unless defeated or unless required to do so by the effects of an event dial or scenario (see p. 21 for more on scenarios and event dials). After a winner has been determined, all players retrieve their game pieces.

Determining the winner. If only one player has surviving characters (characters not defeated) at the end of the game, that player is the winner. Otherwise, at the end of the game all players count their victory points (see below). Whoever scores the most victory points wins the game. If two players played as an allied team, their points are added together. If there is a tie in victory points, all tied players roll 2d6 and the player with the highest total result wins.

Determining victory points. Victory points are scored as follows:

- **Characters defeated by you.** 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.
- **Other defeated characters.** Points for characters that were defeated, but not by an opposing character (such as those characters whose actions led to pushing damage that caused them to be defeated), 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 and Event Dials and Scenarios.** If you are using these tactics in the battle, see Part 4 for more on how they affect victory points.

PART 3: POWERS AND ABILITIES

Once you're comfortable playing with the Core Rules, you might be ready to start making your battles truly heroic! This part of the rules will tell you how to use your characters' powers and abilities, including the following:

- The standard powers on the Powers and Abilities Card
- Special powers explained on your characters' character cards
- Combat abilities and team abilities indicated by symbols printed on your character's base
- Special abilities your character might be able to use

POWERS

Colored squares surrounding a character's combat values indicate its powers. A character's powers can change as it takes damage or is healed.

A character's powers are listed on its character card. Each power listed on a character card is preceded by a colored circle and a symbol. When the same color appears in a square on the character's dial next to that symbol on its base, the character possesses that power. If a character does not have an associated character card, all of its powers are standard powers and are described on the Powers and Abilities Card.

A power is in effect when it appears on the character's combat dial through the stat slot. All powers are optional unless "non-optional" appears in their description, and are not required to be used during your turn; however, all powers (such as those activated by a specific type of action or attack) are assumed to be in effect during an action unless you cancel it 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 be given an action in order to activate, 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 being given an action to activate the power or that the action given to the character will activate a power.

TIP!

When you first begin using powers in **HeroClix**, it might be useful to play only characters with standard and named powers, or to ignore your characters' special powers. Add one or more powers to your game each time you play (even if this means ignoring some of the powers on your dial) or as you are ready to add them to the game. Once you're familiar with the standard powers on the Powers and Abilities Card, begin playing characters with special powers or adding your characters' special powers to the game.

Standard and Named Powers

A standard power is a power with only its name printed next to the circle on the character card (such as "Blades/Claws/Fangs"); an explanation of its effects appears on the Powers and Abilities Card. A named power, like SEISMIC BLAST (Quake), is a standard power with a specific descriptive title. It is capitalized next to the circle and is followed in parentheses by the name of the standard power (which is explained on the Powers and Abilities Card).

HeroClix Alpha Set characters. When you play an Alpha Set character in a **HeroClix** Core Game, ignore the powers described on its character card. All of the character's powers, as indicated by the colors on its combat dial, are considered to be standard **HeroClix** Core Game powers described on the Powers and Abilities Card.

Special Powers

Special powers are indicated by a white circle on the character card and a white square outlined in black on the character's combat dial. The effects of special powers are explained on the character's character card.

Special powers that allow a character to use multiple powers or effects might require a character to use a separate action to activate each power, unless the power specifically states otherwise. When the rules text of a special power doesn't state which actions are required to use the effects it allows, see the Powers and Abilities Card and "Actions and Attacks" on page 8 for more on how to determine which actions are needed.

EXAMPLE: A special power that says, "This character can use Charge and Phasing/Teleport" would require the character to use a power action to activate Charge and a second power action to use Phasing/Teleport; they can't be used during the same action. A special power that says, "This character can use Charge and Phasing/Teleport; when the character uses Charge, it can use Phasing/Teleport as a free action" would allow the character to run through a wall and attack an opposing character with the same action!

TIP!

Don't forget to use your characters' powers! You can use some powers, like Probability Control, during your opponent's turn, so don't miss out on an opportunity to change the course of the battle!





ABILITIES

Abilities are special capabilities a character possesses, regardless of how its combat dial is turned during a game. There are three types of abilities: combat abilities, team abilities, and special abilities. Combat abilities and team abilities are indicated by symbols printed on a character's base, while special abilities are typically indicated on a character's character card.

Powers and other game effects might sometimes grant abilities to a character. All abilities are optional unless "non-optional" appears in their descriptions and are not required to be used during your turn; however, all abilities are assumed to be in effect during an action unless you cancel them at the beginning of that action. When an ability is canceled, it is canceled until the end of that turn and resumes effect at the beginning of the next player's turn.

Combat Abilities


Combat abilities are abilities a character possesses due to the way they move or fight on the map, indicated by symbols printed on the character's base. Non-standard combat symbols on a character's base indicates that they possess special combat abilities.


Standard combat symbols and abilities. The  speed symbol, the  attack symbol, the  defense symbol, and the  damage symbol are standard combat symbols and follow all normal rules. The standard abilities of standard combat symbols can't be countered.






Speed Combat Abilities

A character's speed combat abilities are indicated by the speed symbol printed on its base:

 A character with the boot speed symbol follows all rules for movement normally.


 A character with the wing speed symbol is a flier, and has the Flight ability and the Carry ability.


 A character with the dolphin speed symbol is a swimmer, and has the Swim ability.

Reversed speed symbols. A character with a speed symbol printed in reverse (, , or ) is a transporter, and has the Carry ability and the Move and Attack ability. If it has the  speed symbol, it also has the Flight ability, and if it has the  speed symbol, it also has the Swim ability.

Attack Combat Abilities

A character's attack combat abilities are indicated by the attack symbol printed on its base:

 A character with the fist attack symbol follows all rules for combat normally.


 A character with the duo attack symbol is a duo character, and has the Duo Attack ability.

 A character with the crosshairs attack symbol has the Sharpshooter ability.

Defense Combat Abilities


A character's defense combat abilities are indicated by the defense symbol printed on its base:


 A character with the shield defense symbol follows all rules for combat normally.


 A character with the striped shield defense symbol has the Indomitable ability.

Damage Combat Abilities

A character's damage combat abilities are indicated by the damage symbol printed on its base:

 A character with the explosion damage symbol is a standard character and follows all rules for combat normally.

 A character with the giant damage symbol is a giant character, and has the Giant Size ability and the Giant Stride ability.

 A character with the colossal damage symbol is a colossal character and has the Colossal Size ability. Colossal characters might have special rules that are provided on the character's character card or a separate rules sheet.

HEROCLIX COMBAT AND

SPECIAL ABILITIES

Speed Abilities

FLIGHT This character ignores the effects of hindering terrain on movement, and can move onto and off of elevated terrain and over outdoor blocking terrain. A character with this ability can move through squares adjacent to and occupied by opposing characters. A flying character is at the same elevation as the square its base occupies. A flying character on elevated terrain is not dealt knock back damage if its knock back path crosses the boundary of elevated terrain.

SWIM This character treats water terrain as clear terrain for movement purposes.

MOVE AND ATTACK Give this character a move action when it is not adjacent to an opposing character. The character can move through squares adjacent to opposing characters. During its movement, the character can make one close combat or ranged combat attack as a free action. The character must be in a square where it can legally end its movement in order to make the attack. Modify its attack value by -2 (to a minimum attack value of 1) for the duration of the attack. The character can use the rest of its movement after making the attack.

Attack Abilities

DUO ATTACK Give this character a power action to make a duo attack. It makes two separate attacks against opposing characters as free actions (making two separate attack rolls). These attacks can be close combat attacks or ranged combat attacks (ranged combat attacks can have only a single target). Resolve the first attack before making the second; this character's damage value is modified by -1 for the second attack, to a minimum damage value of 1. If this character is defeated as a result of the first attack in a duo attack, the second attack is not made.

SHARPSHOOTER This character can make ranged combat attacks against adjacent opposing characters. When this character makes a ranged combat attack, it can ignore the effect of opposing characters on line of fire.


Defense Abilities

INDOMITABLE This character does not take pushing damage.

Damage Abilities

GIANT SIZE (non-optional) This character can't be knocked back and ignores other characters' Force Blast and Plasticity powers. This ability can't be countered or canceled.

Close combat attacks. This character can make close combat attacks against elevated characters, even when this character is grounded. This character can also make close combat attacks against target opposing characters up to two squares away, even if a character (friendly or opposing) or an object occupies a square between this character and the target; the attack can't be made if blocking terrain, elevated terrain, or a wall would block an otherwise clear line of fire between this character and the target.








Ranged combat attacks. Characters with the  symbol do not block line of fire to or from this character. This 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, but terrain effects (such as the hindering terrain modifier) still apply normally.

GIANT STRIDE This character ignores the effects of characters and hindering, elevated, and outdoor blocking terrain on movement. This character fails to break away only on a result of 1 or 2. If this character has zero action tokens when it is given a move action, it can use the Carry ability until the end of the action.

COLOSSAL SIZE (non-optional) This character blocks lines of fire to other colossal characters. A character with this ability ignores the effects of hindering, elevated, and outdoor blocking terrain on movement. This character can't be knocked back and can make ranged combat attacks when adjacent to opposing characters. This ability can't be countered or canceled.

Special Abilities

CARRY When moving as a result of being given an action, this character can carry one friendly character. If this character carries a character during an action, modify this character's speed value by -2 until the end of the action.

Characters with the  or  speed symbol can be carried. Characters with the , or  speed symbol,  attack symbol, or the  or  damage symbols can't be carried. A character holding an object can't be carried, but if this character's powers and abilities allow it to do so it can hold an object and carry a character.

To be carried, the friendly character must be adjacent to this character at the beginning of this character's action. When this character ends its movement for the action, the carried character must be placed in a square adjacent to this character that the carried character can occupy and at the same elevation.

(continued) While being carried, a carried character is not adjacent to any character nor can it draw a line of fire until placed at the end of this character's movement for the action. A carried character can have its team ability copied by a wild card team ability.

A carried character is not given an action token for being carried unless specified by an effect, and it can't be given an action (other than a free action) until the beginning of the next turn.

TIP!

Not only can a character with the Carry ability carry friends into combat, it can also carry them away! A character adjacent to an opposing character has to roll to break away, but if a friendly character carries that character away from the opposing character and the carrying character is not adjacent to any other character, no break away roll is required.

CAPTURE 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 instead, 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 three 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) places 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 defeated, and this character's player receives additional victory points for the released captive equal to 50 points or the released captive's point value, whichever is less.. 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 friendly character a power action; it makes a close combat or ranged combat attack against the target character that captured the captive. The target modifies its defense value 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 put into 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 is pushed normally.

Countering Capture. When Capture would be countered, roll 2d6; if the result of the roll is not doubles, Capture is not countered. If Capture is countered, all captives of this character are rescued immediately.

MULTIATTACK Give this character a power action. It can use two free actions against up to two targets per action. These free actions can be power actions that include an attack, close combat actions, or 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 character can't use feats when using this power. This ability can't be countered.

TEAM ABILITIES

Team abilities are special abilities a character can use due to its alliance with a team or an affiliated group.

Team symbols. A team symbol on a character's base indicates the character is a member of that team and possesses that team ability, as described on the Powers and Abilities Card. Not all characters have team symbols.

Team symbols used in **Marvel HeroClix**. See the Powers and Abilities Card for the team ability associated with each team symbol.

Canceling team abilities. All team abilities are optional and can be canceled. However, 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 be given 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 being given an action to activate the team ability or that the action given to the character will activate a team ability.

TIP!

If a team ability requires more than one member of that team be on your force in order to work, be sure to include more than one member of that team on your force!

Wild cards. Wild card team abilities allow a character to use any team ability possessed by any friendly character on the battlefield. A character that possesses a wild card team ability is called a "wild card."

When using a team ability it does not possess, a wild card does not gain the team symbol of the team ability used. A team ability used via a wild card team ability can't be used as a prerequisite for a feat (see Feats, p. 19.)

Wild cards can 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 defeated 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 opposing character'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.

SPECIAL ABILITIES

Special abilities are abilities a character possesses, as indicated on its character card or on rules sheets associated with the character. See elsewhere in this section for description of some special abilities, such as Capture, Carry, and Multiattack.

TRAITS

Traits are abilities, powers, effects, or other aspects of a character that it possesses at all times, regardless of how its combat dial is turned during a game. Traits are indicated by the ☆ symbol in the circle next to the name and/or description of the trait on a character card.

All traits are non-optional and can't be countered.

PART 4: TACTICS

Tactics are optional elements of **HeroClix** that you can choose to play (see *Announce the Format* on p. 4) in your **HeroClix** games. Each brings new strategic depth and exciting opportunities to the game, but also additional rules and complexity.

Tactics should be added to your game only when you feel you've mastered all other aspects of the **HeroClix** rules. Even then, you and those you play with might want to add only one Tactic at a time, learning each in turn. Once you've mastered the Tactics in this section, you'll be playing **HeroClix** at the highest level! Tactics covered in this section include:

- Feats
- Battlefield Conditions
- Double-Base Characters
- Special Objects
- Themed Teams
- Special Maps and Terrain
- Event Dials and Scenarios

FEATS

Feats are cards that can grant your characters additional abilities, if they meet the prerequisites for using it and you pay any associated costs for including it in your force. Feat cards 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.

Assigning feats. If a feat requires you to choose a character or characters on your force when assigning the feat, all chosen characters must meet the prerequisites, and you must make the choice when building your force; only the chosen characters will be able to use the feat during the game. When you assign a feat to a character, you must also include the point value of the feat in the point total of your force.

In order to be assigned a feat, a character must meet its prerequisites. A prerequisite power or combat value does not need to be visible on a character's starting dial for the character to be assigned the feat, but the character's combat dial must be able to turn so that all power and combat value prerequisites for the feat are visible through the stat slot at the same time.

If a character can use a power or ability via a special power or ability, it can be assigned a feat with that power or ability as a prerequisite, but it must be able to use the power or ability on its own. Being able to use another character's team ability (as wild cards can do) or power (as with the special power *Power Drain*, which allows a character to use another character's powers) does not satisfy the prerequisites for a feat.

Feats included as part of your force can be assigned only to characters that are part of your force, and they can't 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 can be assigned more than one feat; however, a character can't be assigned multiple copies of the same feat.

The 10% Rule. The combined point value of feats included in your force can be no more than 10% of the game's build total. For example, in a standard 300-point game, this means you are allowed a maximum of 30 points of feats in your force.

Using feats. In order for a character to use a feat assigned to it, all prerequisites for the feat must be printed on the character's base and/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 can't be modified to meet the prerequisites to use a feat. A character that already meets the prerequisites to use a feat can have its combat values modified as long as the modified combat values still meet the prerequisites to use the feat. If a prerequisite power, ability, or symbol has been countered or altered on a character by any game effect (such as the *Earthbound* or *Outwit* powers), the character can't use any feats that have them as a prerequisite.

TIP!

If a feat used by an opposing character is giving it an edge, try to deal damage to that character or counter its abilities so that it no longer possesses 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.

Feats and victory points. When the Feats Tactic is being used in a game, victory points for the game are calculated normally but with the following additions:

- **Feats assigned to chosen characters.** If a feat requires you to choose a character, remove the feat from the game when the chosen 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 chosen character is defeated and award victory points for the feat in the same way that victory points were awarded for the last chosen defeated character.
- **Feats with variable point values.** 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 value 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 map, 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.

BATTLEFIELD CONDITIONS

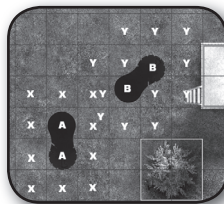
Battlefield conditions change the environment of the battlefield. When assembling your force, you can include a single battlefield condition. A battlefield condition has no point value and does not count toward the point total of a force.

A battlefield condition alters the rules of the game as explained in its card text. Battlefield conditions affect only characters on the map. If multiple copies of a battlefield condition 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, his or her battlefield condition remains in effect until the end of the game.

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 in Figure 21. 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.

FIGURE 21



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 character B.

Moving double-base characters. 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 both ends of its base occupy squares where it could end that movement and both ends of the base are on terrain at the same elevation. 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 can't end its movement with a wall between the center dots printed on its base.

Attacking and double-base characters. When drawing a line of fire to or from a double-base character, the player drawing the line of fire can 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.

Double-base characters can't be moved by Telekinesis, can't be knocked back, and ignore other characters' Force Blast.

THEMED TEAMS

Themed teams are forces of **HeroClix** characters in which all characters (excluding bystander tokens) share at least one common keyword among the keywords listed on their character cards.

When the shared keyword is a generic keyword (as listed in the sidebar), your force must include at least one character (excluding bystander tokens) for each 100 points (or fraction thereof) of the game's build total to be a themed team.

When the shared keyword is not a generic keyword, your force must include at least one character (excluding bystander tokens) for each 150 points (or fraction thereof) of the game's build total to be a themed team.

GENERIC KEYWORDS


- | | | |
|-------------|------------------|-------------|
| • Animal | • Kid | • Reporter |
| • Armor | • Martial Artist | • Robot |
| • Brute | • Monster | • Ruler |
| • Celebrity | • Mutant | • Scientist |
| • Cosmic | • Mystical | • Soldier |
| • Deity | • Past | • Spy |
| • Detective | • Police | • Teen |
| • Future | • Politician | • Warrior |
| • Herald | • Psychic | |

Themed teams receive multiple benefits:

- A bonus to the roll to determine who will be the first player equal to the number of characters (excluding bystander tokens) on the force.
- The player of a themed team can choose one target battlefield condition to be ignored by all players during the game (this choice is made when battlefield conditions are revealed); once the choice is made, it can't be changed. This benefit is optional.
- For each two characters (excluding bystander tokens) on a themed team, a character on the themed team (including bystander tokens) can use Probability Control once during the game; give that character an action token for this use of Probability Control. A character can't be chosen to use this benefit if it already has two action tokens or if it has already been given an action on the turn this benefit is used.

Example: Matt creates a force using Mr. Fantastic, Human Torch, and the Thing for a **HeroClix** game with a 300-point build total. All characters on his force share the Fantastic Four keyword; because Fantastic Four isn't a generic keyword, he needs only one character for each 150 points in the build total for his force to be a themed team. The three characters on his force give him a +3 bonus to the roll to determine who will be the first player, and he can choose one target battlefield condition that all players will ignore during the game. Finally, his force will be able to use Probability Control once during the game (he would need four characters on his team to be able to use it twice).

SPECIAL OBJECTS

Special objects are objects (whether tokens or 3-D objects) marked with the  symbol. They represent items on the battlefield that create special effects or grant characters holding or using them special abilities. Like standard objects, special objects are classified as light, heavy, or immobile, and have special rules dictating how they are placed on the map and used in battle.

Unless stated otherwise, all rules for objects apply to special objects. Special object effects supercede the effects of battlefield conditions when they conflict.

Placing special objects. After choosing and looking at a standard object token drawn from the object pile during setup (see Step 4: Place Objects, p. 5)—but before placing it on the map—a player who has special objects in his or her collection can 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 can be replaced only

by a special object of the same type—or by an immobile special object, which can replace a standard object of any type.

Each player can place a maximum of three special objects per game; a particular special object can be chosen only once by each player per game. Each player can place one immobile special object for each full 300 points of the game's build total. Regardless of which player places a special object, any player can use its abilities, and all players are affected by its effects.

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

Example: Aaron wants to use special objects in a two-player game with a build total of 400 points. During setup, Aaron and his opponent each put three object tokens into the object pile.

Aaron draws a light standard object token from the pile. He chooses to remove the standard token from the game and place the Stepladder special object (a light special object) on the battlefield.

After his opponent places an object, Aaron draws a heavy standard object token from the pile. He chooses to remove the standard token from the game and place the Fuel Tank special object (a heavy special object) on the battlefield.

After his opponent places her final object on the battlefield, Aaron draws a light standard object token from the pile. If he wanted to replace it with a special object, he could replace it with any light special object except the Stepladder (since he has already placed a Stepladder on the battlefield) or an immobile object. Aaron chooses to remove the standard token from the game and place the Teleport Pad special object (an immobile special object) on the battlefield. Because the build total for the game is 400 points, Aaron can place only one immobile object on the battlefield; the build total would need to be at least 600 points for Aaron to place a second immobile object.

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.

SPECIAL MAPS AND TERRAIN

Some maps have special rules associated with them or specific areas of terrain, usually indicated by orange lines on the map. These special rules are explained on the map and apply only to that map.

EVENT DIALS AND SCENARIOS

Event dials and scenarios change one or many rules for a **HeroClix** battle. Because these changes can be significant—including alterations to the build total, limitations on what can be included in a force, rules in effect during the battle, or the victory conditions for the battle—all players should be aware of and agree to an event dial or scenario being used before beginning to assemble their forces.


Only one event dial or scenario can be used in a game. Where they conflict, rules for event dials and scenarios override the rules in this rulebook.


Event Dials

Event dials shape events on the battlefield using rules that change during the course of a game. The Battlefield Conditions Tactic can't be used in a game in which the Event Dial Tactic is being used.

Before the beginning of the game, turn the event dial so that a green line appears in the state slot; the event dial can't be turned back (counterclockwise) past this line. If while playing an event dial, a red line appears in the slot, the dial can't be turned further (clockwise) past this line, though it might be able to be turned back, if directed by an effect. If an event dial has no red line, it can continue to be turned clockwise past the green line and is considered to have no end.

The event card associated with an event dial explains the rules associated with the dial:

 Sets the scene for a game by describing any prerequisites for using the dial, special setup procedures, and any other special rules.

 Describes when to turn the event dial; if not otherwise specified, turn the dial clockwise once at the indicated time.



Changes or additions to the victory conditions for the game.

The event card also describes the effects the event dial has on a game. Each effect listed on an event card is preceded by a colored circle. When a circle of that color appears in the slot of the associated event dial, the described effect is in effect.

Scenarios

Scenarios add special rules or limitations to a **HeroClix** game to create a particular set of circumstances or tell a particular story. Following are four sample scenarios.

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!

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.

There Can Be Only One

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

Build Restrictions

The Unique rank is designated by a character's name rather than by ring color. In this scenario, a force can contain only one of each character by name.

Radiation Cloud

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

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 deals 1 unavoidable damage to occupying characters enlarges by one set of rows and columns. For example, during the fourth turn when "radiation damage" is dealt, at the beginning of his or her turn a player deals 1 unavoidable damage to characters four or fewer squares from any edge of the map.

Call Out


If players are looking for a faster game, agreeing to add the Call Out mechanic to the game will speed up the game by dragging reluctant characters into the heart of the battle. All characters in this scenario possess the Call Out ability, which teleports opponents from the far ends of the battlefield and straight into combat!

• • • • •
• **CALL OUT** Give this character a power action when it is
• more than four squares from any starting area. Choose any opposing
• character that does not occupy its starting area and move it to any
• unoccupied square two or fewer squares from this character.
• • • • •

PART 5: THE HEROCLIX GLOSSARY

In this section you'll find definitions for many of the terms used in these rules, and in the rules text for **HeroClix** powers, abilities, and game effects. Refer to it whenever you are uncertain of the meaning of a word—understanding the specific meaning of words can be the difference between **HeroClix** mastery and defeat!

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

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

ability: A capability possessed by a character, usually indicated by a symbol on its base or explained on its character card.

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

action token: A coin, bead, or some other item used to indicate whether 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.

action total: The number of actions a player has available to give to his or her characters on each of that player's turns.

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

active player: The player whose turn it is.

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

attack: An action that includes an attack roll to determine whether one character hits another.

attack roll: The result of rolling 2d6 when a character makes a close combat or ranged combat attack.

attack total: The combined result when an attack roll is added to an attack value.

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 map where a **HeroClix** game takes place.

blocking terrain: Terrain that prevents movement and an attacker from drawing a clear line of fire. 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 graphical representation of a character on it, rather than a figure, that can be included as part of your force.

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

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

character card: A card specific to a particular **HeroClix** character that is printed with information relevant to that character, such as powers, character background, first appearance, and so on.


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

click: A single turn of the dial resulting in a "click" that can 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: An identifying number specific to a particular character in a set.

colossal character: A character with the Colossal Size ability, usually indicated by 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 the Continual keyword is not ignored while it is being moved or held.

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

counter: Through the use of a power or ability, causing another power, ability, or effect to be ignored. The effect of a countered power, ability, or effect 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.

d6 (or 2d6): An abbreviation for "six-sided die" (or "two six-sided dice").

damage: A change in a character's condition that brings it closer to being defeated, 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.

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


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: The four squares that meet a central square at that square's corners are diagonal from that square.

doubles: When the result of rolling 2d6 is two of the same number (such as two 4s).

duo character: A character with the Duo Attack ability, usually indicated by the  attack symbol.

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

effect: A power, ability, or other rule that can affect a game.

elevated: On a square of elevated terrain.

elevated terrain: Terrain on the map that is located above ground level. Squares inside the boundary of a red line are elevated terrain.

eliminated: Defeated, knocked out, or otherwise removed from the game.


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

event dial: A dial used to create a dynamically changing scenario during a game.

feat: Special training or abilities that can be possessed by a qualifying character, represented by a card assigned to the 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.

flying: A character using the Flight ability, usually indicated by the  speed symbol.

force: The team of characters controlled by a player.

format: The set of rules that will be in effect during a **HeroClix** game.

free action: An action that doesn't give an action token to a character.

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

giant: A character with the Giant Size ability, usually indicated by the  damage symbol.

grounded: Characters, objects, and terrain that are not elevated.

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 modifies a character's damage value by +2 when used 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: Modifying a target's defense value by +1 when the line of fire from the attacker to the target crosses the boundary line of hindering terrain.

hit: When the result of 2d6 and the attacker's attack value is equal to or greater than the defense value of the target.

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 can't 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."

keyword: A special trait of a character or special object. Players create themed teams based on character keywords.

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 intersects with a wall, the edge of the map, the boundary of elevated terrain, or the boundary of blocking terrain.

knock back path: The line of squares a knocked back character passes through if otherwise uninterrupted.

knocked out: A character with three **KO** symbols showing on its combat dial; such a character is defeated.

KO'd: Knocked out, or defeated.

light object: An object that can be carried or moved and modifies a character's damage value by +1 when used 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 is healed.

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

modifier: A number that increases or decreases a 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.

named power: A power with a character-specific label in capital letters, followed by the name of a standard power in parentheses.

no damage: An attack that deals no damage can't have the damage modified by powers or team abilities.

non-optional: An effect that can't be canceled.

object pile: The randomized pile from which object tokens are selected when objects are placed on the map as part of creating the battlefield.

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

opposing characters: Characters controlled by an opponent.

optional: An effect that can 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 can't be reduced by powers that reduce damage dealt.

place (or put): To place (or put) a character or other game element in a position on the map; a character that previously occupied another position on the map is not considered to have moved if placed.

possesses: To directly have a power, ability, or effect printed on a card or dial—not simply used via another power, ability, or effect.

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

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

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 of damage a character takes because it is pushed.

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

range value: The maximum distance (in squares) at which the character can use a ranged combat attack to 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.

removed from the battlefield: A character, object, or other game piece that is removed from the map, but still eligible to return to the game if certain conditions are met.

removed from the game: A character, object, or other game piece that can't 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.

round: All players taking a single turn.

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.

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

special power: A power whose name and effects are explained on a character's character card and are unique to that character.

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

standard character: A character with the standard combat symbols or abilities.

standard power: A power or ability whose effects are described on the Powers and Abilities Card.

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.

surviving character: A character that has not been defeated when a game of **HeroClix** ends.

swimmer: A character using the Swimming ability, usually indicated by the  speed symbol.

Tactic: Additional rules and effects that can be employed in a game of **HeroClix** if allowed by the agreed-upon format of the game.

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

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


team symbol: A symbol printed on a character's base that identifies it as a member of a group and possessing the associated team ability. Not all characters have team symbols.

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.

themed team: A force composed of characters (other than bystander tokens) that share a single common keyword.

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

trait: An aspect or capability of a character that it possesses at all times, regardless of how its combat dial is turned during a game, as indicated by the  on its character card.

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

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 can be included when assembling a force.

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

use: To employ a power, ability, or effect.

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

water terrain: Terrain that is clear terrain for ranged combat purposes but hindering terrain for movement purposes. Swimming characters treat water terrain as clear terrain for movement purposes. Squares inside the boundary of a blue line are water terrain.

wild card: A team ability that allows a character to use any team ability possessed by any friendly character on the map.

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