



2011 CORE RULEBOOK

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WELCOME TO HEROCLIX!

The **HeroClix** Core Game is a tabletop combat game using 3-D collectable miniature figures of your favorite characters. By building a force from your collection of figures, you can take on the roles of your favorite characters and challenge your friends to epic battles!

WHAT YOU NEED TO PLAY

Any number of players can play a game of **HeroClix**, but the game plays best with two to four players. For a two-player game, you will need the following: a selection of characters, a rulebook, 1 game map, 1 Powers and Abilities Card, and 2 six-sided dice (2d6). 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. Each player turns the combat dial of each of his or her character to the starting position. When playing an advanced game with Powers and Tactics, you may also need 6 object tokens and terrain markers.

WHAT'S IN THIS RULEBOOK?

This rulebook is divided into five parts:

Part 1: THE BASICS

Play the simplest version of **HeroClix** in minutes!

Part 2: THE CORE RULES

Put together a force, set up the map, and play using the core **HeroClix** rules!

Part 3: POWERS AND ABILITIES

Add your characters' superhuman powers and abilities to the game!

Part 4: TACTICS

Learn the highest level of strategic game play!

Part 5: THE HEROCLIX GLOSSARY

A quick reference for the meaning of terms used in the rules!

Tip!

Looking for the latest updates and answers to frequently asked rules questions? Want sneak previews of upcoming **HeroClix** expansions? Ready to pit your skills against **HeroClix** players at local and national tournaments? Then visit:

WWW.HEROCLIX.COM

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
- Taking turns
- Giving actions to your characters
- Moving your characters and attacking your opponent's characters
- Dealing damage and winning the game!

When playing the Basics, each player should use two characters from the Starter Game. 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 a 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 (usually 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. Characters can only be friendly to one force. Some game effects may change a character from friendly to opposing (or vice versa); when that game effect ends, the character returns to be friendly to the force it was friendly to before the game effect took place.

THE BASE

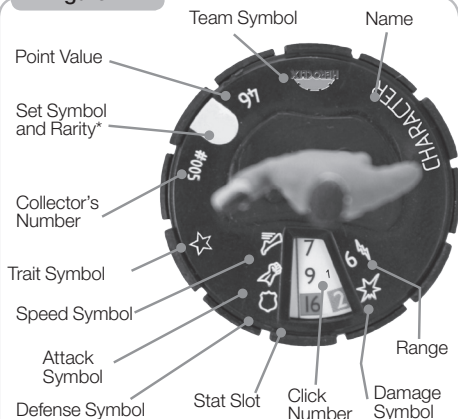
Each character's base is printed with important information, as shown in Figure 1.

Some figures look the same and even represent the same character, but they have different 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 identify it.

THE COMBAT DIAL

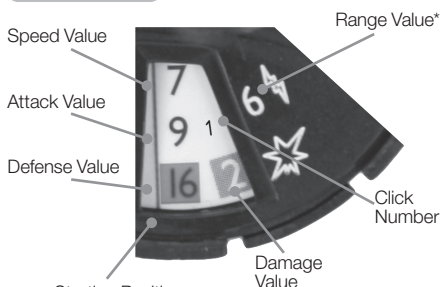
The combat dial is the rotating disk located under a character's base that displays numbers through its stat slot. These numbers, or combat values (Figure 2), on a character's combat dial indicate how good the character is at accomplishing certain tasks.

Figure 1



*The color of the set symbol indicates the character's rarity: white (Common), green (Uncommon), silver (Rare), gold (Super Rare), or bronze (Limited Edition).

Figure 2



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

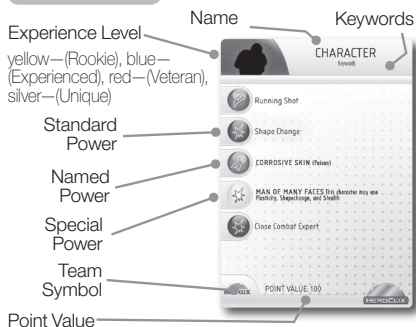
COMBAT VALUES

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 may change when you turn the 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, next to the lightning bolt symbol. The values as they appear on the combat dial are called the "printed values."

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



URNS AND ACTIONS

Players in a **HeroClix** game alternate taking turns and giving actions to their characters. In the Basics, during your turn you may give one action to each of your characters in any order. You can choose from two types of actions:

- **Move Action:** Move your character from one map square to another.
- **Attack Action:** Attack an opposing character with a close combat or ranged combat attack.

MOVING YOUR CHARACTER

When you give a character a move action, it can be moved a number of squares equal to its Speed Value. Characters can move in any direction, even diagonally, and through squares occupied by other friendly characters (but not opposing characters), though you can't end a character's movement in the same square as another character. You don't have to move a character its full speed value, but you must stop moving the character when it enters a square adjacent 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 to calculate your Attack Total. Compare your total to the opposing character's Defense Value. If your Attack Total is equal to or greater than the Defense Value, the attack hits!

MAKING A RANGED COMBAT ATTACK

Characters with a Range Value greater than 0 can make ranged attacks. When an opposing character is within the range of one of your characters, you can give your character an action to make a ranged attack.

Roll 2d6 and add the result of the roll to your character's Attack Value to calculate your Attack

Total. Compare your total to the opposing character's Defense Value. If your Attack 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. Whenever a character takes damage, that character's player turns—or clicks—the character's combat dial in the clockwise direction once for each 1 damage taken. Each click will reveal 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 immediately removed from the game.

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 defeated.

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:

- How to build your force of figures
- How to set up the map and prepare to play
- How to play a round of **HeroClix**, including:
 - Taking turns
 - Giving different types of actions to your characters
 - Moving a character
 - Attacking an opposing character with close combat and ranged combat attacks
 - Dealing damage and knocking out opposing characters
 - How maps and terrain affect your characters' movement and line of fire
- How to determine who wins the game

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. A force must include at least one character.

BUILD TOTAL

The point value that each character has printed on its base is the number of points it costs to add that character to your force. 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 building 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 using the Core Rules, all players should use a build total of 100 points. When you feel that you understand the rules, you can begin using build totals of 200, 300, or more points; build totals are usually 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

If a character is Unique, only one copy of that character can be part of your force. Unique characters have a silver ring on their bases (older Unique characters may have a gold or bronze ring). A force cannot be assembled with two Unique characters with the same name, the same set symbol, and the same collector's number. If a character is not Unique, you may include as many copies of it on your force as you wish, within the constraints of the force's build total.

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: REVEAL FORCES AND ESTABLISH THE FIRST PLAYER

All players reveal their completed forces. Then, each player rolls 2d6 (reroll ties). The player with the highest total result gets to choose who will be the first player. When playing with more than 2 players, the player with the next highest total gets to choose who will be the second player, and so on.

Each player turns the combat dial of each of his or her characters to the starting position. The starting position has a click number marked "1" and/or is the click to the right of the green line.

Once 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.

STEP 2: CHOOSE MAP AND STARTING AREAS

The first player chooses the map where the game will occur. 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 boundary 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, the chosen starting areas must always be on opposite sides of the map. If either player's force will not fit within the purple lines, all starting areas increase by one row and one column but cannot overlap another player's starting area. Starting areas can be extended until each player's force will fit in their respective starting area.

STEP 3: PLACE CHARACTERS

The first player places all of the characters on his or her force on the map in his or her starting area. The player to the first player's left then places all of his or her characters in his or her starting area. If there are more than two players, continue clockwise around the table until all players have placed their forces in their starting areas.

You will constantly pick up your characters during a game to look at or turn their dials; you may want to mark the square your character was in so that you always return it to the correct square.

Once Steps 1–3 are complete, play begins with the first player.

IMPORTANT CONCEPTS

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

ADJACENT SQUARES

Adjacent squares are map squares that touch any given 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.

Adjacent characters (and objects and terrain markers) occupy adjacent squares, as shown in Figure 5. Squares are not adjacent if they are on the opposite sides of terrain that blocks movement or on different elevations (see *Terrain*, p.11). A character is never adjacent to the square it occupies, and a character is never adjacent to itself.

MODIFIERS

Modifiers increase or decrease a combat value by a specific amount and are cumulative. Modifiers apply to a character for as long as that character meets the modifier's requirements, and are added up when needed to determine a combat value. Modifiers use the word "modify" or "modifies". Modifiers never set combat values to specific numbers or halves; they involve adding (+) or subtracting (-).

REPLACEMENT VALUES

Some game effects substitute one combat value for another. These substitute values are called replacement values. When one value *becomes* or is *used* instead of the value printed on the dial, it is a replacement value. Replacement values apply to a character for as long as that character meets the replacement's requirements. When a character's combat value is reduced by half or doubled, those are also replacement values. Replacement values set combat values to specific numbers, doubles, or halves; they never solely involve adding or subtracting. A replacement value becomes the character's unmodified combat value.

ROUNDING

At any point in the calculation of a value, if you have a fractional value (usually caused by "halving" a value), immediately round up to the nearest whole number.

Figure 4

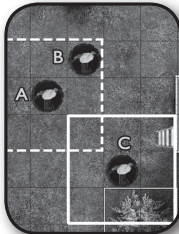


Each X indicates a square adjacent to the center square. Each A indicates a square diagonally adjacent to the center square.

LOCKING

Certain replacement values are referred to as "locked". Locked combat values ignore all other replacement values and modifiers. Whenever a combat value is calculated and a locked replacement value is applied to it, the locked replacement value is the only replacement or modifier that can affect that combat value, and if a specific number is locked, that number is the only possible result of the calculation. Unless otherwise specified, locked values last until the end of the attack that caused the locked value. If there was no attack in the action that resulted in the locked value, then the locked value lasts until the action resolves unless specified otherwise.

Figure 5



The squares adjacent to A are indicated by the dashed line. A is adjacent to B. The squares adjacent to C are indicated by the solid line. C is not adjacent to either A or B.

TIMING

The order in which simultaneous effects are resolved is determined by the active player, (the player whose turn it is), followed only when necessary by other players, beginning with the next player and in turn order.

LINE OF FIRE

A line of fire represents a line between two squares on the map, typically drawn from a character occupying one square to another square. You are allowed to check the map to determine lines of fire between squares at any time.

To determine if a line of fire can be drawn, use a straight edge or draw an imaginary line from the center of one square to the center of the other square. As demonstrated in Figure 6, the line of fire is blocked if:

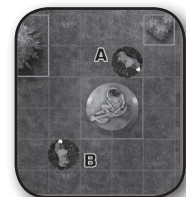
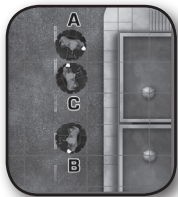
- The line of fire passes through a square occupied by a character not in one of the two squares (Figure 6-A);
- The line of fire crosses blocking terrain or a wall (Figure 6-B);

The two squares of a line of fire can be the same square, so a character can draw a line of fire to itself or to the square it occupies. This is still a line of fire and would be subject to any conditions that would exist if they were separate squares.

Any game effect that states "within line of fire" means there must exist a non-blocked line of fire between the source of the game effect and its target. Any game effect that states "within range" means that the target of the game effect must be within the source's Range Value. Any game effect that states "within x squares" means that the target of the game effect must be within the indicated number of squares of the source. Each of these phrases are independent of each other. A character can be "within line of fire" but not "within range". It can be "within x squares" but not "within line of fire." When a game effect has more than one requirement, the phrases will be combined, such as "within range and line of fire."

Figure 6

- A. The line of fire from A to B is blocked by C.



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

HEROCLIX "GOLDEN RULES"

In general, game effects originating from rules on individual cards supersede the rules in this rulebook (that's part of the fun!) However, there are a few rules that cannot be over-ridden by any game effect. Any game effect that would seem to break one of these rules is ignored.

1) THE RULE OF REPLACE THEN MODIFY

Whenever a combat value needs to be calculated for any game effect, the controller of the character whose value needs to be calculated starts with the printed value, applies all replacement values in any order, then applies the sum of all modifiers to arrive at a final result. Remember that a locked replacement value will override any other replacement values and modifiers.

2) THE RULE OF THREE

Whenever the sum of all modifiers applied to a single combat value is greater than +3 or less than -3, the sum of all modifiers is instead +3 or -3, respectively. All modifiers continue to apply to the combat value; only their sum is changed. This rule only applies to modifiers, not to replacement values. Replacement values can alter the printed combat value by more than 3 before any modifiers apply, with modifiers still limited to a net modification of 3 on the replaced value.

3) THE RULE OF OCCUPANCY

Any game effect resulting in two or more characters occupying the same square, or characters, terrain markers, or objects occupying a square of blocking terrain, is prohibited (except for Debris markers, see Terrain p. 11). If part of a game effect would cause this to happen, that part of the game effect is ignored. If moving or placing a character, terrain marker, or object would cause this, then the character, terrain markers, or object must instead move to or be placed in a different square. Characters using certain powers and abilities may freely travel through other characters and/or blocking terrain, but if it will end its movement in the same square as another character or blocking terrain, the moving character must end its movement before entering the occupied square.

4) THE RULE OF ACTION TOKENS

No game effect can result in more than 2 action tokens on a character. If part of a game effect would cause this to happen, that part of the game effect is ignored.

5) THE RULE OF MINIMUMS

If a game effect specifies that a combat value has a "minimum" value and the final result of calculating that value is less than the specified minimum, use that minimum value instead. If the final result is equal to or higher than the minimum value, use the final result normally. If the final result of calculating any combat value is less than zero, use zero instead. In both cases, all replacements and modifiers continue to apply; only the final result

of the calculation is changed. If a locked value is less than a specified minimum or zero, use that minimum or zero instead.

ROUNDS, TURNS, AND ACTIONS

A **HeroClix** Core Rules 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 all of the characters on a player's force are defeated, the remaining players continue taking turns in the same order.

FIRST-ROUND IMMUNITY

During the first round of the game, characters that have not been given an action, placed, or moved can not be targeted by opposing characters, knocked back, attacked, or damaged, unless a game effect that does so specifically states that it occurs at the beginning of the game.

EFFECTS THAT OCCUR AT THE BEGINNING OR END OF A ROUND OR TURN.

Before the first player takes his or her turn in a round, effects that occur "at the beginning of a round" resolve. When a player begins his or her turn, first resolve and end all effects that last "until the beginning of your turn" or "until your next turn", then resolve all effects that occur "at the beginning of your turn". Game effects activated by free actions with a description stating that the effect may be used "during your turn" may also be resolved during the "beginning of your turn."

After a player has declared their turn over but before the next player begins their turn, first resolve and end all effects that last "this turn" or "until the end of the turn", then resolve all effects that occur "at the end of your turn". After all players have taken a turn in a round, effects that occur "at the end of a round" resolve.

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.

GIVING ACTIONS TO CHARACTERS

During your turn, you give actions from your action total to your characters. When a character is

given an action, that action can be used for only one power or ability that requires that type of action to activate. You must completely resolve one action before you begin the next action. Resolving an action includes resolving any free actions or game effects that action allows followed by applying action tokens and then pushing damage to each character that received a second action token during that action. A character can never be given more than one non-free action per turn. If you have more available actions than characters, you can't use the extra actions. You do not have to use all of your available actions, but you can't save them for future turns.

Example: Melissa has five characters in a 200-point game (Characters A, B, C, D, and E). 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 opposing character and move closer to another one. First, Melissa gives a ranged combat action to Character A to attack an enemy character, and after resolving the attack, gives an action token to Character A. She then gives a move action to Character B and gives it 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, save that each character can only perform one action.

ACTION TOKENS

When you give a character any action (other than a free action – see page 8), give the character an action token as the action resolves and 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.

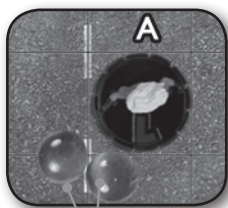
CLEARING ACTION TOKENS

At the end of your turn, after you have finished taking and resolving all of your actions (including free actions that occur "at the end of your turn") and declared your turn to be over, remove all action tokens from each of the characters on your force that did not receive an action token this turn. This is called "clearing" your action tokens.

PUSHING

When a character receives a second action token (usually because it has taken an action on two consecutive turns), deal one pushing damage to that character as actions resolve. Game effects that evade, reduce, ignore, or transfer damage do not affect pushing damage unless the effect specifically says it does. (See Figure 7)

Figure 7



Action Tokens

A was given an action last turn and this turn. It has been pushed and is given a second action token. As the second action resolves, it takes 1 pushing damage.

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.

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.

To break away, roll a d6. On a result of 3 or less, that character fails to break away and can't move; resolve the action immediately, including assigning that character any action tokens for that action. On a result of 4 or higher, that character succeeds in breaking away from all opposing characters adjacent to it. Regardless of any game effects, a d6 roll of 1 automatically results in a character failing to break away, while a d6 roll of 6 automatically results in a character succeeding in breaking away.

Only one successful break away roll is required to move away from all adjacent opposing characters or other game effects that may require break away from that square. Once a character successfully breaks away, it can move through squares adjacent to every opposing character or game effect from which it broke away; but ends its movement as normal if it becomes adjacent to an opposing character that it did not break away from this action.

PLACING CHARACTERS

Some game effects instruct you to "place" your character. When a character is placed, it is not moving. It does not need to break away, and it ignores all characters and game effects between its starting square and the square in which it is being placed.

TYPES OF ACTIONS

There are five types of actions that you can give to a character:

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

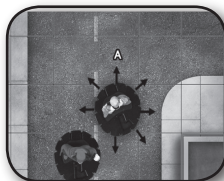
Each of these action types can be given to a character to activate a specific game effect. A character with two action tokens cannot be given any non-free actions.

FREE ACTIONS

Some game effects do not require the character to be assigned an action token when that action resolves, or they allow a character to do something after the character uses another kind of action, such as a power action or move action.

Using a free action does not consume one of your available actions for the turn, and you may give your characters as many free actions as game effects allow. A character may not activate the same game effect twice in one turn with free actions, unless the game effect indicates otherwise.

Figure 8



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

POWER ACTIONS

A power action is an action given to a character that allows it to use a game effect that requires a power action to activate.

Double Power Actions. A double power action is a special type of power action; it is also an action given to a character that allows it to use a game effect requiring a double power action. Unlike a power action, a double power action results in the character being assigned two action tokens instead of one (dealing pushing damage). A character cannot be given a double power action to activate game effects that only require a power action.

MOVE ACTIONS

A character given a move action can move up to its speed value in squares across the map. A character might have a special speed ability (see Part 3, p. 16) that affects 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 move diagonally, as shown in Figure 9.

Remember!

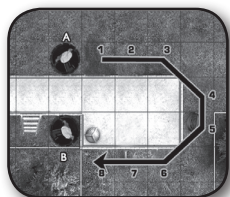
ATTACKS AND ACTIONS

It's important to understand the difference between *actions* and *attacks*. Some game effects can be used or triggered only when a character is given a particular type of action. Combat actions, for example, will always lead to combat attacks, allowing the use of those powers, team abilities, or game effects the combat action permits. 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 attempts to make an attack without being given the required type of action.

Example #1: A character, given a power action to use the *Hypersonic Speed* power, can 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: 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, *Blades/Claws/Fangs* could be used when the character is given the close combat action via *Charge*.

Figure 9



When measuring distance for movement and ranged combat, simply count the squares on the map in any direction.

In the move action shown, A has moved 8 squares and is now adjacent to B.

COMBAT ACTIONS: CLOSE COMBAT ACTIONS AND RANGED COMBAT ACTIONS

There are two types of combat actions: close combat actions and ranged combat actions. Each of these action types can be used to activate a game effect that requires the corresponding action, but most of the time they will be used to activate an attack. A close combat action can be given to a character to activate a close combat attack that targets an adjacent opposing character. A ranged combat action can be given to a character to activate a ranged combat attack that targets one or more non-adjacent opposing characters that are within range and line of fire.

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. Every attack must have at least one target. You can't target a friendly character with an attack. A character can't target itself unless specifically allowed to or it uses a game effect that targets "all characters" or "friendly characters".

COMBAT ATTACK 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 rolls 2d6 (the attack roll) and adds 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 and is a hit (it is a successful attack roll); otherwise, it fails and is a miss.

If an attack misses, damage is not dealt by the attack. Certain game effects allow characters to evade a hit – evading a hit turns it into a miss.

DEALING DAMAGE

When an attack hits, 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 combat dial is turned clockwise a number of times equal to the damage taken. Unless specified otherwise, effects that would increase damage dealt are calculated before effects that would decrease damage dealt. If multiple game effects would allow for damage dealt to a character to be reduced or ignored, only one game effect can activate, to be decided by the character's controlling player. If damage dealt is reduced to 0, then the target is not damaged. Damage dealt cannot be reduced below 0. Game effects that reference the amount of damage a character has been dealt use the damage dealt value after all modifiers have been applied to it.

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 (see Rolling 2 and 12: Critical Misses and Critical Hits, below).

PENETRATING DAMAGE

Penetrating damage is damage dealt that can't be reduced (such as by the Toughness power), but can be evaded, ignored, increased, or transferred to another character.

UNAVOIDABLE DAMAGE

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

HEALING

Characters can have their damage healed through the use of powers like Regeneration, Steal Energy, and Support, as well as through 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 line. A character with multiple starting lines can't be healed beyond the starting line that it began with in a particular game. A character is not considered "healed" unless a game effect causes it to turn its dial counterclockwise.

DEFEATING CHARACTERS

When a **KO** symbol appears in a character's stat slot, that character is defeated. Immediately 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 a two (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 the attacking character 1 unavoidable damage; this represents a weapon backfire or your character straining or wounding itself during the action. This unavoidable damage is not part of the attack.

If you roll a 12 (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. A critical hit increases damage dealt by 1 to each successfully hit target.

When using the Support power (see the Powers and Abilities Card) and a critical miss is rolled for the attack roll, the attempt is an automatic miss and the target is dealt 1 unavoidable damage instead. If a critical hit is rolled for the attack roll, the attempt is an automatic hit, and you add 1 to the amount of damage healed by the target.

KNOCK BACK

When a player rolls doubles on a successful attack roll, 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 game effects might knock back a character or allow a character to

ignore knock back (Examples: Powers: Charge; Abilities: Great Size; Other effects: Multi-base characters). Check for those game effects before applying knock back.

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 the knock back path is not along a straight horizontal or vertical line, then the knock back path follows the diagonal line starting with the square that is on the opposite side of the target from the attacker, in both the vertical as well as horizontal direction.

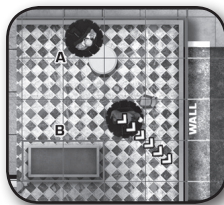
Movement along a knock back path ignores the effects of hindering terrain and objects on movement.

KNOCK BACK DAMAGE

A character's knock back path can't continue beyond a square that blocks movement, elevated terrain of a higher elevation or the edge of the map. If it would do so, the character's knock back path ends in the square before its path would cross into any of these areas, and the character is dealt 1 damage, as shown in Figure 10. This damage dealt is called knock back damage. It can be reduced as normal and is applied separately and after damage dealt by the attacker. Knock back into a terrain feature does not destroy it.

If the knock back path would cross a square occupied by another character, put the knocked back character in the last unoccupied square adjacent to the square occupied by the other character. Stopping in this way does not deal damage to either character.

Figure 10



Mark rolled double 4s on a successful attack made by A against B. B is hit and takes 2 damage. After taking damage B is knocked back two

squares, but he can move back only one square before he hits a wall (the thick black line). B is dealt 1 knock back damage as he slams into the wall.

KNOCK BACK OFF ELEVATED TERRAIN

When a character is knocked across the rim of elevated terrain (i.e.: from a higher elevation to a lower elevation (see Line of Fire: The Rim, p. 14), the knock back path ends in the first square of a lower elevation and that character is dealt 2 knock back damage. If the first square of a lower elevation along the knock back path is occupied by another character, the knock back path ends in the last square of the higher elevation and that character is not dealt knock back damage. Characters using the Flight ability (see the Powers and Abilities Card) which are knocked back off of elevated terrain are not dealt knock back damage, though they still end their knock back path in the first empty square of a lower elevation.

RANGED COMBAT

Ranged combat represents attacks that take place over distance, 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.

RANGED COMBAT AND LINE OF FIRE

Before making a ranged combat attack, you must determine if the attacker can draw a line of fire to the target and if the target is within range.

If the line of fire is blocked, the attacker can't make a ranged combat attack against that target. Any line of fire that isn't blocked can be drawn. If a line of fire can be drawn, 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.

Remember!

While your character is adjacent to an opposing character, it is too occupied with defending itself or fighting the nearest threat to make any ranged combat attack!

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 maximum number of different targets the character can target with a single ranged combat attack unless a game effect indicates otherwise (for example, by indicating "targets all characters"). 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 line of fire to each target. A character can use its full range against each character targeted.

When your character targets multiple targets with a ranged combat attack, make only one attack roll; compare this Attack Total to every target's Defense Value. 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 non-fractional amount of damage, provided that all damage dealt is divided among the successfully hit targets.

Example #1: Jason gives a ranged combat action to A, which has two lightning bolt symbols next to its range value. Jason chooses two opposing characters within A's range and line of fire.

A 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 B, with a Defense Value of 18, and the other is C, with a Defense Value of 15. A misses B, but he hits C for 3 damage. A can't deal less than 3 damage to C.

Example #2: Norm uses A to make a ranged combat attack targeting B and C, 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.

TERRAIN

Terrain is the printed landscape of the battlefield map; object tokens and 3-D objects; or effects created by the use of powers and abilities which involve the placement of terrain markers. Terrain affects movement of characters and the ability to draw lines of fire.

HeroClix has five types of terrain: clear, hindering, water, blocking, and elevated. All types of terrain (except clear terrain) are indicated by boundary lines drawn on the map:

- Squares inside a green boundary line are hindering terrain.
- Squares inside a blue boundary line are water terrain.
- Squares inside a brown boundary line are blocking terrain. Heavy black lines running along the grid of the map are walls, which function as blocking terrain.
- Squares inside a red boundary line are elevated terrain. Each red boundary line has numbers indicating the level of that elevated terrain. The larger the number, the higher the elevation. Maps that do not indicate an elevation number treat non-elevated terrain as level 1 and elevated squares as level 2.

Three other boundary line colors indicate

particular areas on a map and are clear terrain unless indicated otherwise:

- Squares inside a purple boundary line are a starting area (see Step 2: Choose Map and Starting Areas, p. 5).
- Squares inside a yellow boundary line are interior spaces on an indoor/outdoor map (see Maps, p. 14).
- Squares inside an orange boundary line have special rules, which are explained on the map on which they appear.

Lines indicating specific 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 that 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.

If a square does not fall inside the boundary of any colored line, it is clear terrain. All non-clear terrain is surrounded by a contiguous 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. This may result in a single large section of terrain becoming two distinct smaller sections of the same type. Squares may be multiple types if they fall within two or more boundary lines.

No game effect can target or attack a character in addition to a piece of terrain or object with the same attack, even if they occupy the same square.

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. Any line of fire or path of movement that crosses only clear terrain is a “clear” line of fire or path of movement.

- Movement: Clear terrain does not impede movement in any way.
- Line of Fire: Clear terrain does not impede line of fire in any way.

HINDERING TERRAIN

Hindering terrain represents an area containing trees, furniture, debris, objects, and other similar items that might obstruct both a character's line of fire and movement. Close combat attacks are not prevented by hindering terrain. Any line of fire or path of movement that crosses hindering terrain (including the square occupied by the target) is labeled a “hindered” line of fire or path of movement. A hindered line of fire is treated as a clear line of fire for the purposes of powers and abilities that require a “clear” line of fire, with the additional effects below.

- Movement: Hindering terrain impedes movement. A character that crosses from terrain that is not hindering for movement into a square that is hindering for movement must stop moving. Any character that begins its movement in hindering terrain

halves its speed value before moving.

- Line of Fire: Hindering terrain impedes line of fire. If a line of fire between two characters is hindered, modify the target's Defense Value by +1 for the attack, unless the only square of hindering terrain crossed is occupied by the attacker.

WATER TERRAIN

Water terrain represents features like streams, ponds, and other liquids. Water terrain behaves like other terrain for movement and line of fire purposes, though it is still a specific kind of terrain when considered for anything other than movement or line of fire purposes.

- Movement: Water terrain impedes movement, and is hindering terrain for movement purposes
- Line of Fire: Water terrain does not impede line of fire in any way, and is clear terrain for line of fire purposes.

BLOCKING TERRAIN

Blocking terrain represents areas and objects on the map with the potential to completely impede a character's movement and line of fire. Any line of fire or path of movement that crosses blocking terrain is labeled a “blocked” line of fire or path of movement, the movement cannot happen and the line of fire is not able to be drawn through this terrain.

- Adjacency: Squares on opposite sides of blocking terrain are not adjacent. Two squares of blocking terrain adjacent to each other across the diagonal of an intersection would prevent adjacency between the two squares on the opposite side of that intersection.
- Movement: Blocking terrain prevents movement. Characters can't move into or through blocking terrain.
- Line of Fire: Blocking terrain prevents a line of fire from being drawn between two squares. Any line of fire crossing a square of blocking terrain is blocked (except for a line of fire between two characters on an elevation higher than that of outdoor blocking terrain).

WALLS

Walls are a special type of terrain indicated by heavy black lines that run along the map's grid lines. Walls have no boundary lines, but they behave like blocking terrain. Characters on opposite sides of walls are not adjacent. The edges of a map are not walls.

CLEAR, HINDERED, OR BLOCKED

Every line of fire or path of movement you can draw is either clear, hindered, or blocked. Clear is less restrictive than hindered, which is less restrictive than blocked, which is the most restrictive. When a line of fire or path of movement crosses several

different types of terrain, it is the most restrictive type of line of fire or path of movement in any square it crosses. For example, a line of fire crossing both hindering and blocking terrain is a blocked line of fire.

DESTROYING BLOCKING TERRAIN

A square of blocking terrain can be destroyed by a single attack that deals at least 3 damage. When a character attacks blocking terrain, the attack automatically succeeds. 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 the target square in this instance.

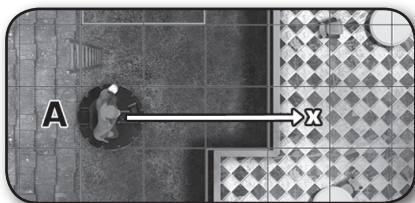
DEBRIS MARKERS

When a square of blocking terrain is destroyed, place a debris marker in the square; this marker represents the rubble left behind by the destruction of the blocking terrain. A debris token is a type of special terrain marker. A debris token is a hindering terrain marker with the special property that it can be placed on blocking terrain. When placed on blocking terrain that square is hindering terrain instead of blocking terrain. Debris tokens can be placed on terrain other than blocking terrain as well, but those squares are considered hindering terrain in addition to their normal properties.

DESTROYING WALLS.

A close combat attack can be used to destroy a wall segment along the edge of the square the character occupies. A ranged combat attack can be used to destroy a wall segment but only if a single line of fire can be drawn to the center of the square on the other side of the wall segment that also crosses the other square along the same edge as the wall segment. The squares on each side of the wall must be within the attacking character's range as shown in Figure 11; in this case, the line of fire is not blocked by the chosen wall segment or a character occupying the targeted square. All

Figure 11



To ensure that Character A's ranged combat attack 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.

other requirements for destroying a wall are the same as those for destroying blocking terrain.

When a wall is destroyed, place debris markers in those clear terrain squares adjacent to both sides of the destroyed wall, as shown in Figure 12, to represent the debris remaining after the wall's destruction.

ELEVATED TERRAIN

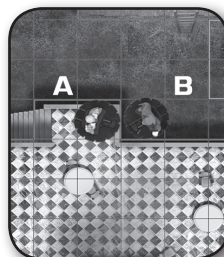
Elevated terrain represents terrain at different levels above the battlefield. Elevated terrain can contain other kinds of terrain like hindering or blocking which would have the properties of both elevated terrain and the other terrain. Elevated terrain itself can't be destroyed. Characters, objects, and terrain features on elevated terrain are considered elevated and their level of elevation is the level of the elevated terrain they occupy. Characters, objects, and terrain that are not elevated are grounded or at elevation level 1. Characters at different elevation levels are not considered adjacent for any game effect. A character at a lower elevation is adjacent to elevated terrain when the only reason the square in question is not adjacent is because it is a higher elevation.

Figure 12



A 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 A and B, who occupied the square on the other side of the wall.

Figure 13

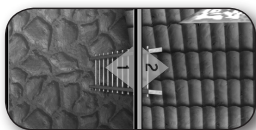


A is in an area of elevated terrain. B is grounded. Even though they appear adjacent to each other, they are not, and B can't attack A because B has a range value of 0, so he will want to try a different approach. A can attack B using a ranged combat attack since A has a range value of 1 or greater.

MOVEMENT: STAIRS AND LADDERS

If a character has no other means to enter and leave areas of elevated terrain (such as the Leap/Climb power or the Flight ability), it must use stairs and ladders. A character can't "jump off" elevated terrain to a different elevation unless a game effect allows it to ignore the effects of elevated terrain on movement.

Part of a stairway or ladder is on terrain of a lower elevation and part is on terrain of a higher elevation. A character must pass through the two squares of different elevation to change the character's elevation. On some maps, the 2 squares of different elevations have numbered triangles where the number indicates the level of elevation of each side of the red boundary line. Characters occupying the two squares through which a character can change elevations can make close combat attacks against each other as if they were adjacent. Stairs and ladders are clear terrain, unless there are map boundary lines indicating otherwise.



LADDER

Elevated terrain itself has no other effect on movement.

LINE OF FIRE

If a line of fire between two characters on the same elevation crosses elevated terrain of a higher level, it is blocked. The line of fire between characters on the same elevation is not blocked by elevated terrain of that level or lower, though other terrain at that elevation level crossing the line of fire affects it normally.

LINE OF FIRE: THE RIM

A square with a red line running through it with an elevation of a lower level sharing an edge with it is considered "the rim". Characters on the lower elevation are not adjacent to the rim any more than they are adjacent to a character occupying the square that the rim borders. A line of fire between characters on different elevations is blocked by:

- Blocking terrain on the same elevation as the character on the lower elevation.
- Elevated terrain of any level higher than the level occupied by the character on the lower elevation, except the square occupied by the character on the higher elevation.
-  or  characters.

A line of fire between characters on different elevations is not affected by hindering terrain and  characters, except for the square the target occupies.

INTERSECTIONS

In **HeroClix**, because the map is composed of a grid of squares, you will quite often find yourself moving diagonally through a point of intersection between 4 map squares. You will also occasionally draw lines of fire that pass directly through these intersection points. In general, to move through or fire across these intersection points requires you to consider the terrain to either side of the point you are trying to pass or shoot through.

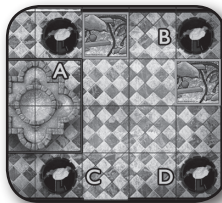
MOVEMENT THROUGH INTERSECTION POINTS

Whenever a character would move diagonally through an intersection point between four squares on a map, treat the point as the less restrictive terrain of the two squares that touch that point not along the path of movement. A character moving through a hindered intersection point stops movement in the square immediately following the point along its path.

LINE OF FIRE ACROSS INTERSECTION POINTS

Whenever a character's line of fire crosses exactly through an intersection point, treat the point as the less restrictive of the two squares that touch that point but are not otherwise in the line of fire.

Figure 14



If A were to move through the intersection of hindering and blocking terrain below, it would have to stop after crossing the intersection. If A were to draw a line of fire to D, the line of fire would be considered hindered because it crosses through an intersection of both blocking and hindering terrain. If B were to draw a line of fire to C, it would be clear; although the line of fire crosses a number of intersections with blocking and hindering terrain, all of those intersections meet with clear terrain, making it a clear line of fire.

MAPS

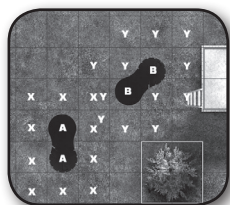
HeroClix has three types of maps: outdoor maps, indoor maps, and indoor/outdoor maps that combine features of both. Each map will be labeled as one of these types and game effects that behave differently based on whether they are indoors or outdoors behave accordingly.

A map labeled "indoor/outdoor" follows all the rules of outdoor maps, except that squares inside the yellow boundary line follow all the rules of indoor maps. Indoor blocking terrain and indoor walls exist at all elevation levels. A wall that borders both indoor and outdoor terrain is considered to occupy both indoor and outdoor terrain.

MULTI-BASE CHARACTERS

Most **HeroClix** characters are mounted on a base that takes up one square of the map; these are called single-base characters. A multi-base character is mounted on a base that takes up more than one square. A multi-base character occupies all of the squares each of its bases occupies and is adjacent to each square adjacent to the squares its bases occupies, as shown in Figure 15. Squares on opposite sides of a multi-base character are not adjacent to each other.

Figure 15



Multi-base characters are adjacent to more squares than normal characters are. Squares labeled with an X are

adjacent to figure A, while squares labeled with a Y are adjacent to character B.

MOVING MULTI-BASE CHARACTERS

Multi-base characters must always end movement so that all of its bases occupy legal, adjacent squares. If any square a multi-base character occupies is hindering terrain, the character is considered to occupy hindering terrain when it begins to move, no matter which square it starts from.

PEANUT BASES

A multi-base character that occupies two bases is a peanut base. To move a character with a peanut base, select one of the two bases and move that base as if it were a single base figure. The second base always moves through the last square that the selected base moved through.

LARGER BASES

A larger base character occupies more than two squares. The player moving a larger base character chooses any square adjacent to the character to begin counting movement. A larger base character must end its movement so that each of its bases has not been moved more than the selected base moved through. The size of the larger base character must be taken into account when considering terrain features. For example, a larger base character that occupies a 4 square area of the map cannot move through an opening between walls that is only one square wide.

ATTACKING AND MULTI-BASE CHARACTERS

When attacking or drawing a line of fire to or from a multi-base character, the player attacking or drawing the line of fire can choose to attack or draw the line of fire to or from any one square occupied by the multi-base character. When attacking a character on the same elevation, a line of fire to another character will be blocked if it crosses any square occupied by a multi-base character. One square of a multi-base character will not block the line of fire from another square it occupies. When a multi-base character's attack or line of fire involves multiple targets, each target may have a line of fire drawn from a different square, as long as each square is one that the multi-base character occupies.

Multi-base characters can't be knocked back and can't be placed by the Telekinesis power. They can be carried if their combat symbols allow it.

WINNING THE GAME

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

- Zero or one player has characters left on the map after all current actions have been resolved, OR
- A predetermined time limit/number of rounds for the game passes, OR
- A condition of the scenario or event dial being played causes the game to end.

Characters can't leave the map before the end of the game unless defeated or unless required to do so by a game effect. After a winner has been determined, all players retrieve their game pieces.

DETERMINING THE WINNER

If only one player has surviving (undefeated) characters 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:

Defeated characters. Every opposing character that is defeated during the game earns a number of victory points equal to its point value. Characters that were removed from the game through a game effect that replaced them with other characters are not scored as defeated characters. Only the replacement character would be scored, if it was defeated.

Objects. Every object on an opponent's

force that is removed from the game earns you a number of victory points equal to its point value.

Additional Team Abilities. Each defeated character that was assigned an ATA earns you additional victory points for the point cost per character listed on the ATA card.

Feats and Event Dials. If you used these Tactics in the battle, see Part 4 for more on how they affect victory points.

When playing with more than 2 players, victory points from defeated characters or removed objects go to the player who was active when the character was defeated. If a character was defeated on its owners turn, the opponent that has most recently damaged the character earns the points. If no opponents damaged the character, the points are divided evenly.

Part 3: POWERS AND ABILITIES

Powers are always printed on a combat dial, are visible through the stat slot, and are either standard powers (colored squares) or special powers (black-bordered white squares).

- Standard powers are explained on the Powers and Abilities Card
- Special powers are explained on the characters' character cards

Abilities are always indicated by a symbol on the character's base, never on the combat dial. These symbols grant certain abilities to your character that they possess at all times.

- Combat abilities are indicated by specific combat symbols on the base of the character, next to the stat slot. They are explained on the Powers and Abilities Card.
- Team abilities are indicated by a team symbol on the base of the character. They are explained on the team abilities card for that specific universe, which can be printed out at www.heroclix.com.
- Trait abilities are indicated by a star symbol on the character's base. They are explained at the beginning of the character's character card, next to the star symbol. Older characters might not have the star symbol on the base, but still possess a trait as explained on their character card.

Whenever a power or ability is countered or lost, all game effects with a duration specified by that power or ability immediately end. Effects without a duration specified by that power or ability remain in play even when the power is countered or lost.

ACTIVATING POWERS AND ABILITIES

Powers are in effect when they appear on the character's combat dial through the stat slot. Abilities are always in effect. Powers and abilities activate in a number of ways:

- Some game effects require that a character be given an action. These effects only activate when the character has been given the action specifically to activate the game effect. The game effect then overrides the normal activity of that move, close combat or range combat action.
- Some game effects activate as a result of something specific happening. The game effect will use the words "when" or "if" to describe the scenario required to activate the power or ability.
- Other game effects are always active or otherwise specify when they can be activated.

When a power or ability indicates that the character "may" do something, that indicates an option that the player of that character can make when the situation presents itself. Other than that, powers and abilities are not optional. A special power that says "Character can use Blades/Claws/Fangs and Stealth" does not allow the character to choose whether or not it is using Stealth (since that standard power's description does not use the word "may") but does allow the character to choose when it will roll a d6 for its close combat attack (since the description of that standard power does use the word "may").

USE AND POSSESS

A character possesses a power or ability if that power is printed on their dial in the form of a white or colored square, or if an icon granting that ability is printed on their base. A character may also possess a power or ability if a special power or trait ability states that they "have" or "possess" that power or ability.

A character uses a power if a special power or an ability states that they "can use" or "uses" that power.

A power or combat ability that is possessed by a character can be countered. A power or ability that is only "used" by a character cannot be countered, though often the power or ability granting use of that power can be countered instead.

Certain game effects can counter powers or abilities. When a power or ability is countered, the targeted character is treated as if the power no longer appeared in the stat slot or the ability was no longer available through the whatever means the character was able to use the ability.

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 appear through the stat slot and 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.

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 a circle and is followed in parentheses by the name of the standard power (which is explained on the Powers and Abilities Card). All references to a standard power in a game effect refer to a standard or a named power.

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. Unless a power specifically states that it can be used as a free action, two powers that both require actions to activate cannot be used by the same character on a single turn with the same action.

Example: A special power that says, "This character can use Exploit Weakness and Flurry" would require the character to use a close combat action to either activate Exploit Weakness or to activate Flurry; but a single close combat action can't be used to activate both. A special power that says "This character can use Charge and Exploit Weakness" would allow the character to use both in one action as the power action from Charge grants a close combat action as a free action (which can then be used to activate Exploit Weakness).

Special powers that alter the way in which a standard power works only alter the standard power by the specified effects. All other restrictions and conditions set by the standard power are still in effect for the use of that power.

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 trait abilities.

Special powers and other game effects might sometimes allow a character to use or possess an ability.

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 next to their stat slot. Non-standard combat symbols on a character's base indicates that they possess combat abilities. Combat abilities can be countered.

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. Characters can also possess combat symbols through other game effects. Characters possessing other combat symbols possess combat abilities as specified on the Powers and Abilities Card. Unless specified otherwise, these combat symbols replace the symbols currently possessed by the character. Combat abilities can be countered unless they specify otherwise. See the Powers and Abilities Card for full details on the combat abilities a character possesses.

TEAM ABILITIES

Team abilities are special abilities a character can use due to its alliance with a team or an affiliated group. When a character's base includes a team symbol, it indicates the character possesses the team ability, as described on the team abilities card for that universe. Characters may have more than one team symbol on their base; this grants the possession of multiple team abilities. Characters can also possess team abilities through special powers or trait abilities or Additional Team Ability cards. Unless specified otherwise, these granted team abilities do not replace the symbols or team abilities currently possessed by the character.

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." Although wild cards can use team abilities, they do not possess the copied team ability nor do they possess the team symbol. Certain game effects only apply to characters that possess a particular team ability or symbol – wild cards would not qualify for these through using another characters' team ability. Some team abilities are labeled as "Uncopyable." A wild card character cannot use an uncopyable team ability from another character.

A wild card may be given a free action to use a single team ability that a friendly character possesses. A wild card may be given this free action more than once per turn (this is an exception to the rule that characters can't activate the same free action more than once per turn). A wild card begins the game not using any other character's team ability. A wild card may change the team ability it is using to any team

ability possessed by a friendly character (or no team ability) with each free action it is given.

A wild card retains its most recently used team ability until it is given a free action to use another team ability (or choose no team ability) or until after the resolution of an action during which all friendly characters whose team ability the wild card is using are defeated or removed from the battlefield. If a copied team ability includes a "once per turn" or "once per game" clause, a wild card follows that clause each time it uses the team ability as if it were using it consistently the entire game. A wild card activating Pulse Wave can continue to use a copied team ability even if the team abilities of the friendly characters are being ignored.

Tip!

Many wild card teams use characters with lots of team abilities so that their wild card can change from one team ability to another throughout the game. Make sure you remember to give your wild cards a free action towards the end of your turn to make sure that they are copying the team ability you want them to have on your opponent's turn!

ADDITIONAL TEAM ABILITIES

Additional Team Ability (ATA) cards can be added to your force if the characters on your team meet the prerequisite listed on the card. Each ATA card indicates the cost per character that must be added to your force in order to use it in the game; all characters that meet the prerequisites must be assigned the ATA and your force's Build Total is affected accordingly. ATA cards provide either different or additional team abilities to the qualifying characters on your force. These team abilities are possessed by the qualifying characters and can be used by wild cards (unless the ATA specifies otherwise). A force may only include one ATA card.

TRAIT ABILITIES

Trait abilities are possessed by a character at all times, regardless of how its combat dial is turned during a game. Traits may allow the possession or use of powers, abilities, or other game effects. Trait abilities are indicated by a star symbol on a character's base. Traits are defined on a character card next to the ☆ symbol in the white circle at the beginning of a character card. Traits can't be countered, though in rare circumstances they may grant possession of a power or ability that can be countered.

CAPTURE

Capture is an older ability appearing on a few characters. If using one of these characters, please see www.heroclix.com for the full rules of Capture.

Part 4: TACTICS

Tactics are optional elements of **HeroClix** that you can choose to play 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. Tactics covered in this section include:

- Objects
- Feats
- Battlefield Conditions
- Event Dials
- Bystanders Tokens
- Themed Teams

OBJECTS

A **HeroClix** Game can include up to six standard object tokens – round cardboard tokens that represent items characters might find on a battlefield. Objects are parts of the battlefield that characters can use as weapons or cover in combat. Most objects can be moved, picked up, and used by characters if their powers and abilities allow them to do so.

Objects are either light (yellow-ringed object tokens), heavy (red-ringed object tokens), or immobile (blue-ringed object tokens). Objects without special effects are called standard objects and follow all rules in this section normally. Special Objects follow normal object rules but also have special effects that can impact nearby terrain and characters, or characters that hold them.



**LIGHT
OBJECT
TOKEN**



**HEAVY
OBJECT
TOKEN**



**SPECIAL
OBJECT
TOKEN**



**3-D
OBJECT
TOKEN**

OBJECTS IN YOUR FORCE

You may bring up to three objects as part of your force to a game. The first two objects added to your force must be different types (heavy, light, or immobile), and the third object can be any type, though you must have at least one heavy and one light among your three objects. Any or all of these objects may be special objects, but each special object must not have the same name as any other special object on your force.

Standard objects cost 0 points to add to your force, but special objects may have a point value

listed on their associated card, and cost that many points to add to your force.

PLACING OBJECTS

Between Steps 2 and 3 in the "Preparing For Battle" section (see p. 5), players can place objects. Starting with the first player, each player takes turns placing one of their objects. Objects must be placed in clear terrain outside of any player's starting area. Special objects must also be placed 5 or more squares away from any player's starting area.

OBJECTS AS TERRAIN

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

DESTROYING OBJECTS

Objects can be destroyed using the rules for destroying a square of blocking terrain (see p. 13). 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. A destroyed object is removed from the game and does not cause a debris marker to be placed.

IMMOBILE OBJECTS

Immobile objects can't be picked up, moved or placed using any game effect.

SPECIAL OBJECTS

Special objects are objects (either 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. Regardless of which player places a special object, any player can use its abilities, and all players are subject to its effects. The abilities of the special object continue whether the object is being held or occupying a square, though some objects may specify that their effects are ignored when they are held.

USING OBJECTS AS WEAPONS

Some powers and abilities (such as Super Strength) allow a character to pick up and hold an object, and then use it in close combat and ranged combat attacks. An object is removed from the game once it is used in an attack, even if the attack fails or is evaded.

PICKING UP AN OBJECT

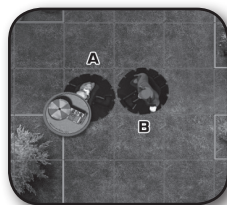
While a character using Super Strength is moving due to its own action, it can pick up an object. The object must be in either a square the character occupies or a square adjacent to one the character moves through. A character can pick up an object even if another character occupies the same square as the object. Immediately place the object token someplace that indicates the character using Super Strength is holding the object. If entering that square requires that the character end its movement, it

cannot pick up an object adjacent to that square (the object must be in either a square the character occupies or in an adjacent square). If a character is not holding an object and is given an action that requires the character to not be holding an object during that action, then the character cannot pick up an object during that action.

HOLDING AN OBJECT

A character can hold only one object at a time. A character can't drop an object once it is held. An object held by a character can't normally be targeted, destroyed, or taken away from the holding character. 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.

Figure 16



A uses Super Strength to pick up a heavy object. Next turn, he can use it to attack B

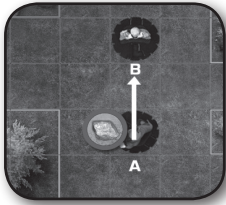
USING OBJECTS IN CLOSE COMBAT ATTACKS

A character holding an object and making a close combat attack against a single character must use the object in the attack, as shown in Figure 16, unless the character is using a power that will deal no damage. 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 using a heavy object, modify the character's Damage Value by +2 for the attack.

USING OBJECTS IN RANGED COMBAT ATTACKS

A character holding an object may throw it at a single opposing character, as shown in Figure 17; 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 and make a ranged combat attack, even if its range value is 0. Regardless of the attacker's Range Value, light objects can be thrown 8 squares; heavy objects, 6 squares. Regardless of the attacker's Damage Value, a successful ranged combat attack with an object deals Object Damage. Object Damage means a light object deals 2 damage; and a heavy object deals 3 damage.

Figure 17



A can make a ranged combat attack using the boulder object against B.

FEATS

Feats are cards that can grant your characters additional game effects if they meet the prerequisites for use and you pay any associated costs for including them in your force. Feat cards indicate the feat's point value, any prerequisites required for a character to 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 one or more characters on your force when assigning the feat, 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 feat's point value in your force's point total. Feats that do not require you to choose characters to be assigned to your force have their point value added to your force's point total.

Feats included as part of your force 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 but a character can't be assigned multiple copies of the same feat.

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!

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, you are allowed a maximum of 30 points of feats in your force.

USING FEATS

To use a feat, the character must possess or be able to use the game effects, powers, and abilities specified by the prerequisites of the feat. 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. If a prerequisite power, ability, or symbol can only be used by a character through specific circumstances, then using the feat is limited only to those same circumstances. For example, if a character can use Ranged Combat Expert only when they occupy hindering terrain, then a feat with Ranged Combat Expert as a prerequisite can only be used by that character if it occupies hindering terrain.

Feats activate in the same ways as powers and abilities. Feats that modify a character's combat values modify those values only when the character is using the feat.

FEATS AND VICTORY POINTS

When the Feats Tactic is being used in a game, the game's victory points 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 to the defeating player for the feat in the same way that victory points are awarded for the defeated character. 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 to the defeating player 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 to the defeating player 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.

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.

During Step 2 of Preparing For Battle, after starting areas have been determined, all players reveal their battlefield condition card simultaneously.

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 defeated, his or her battlefield condition remains in effect until the end of the game.

EVENT DIALS

Event dials change one or more rules in 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 understand and agree to the use of an event dial before assembling their forces.

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

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

Before the beginning of the game, turn the event dial so that a green line appears in the stat 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 forward (clockwise) past this line, though an effect might turn it back. If an event dial has no red line, continue to turn it clockwise past the green line and it 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.



Indicates when to turn the event dial; if not otherwise specified, turn the dial clockwise one click at the indicated time.



Changes or additions to the game's victory conditions.

The event card also describes the effects the event dial will have 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 active.

BYSTANDER TOKENS

A bystander token is a character which does not have a combat dial. Although a bystander token has combat values and follows all rules for **HeroClix** characters, it does not click. If a bystander token takes any damage, it is defeated.

THEMED TEAMS

Themed teams are forces of **HeroClix** characters in which all characters share at least one common keyword among the keywords listed on their character cards. Keywords are not case sensitive. Bystander tokens can be included in your force although they do not have keywords, but they are not considered "characters" for the purpose of bonuses or counting characters for qualifications described below.

A keyword can either be generic or named. Generic keywords are listed in Figure 18. Any keyword that is not generic is a named keyword. If the shared keyword is a generic keyword, your force must include at least three characters for each 300 points (or fraction thereof) of the game's build total to be considered a themed team. If the shared keyword is a named keyword, your force must include at least two characters for each 300 points (or fraction thereof) of the game's build total to be considered a themed team.

THEMED TEAM BENEFITS

Players using a themed team receive a number of benefits:

When rolling to establish who will choose to be the first player, the player using a themed team gets a +1 bonus to the roll for each character (excluding bystander tokens) on that player's force.

The player of a themed team may choose one target battlefield condition to be canceled including his or her own. This choice is made when battlefield conditions are revealed.

Any character on a themed team can use Probability Control. This use of Probability Control does not count towards any other game effects that reference the use of Probability Control (such as meeting prerequisites for feats). If the shared keyword is a generic keyword, the team can use this once per game for each 300 points (or fraction thereof) of the game's build total. If the shared keyword is a named keyword, the team can use this two times per game for each 300 points (or fraction thereof). The character using Probability Control in this way:

- Must possess the keyword that establishes the theme of the force.
- Must not have already taken a non-free action this turn.
- Must not be able to use Probability Control through another game effect.
- Must not have used Probability Control in this way earlier in the turn.
- Must be given an action token (this does not affect your Action Total for the turn).

Example: Matt creates a force with a 300-point build total using three figures that all share the same named keyword; because the shared keyword is a named keyword,

Matt needs only two characters for each 300 points in the build total for his force to be considered 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 may choose one target battlefield condition to be cancelled. Finally, his force will be able to use Probability Control twice during the game (he would need to play with a 400 point force with at least 4 characters on his force to be able to use it four times).

Figure 18

GENERIC KEYWORDS

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

Part 5: THE HEROCLIX GLOSSARY

In this section, you'll find a summary of various terms used in the rules for **HeroClix**. The actual rules text within the rule book may provide more detail for some of these terms and should be used if the descriptions are in conflict.

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

ABILITY: A capability possessed by a character, indicated by a symbol on its base and/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 that 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 since it last cleared.

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 or ability. A power or ability 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 touch a given square, including those on the diagonal. Terrain effects can cause 2 squares that share a border to not be adjacent.

ATTACK: Part of 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, including all game effects.

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.

BASED: A character that has an opposing character occupying an adjacent square.

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 within a brown border 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.

CHARACTER: The playing piece that represents a 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.

CLEARING: Removing action tokens from a character at the end of your turn.

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

CLICK NUMBER: A number that represents the sequence number of each portion of the character's dial.

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 Stamina ability and Great 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 combat dial, and the number next to the lightning bolt(s) on a character's base.

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

COUNTER: A game effect that causes another power, ability, or effect to no longer be possessed by a character.

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 after damage is dealt.

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.

DOUBLES: The result of rolling the same number on 2d6 (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 than can affect a game.

ELEVATED: On a square of elevated terrain.

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

ELEVATION LEVEL: The relative height that a square of elevated terrain is located in comparison to other squares on the map.

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.

FLIER: A character using the Flight ability, usually indicated by the  or  speed symbols.

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 and does not affect the action total for this turn.

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

GAME EFFECT: See "EFFECT"

GIANT: A character with the Giant Reach ability and Great Size ability, usually indicated by  damage symbol.

GROUNDED: Characters, objects, and terrain that are not elevated. Also known as elevation level 1

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 or deals 3 damage when used in a ranged 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.

HIT: When the result of 2d6 and the attacker's Attack Value is equal to or greater than the Defense Value of the target and the target does not evade the attack.

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, placed, or moved by any game effect. Immobile object tokens have a blue border.

INDOMITABLE: A character using the Indomitable ability usually indicated by the  defense symbol.

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

INTERSECTION: Squares that meet a given square at that square's corners are considered diagonal from the given square.

KEYWORD: A special trait of a character. 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 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, or deals 2 damage when used in a ranged combat attack. Light object tokens have a yellow border.

LINE OF FIRE: The path between a character using a game effect (such as a ranged combat attack) and the target, square, object, terrain, or other game effect.

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

MAP: A gridded space representing the area in which a **HeroClix** game takes place.

MOVE: What a character does when traveling between 2 squares and each square in between is identified as being traveled through.

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 and/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.

OBJECT TOKENS: Round pieces of cardboard that represent objects on the map.

OPPOSING CHARACTERS: Characters controlled by an opponent.

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 dealt that can't be reduced.

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 it was placed.

POSSESS: 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, 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 token before the first action token is removed.

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

PUSHING DAMAGE: Damage dealt (typically when a character receives a second action token) that can't be evaded, reduced, ignored, or transferred unless a game effect specifically says so.

RANGE: The distance (in squares) between a character and a target 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 an unblocked 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 permanently removed from 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, taking damage, assigning action tokens, and applying pushing damage.

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

ROLL: Using a die or dice to determine a random result. All dice must be rolled together when more than one die is needed.

ROUND: A measure of time during which all players take 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.

SHARPSHOOTER: A character using the sharpshooter ability, usually indicated by the  attack symbol.

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.

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 the number 1 on the click, and/or a vertical green line to the left of one set of combat values.

STAT SLOT: The "window" in a character's base through which the character's combat dial is visible.

SUCCESSFUL ATTACK ROLL: An attack roll that grants an attack total high enough to equal or exceed the target's defense value, regardless as to whether or not the target evades the attack.

SURVIVING CHARACTER: A character that has not been defeated when a game ends.

SWIMMER: A character using the Swim ability, usually indicated by the  or  speed symbols.

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 ABILITY: 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 base and indicated on its character card.

TRANSPORTER: A character using the Carry ability and Move and Attack ability usually indicated by the  or the  speed symbol.

UNAVOIDABLE DAMAGE: Damage dealt that can't be evaded, reduced, modified, ignored, 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 copy of a particular Unique character can be added to a given 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: Squares inside a blue boundary 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.

OTHER RESOURCES

Now that you have an understanding of how to play **HeroClix**, your battles have only begun! You and your friends can enjoy hours of superhuman battles. Visit www.heroclix.com for official resources:

- The latest **HeroClix** news and articles!
- A downloadable copy of these rules
- Powers and Abilities Cards for every **HeroClix** Universe
- The Player's Guide – a complete resource with rulings, errata, clarifications and every game effect that you may encounter
- The **HeroClix** Comprehensive Tournament Rules
- And much, much more!

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