HeroClix Comprehensive Rulebook
A Rules Resource for the WizKids HeroClix Combat Miniatures Game

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HeroClix Comprehensive Rulebook

1   <u>Characters</u>

HeroClix characters are your most important game pieces in HeroClix. They feature a cool sculpt, a Combat Dial™, and a matching card.

1.1   The Base

Each character's base has game play information printed on it, as well as information about its collectability. This includes (but is not limited to) their set symbol, their collector's number, their point value(s), their combat symbols, and their special ability symbols.

1.1a   Set Symbol
Each dial has a colored tab showing a symbol unique to each released set of HeroClix. If two figures have the same set symbol, they belong to the same set.

1.1b   Rarity
The colored tab containing the set symbol denotes the rarity of the figure. A white tab is common, a green tab is uncommon, a silver tab is rare, a gold tab is super rare, a bronze tab is chase or limited edition, and a blue tab is ultra chase. Some limited-edition characters may have a purple tab or no tab at all instead of a bronze tab.

1.2   The Combat Dial™

The Combat Dial System features a rotating disk inside the figure's base. By rotating the bottom of the base relative to the top, the window changes what section of the dial you're able to see at once. Each portion of the dial you're able to see at once is called a "click."

1.3   Combat Symbols

A character has five combat symbols printed on their base that correspond to their combat values. A character can't gain the same combat symbol more than once. These symbols are normally printed on the character's base but may be gained via powers and abilities.

1.3a   Standard Combat Symbols

The ⚑, ✊, 🛡, and ✴ symbols are the standard combat symbols for speed, attack, defense, and damage respectively. These symbols grant no special effects to characters.

Older figures may use ⬠ instead of 🛡 but they both count as Standard Combat Symbols and have no game play difference.

✴ is also a Size symbol. [SEE **21.2 Size** for more details.]

1.3b   Target Symbol ⚡

The ⚡ symbol indicates the maximum number of targets the character may target when making an attack.

1.3c   Wing Symbol 🪽

🪽 grants the Flight keyphrase.

1.3d   Dolphin Symbol 🐬

🐬 grants the Swim keyphrase.

1.3e   Autonomous Symbol ✊

✊ grants the Autonomous keyphrase.

1.3f   Tiny Symbol ⚛

⚛ is a Size symbol that grants the Tiny keyphrase. [SEE **21.2 Size** for more details.]

1.3g   Giant Symbol 🧍

🧍 is a Size symbol that grants the Giant Reach: 2 and Great Size keyphrases. [SEE **21.2 Size** for more details.]

1.3h   Colossal Symbol 🏋

🏋 is a Size symbol that grants the Giant Reach: 3 and Great Size keyphrases. [SEE **21.2 Size** for more details.]

1.3i   Vehicle Symbol 🎡

🎡 indicates that a character is a vehicle. [SEE **24.4 Vehicles**]

1.4   Replacing/Granting Combat Symbols

With the exception of Size symbols, combat symbols do not replace the one a character has on their base. For example, if a character has 🪽 and gains 🐬 they will have the Flight and Swim keyphrases.

1.5   Combat Values

A character has five combat values. Four of them appear on the combat dial through the window next to a combat symbol of the same type. They are speed, attack, defense, and damage. These values may change as click your character's combat dial.

The fifth combat value is range, and it doesn't change via clicking. It is printed on the character's base next to one or more ⚡ symbols.

1.6 Click Numbers

The click number is the small number showing in the window above the damage value. It ensures a character is always on the correct click before or after turning the dial.

1.6a Clicking

A single position on the combat dial is called a click.

Turning a dial in either direction is called "clicking" the dial. When a character takes damage, that character's owner clicks the character's combat dial once for each 1 damage taken, in the direction of increasing click numbers. Healing goes the opposite direction.

An instruction to "click" the dial is assumed to mean in the direction of increasing click numbers.

A dial is considered clicked anytime you have to turn the dial, regardless of the effect.

During a game, you can't click a dial, on or off the map, unless an effect tells you to.

1.7 Starting Lines

Most characters have a single point value and a single green starting line normally on click #1 to indicate their starting click.

Character cards may have special effects that specify what click number the character starts the game on (if different than click #1).

Characters may have multiple green starting lines. Unless specified otherwise, you choose which of those starting lines it starts the game on.

1.7a Alternate Starting Lines

Characters may have alternate starting lines that are color-coded to different point values for the character –or– are explained as part of a trait/special game effect on the character's card. You may only start the game with these characters on one of their alternate starting lines if you paid the corresponding points for the character during force construction or otherwise paid any associated points necessary to access the starting line (if applicable and as described on the character card).

1.8 KO Clicks

Characters are KO'd when their dial is clicked to reveal "KO" instead of numbers. Any click that only shows "KO" is a KO Click.

1.9 Character Cards

HeroClix characters come with a character card. The character card tells you things in words that don't fit onto the base and combat dial such as what their special powers and abilities do or what keywords they have. It may also list any special rules the character may have.

1.9a Collector Number on Character Cards

A character card is associated with a specific HeroClix character/game element as indicated by the collector number listed on the card. Each character card must be used with the figure/combat dial/game element that has the matching collector number, and each must have their own card (characters and game elements may not share a card).

1.9b Alternate Character Cards

Some game elements may have alternate cards available for a single element. After revealing forces, you may replace the default card with an alternate card for the same game element, or if you have an alternate card, you may replace that alternate card with a different alternate card for the same game element. Typically, a special requirement must be met in order to use the alternate card and will be indicated on that card.

1.9bi Team-Up Cards

The most common type of Alternate Character Card is the Team-Up card. Team-Up cards typically have a blue header and will say "Team-Up" near the top edge. To use a Team-Up card, no characters on your starting force can share a name.

1.9c Legacy Cards

A Legacy card corresponds with a HeroClix figure from a past HeroClix set. Those figures can be played in Modern legal events provided they use the Legacy Card instead of their original card (if any). When playing with the Legacy card, use the Legacy card instead of the original card, and use the point values, keywords, team abilities, base ring, and/or combat symbols on the card instead of those on the dial or original card (if they are different). Changes made to the symbols on the dial are considered to be printed on the dial for all effects. Characters using a Legacy Card have a rarity of Limited Edition, regardless of the color of the set tab on their dial. For any game effects that check the set of a character with a Legacy card, the character is considered to belong to the set printed on its dial.

Legacy cards are not considered an alternate character card and are added to your force or sideline alongside the figures they correspond to.

1.9d Referencing a character card for a card-less game element

Some game elements do not have individual character cards (old figures or generated bystanders). An effect that instructs you to place an item on their card (such as a token or object) is indicating that the item is placed off the map and that the character has it. Players can use any method that is clear to all players to track such a game mechanic when there is a game element without a character card.

1.10 "Standard" Characters

A standard character is one that:

- Isn't a bystander.

- Has a single base or a 1x2 ("extended") base.

- Has ⚔ as its only attack combat symbol(s), has 🛡 (or 🛡) as its only defense combat symbol, and has ✦ as its damage combat symbol.

1.11 Errata and Clarifications

Errata, clarifications, and corrections to printing errors supersede the printed text or dials of game elements. It is the responsibility of the player that owns the game element to make all players aware of any errata, clarifications, or corrections to game elements on their force. A current list of Errata & Clarifications can be found on the WizKids Rules Forum at:

WizKids Rules! • View forum - HeroClix Errata & Clarifications

2   Assembling Your Force

Before a game of HeroClix begins, you and your opponent each need to assemble forces to play with. Your force is the game elements you play the game with. Game elements are primarily characters and standard objects, but other additional game elements exist and may be added to your force.

In rules/game effects the terms "team" and "force" are interchangeable. "Team" is used more colloquially while "force" is a more technical use as it relates to specific game terms like "Starting Force."

2.1   Build Totals

The build total is the maximum value allowed when adding together the point values of all game elements on your starting force.

A standard HeroClix game (typical for tournament play) is 300 points.

2.1a   Non-Standard Build Totals

Standard HeroClix games use a build total of 300 points, but any point increment agreed upon by all players or pre-determined by a tournament organizer may be used.

For non-standard build totals it is recommended to limit the listed other game mechanics to the following, but any amount agreed to by all players or pre-determined by a tournament organizer may be used:
- Maximum of 10 actions per turn [SEE **7.8 Action Totals**]
- Maximum of 10 game elements in starting Sideline [SEE **2.6a Sideline Restrictions**]

2.2   Point Values

The point value of a game element is the number of points it costs to add it to your starting force.

2.2a   Multiple Point Values

Some characters have choices for their point value, separated by "/". If the value is a color other than white, you use the starting line corresponding to that color on a click of the dial. If all the different values are white, you use the green starting line regardless of the point value used.

2.2b   "Without Paying Its Cost" Effects

A game element added to your starting force without paying its cost means that you do not include its point value towards the build total. That game element still retains its point value during the game and, if KO'd, is scored normally.

2.2c   Additional Costs

Some effects or game elements may be added to your force that increase the cost of a character (such as optional traits). While these increase the overall cost of adding the character to your starting force, they do not change the character's point value. Any effects looking for a character's point value still check for the printed number that you used to add them to your force.

2.3   Starting Force

Your starting force is the force you build during force construction and contains all game elements that you begin the game with on or off the map but does not include your starting Sideline. A starting force must include at least one character that isn't a bystander. Game elements that join your current force from the sideline, outside the game, or from an opponent's force are not part of your starting force.

2.4   Starting Force Restrictions

Special types of characters have additional restrictions when constructing your team.

2.4a   Unique Characters

Unique characters have a silver ring on their base and character card portrait. A team can only have one copy of each Unique character, denoted by a silver ring, but can have multiple different Unique characters.

Non-character game elements (like Special Objects) can also be labeled as Unique and follow the same rules. Two Unique non-character game elements are considered the same if they have identical names and game mechanics, even if they have different or non-existent collector numbers (such as tarot cards, see 25.7.)

You may not include more than one copy of a specific Unique game element between your starting force and sideline.

2.4b Prime Characters

Prime characters have a green ring on their base and character card portrait.

You may not include more than one Prime character between your starting force and sideline.

2.4c Title Characters

Title Characters are listed as Title Characters on their character card.

You may not include more than one Title Character between your starting force and sideline.

2.4d Requirements for Game Elements to be Legally Added to Force

In order for a game element to be added to your Starting Force, the game element must have the following:

- Set Symbol
- Collector Number
- Point Value of at least 1

2.4e Promotional Game Elements

Some game elements are marked with a purple ring (similar to the silver ring on Unique figures). These game elements are Promotional game elements and are not legal for tournament play.

2.5 Current Force

Your current force is the force you are currently using during the game, including game elements that were added to the game after it began that were not initially part of your starting force. It includes game elements both on and off the map except game elements that have been KO'd or are on your sideline. If an effect refers to "your force," it always means your current force.

2.5a Restricted Characters and Current Force

Once the game begins, a conflicting Unique game element or Prime character may join your force. For example, Mind Control can have an opposing Prime character temporarily join your force even if you already have a Prime on your force.

2.6 Sideline

During force construction, some effects may allow you to build a Sideline. Your sideline contains game elements that can come onto the map later in the game or have special effects while in your Sideline.

If a game effect looks for the point value of a character on your Sideline, and that character has multiple or variable point values, you may choose which point value (and applicable starting line) to use for that effect.

If a character is added to your sideline from the map during the game, before they leave the map, they unequip any equipped equipment, drop any held terrain markers, and any tokens on that character are removed. If that character is later generated from the Sideline, it is treated as a new character beginning the game, and no game effects from the last time it was on the map carry over.

2.6a   Sideline Restrictions

A player's starting sideline can have 2 game elements per 100 points of the build total. For a standard 300-point game, this is 6 game elements. The maximum number of game elements that can be on your sideline is 10, regardless of the build total. After the game begins, your sideline has no limit.

You may not use the powers or abilities of any game element that are in your sideline (including effects that apply during force construction) unless an effect specifies otherwise or has the SIDELINE ACTIVE keyphrase.

3   Play Areas

The game of HeroClix has different areas where your characters and other game elements can be located.

3.1   The Map

The map is where a majority of the gameplay of HeroClix occurs. A map is typically a 16 x 16 square play area, but there are other map sizes that can be used.

3.2   KO Area

The KO area is where your characters and other game elements go when they are KO'd. Your KO Area should be designated as a small area next to the map.

3.2a   Return from KO Area

If a game effect allows you to return a character from the KO area to the game (meaning the map or Sideline), that character is considered a new character starting the game (as if it were entering from outside the game). Effects that check your KO area will not find characters that were returned from the KO area.

3.2b   Figure Copy Limits

If an effect allows you to generate a game element from outside the game and you don't have any more physical copies, you are allowed to remove them from your KO Area and use that physical piece again, noting its previous KO. If you do so, it is recommended you use pen and paper to accurately track victory points scored by your opponent for KO'ing that game element. Additionally, for all effects that check your KO area, that game element is still considered to be in your KO area.

3.3 Sideline

The Sideline area is where all your characters and other game elements designated to be in the sideline are placed. These game elements may go back and forth between the Sideline and the Map. Your Sideline should be a small area next to the map, clearly separated from your KO Area.

3.4 Outside the Game

While "Outside the Game" is not an actual play area, it is referenced in many rules. It is everything that is not one of the other areas and is where you will keep any game elements that can be brought into the game by effects.

3.4a Game Elements from "Outside the Game"

Game elements that come in from "outside the game" are not included in your starting force or starting Sideline. When brought into the game, they become part of your force (and sometimes your opponent's force) and may score victory points if they are KO'd.

4   Game Set-Up

Once players assemble their starting forces, game set-up begins with several steps that must be followed in order by all players.

4.1 Step 1: Reveal Starting Forces and Establish First Player

Greet your opponent.

All players reveal their starting forces and turn those characters (including those of their Sideline) to their starting lines chosen for this game.

All players establish if their team is a themed team.

4.1a Effects While Establishing Themed Team

If a player has multiple effects that occur while establishing a themed team, they may apply them in the order of their choice.

4.1b Determining First Player

Each player rolls two d6 and adds their Initiative Bonus. Reroll any ties. The player with the highest result chooses if they want to be the first player, or if the player with the next highest result will be first player. From the first player, the next player clockwise around the table is the second player; if there are more than two players the one after that is the third player, and so on. For any simultaneous effects that need ordering before the first turn begins, the first player is considered the "active player."

4.2 Step 2: Choose Map and Starting Areas

The second player picks the map to play on, then the first player chooses which starting area to use.

4.2a   Starting Areas

For a two-player game on a 16x16 square map, the first player chooses an edge of the map to use as their starting area, and the second player uses the opposite map edge as theirs. For larger sized maps, or games with more than two players, use a map with purple bordered areas to denote starting areas.

4.3   Step 3: Setup Characters and Other Game Elements

The first player places all their characters and any other game elements that must start the game in their starting area, then subsequent players do the same. Once all characters are placed, the first player places any terrain (including objects) on their force in squares outside of any starting area, then all subsequent players do the same. Any other game elements that don't go on the map are placed in their applicable play area.

4.3a   Expanding Starting Areas

In some cases, a player may not be able to place every figure on their starting force within their purple starting area, or along the map edge chosen to be their starting area. If so, the players will expand their starting areas. The expansion of a starting area is only to be used when a player has filled all possible squares in their starting area without placing all of their figures. When placing game elements, the largest multi-base game elements must be placed first, and then the next largest, etc., until you are placing single-base figures. Multi-based characters must be placed in such a way that as much of their base as possible is in the starting area.

For 16x16 square maps, a player must attempt to fit all game elements along their starting edge, regardless of how they personally want to set up their force. The player must fit in all their game elements as best as possible.

If a player can fit all their starting game elements into their starting area in any possible configuration, they may not expand their starting area. A player can only expand their starting area if, after completely filling in their starting area as fully as possible, they still have game elements left to be placed.

4.3b   How To Expand A Starting Area

For 16x16 square maps, the player will expand their starting area by one row and place their remaining game elements. If after expanding the player still can't fit their remaining game elements, they continue adding rows and placing game elements one row at a time until all of their game elements can be placed.

For larger maps, the starting area instead expands along the shortest map edge it occupies, adding one "column" of squares as deep as the printed starting area to the starting area one at a time until either the starting area has expanded the minimum amount to fit that player's starting force, or that entire map edge had been filled by that player's starting area. If the edge has been filled, the starting area then begins to expand in the same manner as a 16x16 square map until the starting force fits.

4.3c   Expansion Limits

Starting areas may never overlap with another starting area. If this would occur, then the starting area can no longer be expanded. Any game elements remaining that are unable to be placed are KO'd and scored.

4.3d   Setting Up Starting Game Elements If Expanding Starting Areas

If the first player expanded their starting area, then the second player must use the same expanded starting area when placing their game elements on the map. (for example, if the first player expanded theirs two rows up, the second player is also expanded two rows up.)

If it was the second player that required expansion, after the second player places their game elements the first player must then reposition their own game elements with regard to their now larger starting area. The player may choose to leave game elements in their originally placed square(s), so long as no game elements that can't be placed in a starting area are within the expanded starting area.

During set-up, players must use the expanded starting areas for rules/effects that refer to the starting area (such as special objects needing to be placed 5 squares away from a starting area). In rare cases, you may not be able to place things as far away from starting areas as required, in which case you place them as far away as possible.

Once the game has begun, any reference to starting areas only applies to the squares along the map edges that players started on (including during any "at the beginning of the game" triggers).

4.4   Step 4: Resolve "Beginning of Game" Triggered Effects

Before the first player takes their first turn, both players resolve all effects that trigger "at the beginning of the game."

Effects that trigger during the "beginning of game" step only get one opportunity to trigger and resolve. Game elements with such effects must be on your force and on the map during this specific step in order to trigger and resolve. If a game element has an effect that triggers during the "beginning of game" step, but enters the game after that step has passed, that effect will not trigger.

If a game element has an effect trigger during the beginning of the game and that game element leaves the map before its effect resolves, the effect will still resolve (see 8.1f).

Effect with a per-turn limit, such as "once per turn", can't be triggered during the beginning of game, as it is not during a turn.

4.5   Step 5: Begin the Game and Take the First Turn

Starting with the first player, each player alternates taking turns until the game is over.

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5   Victory Conditions/ "How to Win"

A HeroClix game can end in a number of ways.

5.1   Game End Conditions

A HeroClix game ends when only one player is undefeated. That player is the winner.

5.2   Defeated Players

A HeroClix player is defeated when:

- They have no characters on their force with a point value of 1 or more points and nothing is resolving.

- Their opponent scores victory points equal to the build total plus one hundred (100) points.

5.3   Alternate Game End/Victory Conditions

5.3a   Time Limit

A HeroClix game may end at a pre-determined time decided on by the players or designated by a tournament organizer.

5.3b   Game Effect Conditions

If an ability, trait, standard power, or other rule causes one player to win the game, all their opponents are defeated.

If an ability, trait, standard power, or other rule causes one player to lose the game, they are defeated.

5.3c   Mission Points

Some effects award players Mission Points. If a player has 20 Mission Points, they win the game.

5.4   Victory Points

If a HeroClix game ends with all remaining players being defeated simultaneously, or due to the time limit, use victory points to determine the winner. If there is a tie in victory points, all tied players roll 2d6 (reroll ties) and the player with the highest result wins.

5.4a   Scoring Victory Points

Victory points are scored as follows:

- Every character that started the game on an opponent's force or Sideline and was KO'd or removed from the game earns you victory points equal to the point value corresponding to its starting line that game.

- Every object or additional game element that started the game on an opponent's force and was KO'd, destroyed, or removed from the game earns you victory points equal to its point value.

5.4b   Additional Victory Point Clarifications

Players will need to keep track of their victory points during a game in case they meet an alternate victory condition. You may also keep track of your opponent's victory points as well.

If one or more characters replace a character, and all that character's replacement characters are KO'd, score victory points equal to the point value of the replaced character, unless the total point value of the KO'd replacement character(s) is higher.

Some game elements have an optional trait that provides an additional choice when building your force that may increase their cost. Your opponent scores these additional points when they KO that game element.

Certain effects may cause KO'd game elements to leave a player's KO area. Victory points for that game element are still scored and may be scored additional times if it is KO'd again. This should be tracked throughout the game by both players.

Generated game elements and other game elements that come into play from outside the game are scored by your opponent if they are KO'd. Unless otherwise specified by tournament scoring, this may cause your victory point total to be higher than the game's build total.

When a player is defeated, KO and score all remaining game elements on their force (not Sideline) even if they weren't used that game.

6   Important Game Terms & Concepts

HeroClix has many important game terms, concepts and minor rules that will be explained here.

6.1   PAC (Powers and Abilities Card)

The Powers and Abilities card is commonly called the PAC (pronouncing each letter separately). It has a listing of all standard powers, all inherent abilities, all Improved abilities, all keyphrases, and many other helpful things. The PAC is the key reference tool that most players will need for most HeroClix games.

6.2   Friendly and Opposing

Characters and other game elements on your force are friendly to all other game elements on your force and are friendly to themselves. Game elements on your opponent's force are opposing to all game elements on your force.

Some effects may change a game element from opposing to friendly. If that effect ends, the game element returns to being friendly to the force it was friendly to before the effect took place.

6.3   Adjacency

Squares on the map that touch each other, including only through their corners on the diagonal, are considered "adjacent." Most squares have four adjacent squares on their sides and four adjacent squares on their diagonals for a total of eight possible adjacent squares.

6.3a   Adjacency and Game Elements

Adjacent game elements are those occupying adjacent squares. A game element is never adjacent to the square it occupies or itself.

6.3b   Adjacency and Terrain

Terrain can affect adjacency. Squares are not adjacent if they are on the opposite sides of blocking terrain, including walls, or on opposite sides of an elevation line. Two squares touching on their diagonals are not considered adjacent if the other two squares touching their intersection are blocking or a different elevation.

6.3c   "Next To"

The term "next to" is a term that refers to two squares on the map that physically touch (including at a diagonal) but may not be considered adjacent. Game elements next to each other are those occupying squares next to each other.

6.3d   "Regardless of Adjacency"

Some effects state they will work "regardless of adjacency". This effect would normally require being adjacent, but this special version does not.

6.4   Success, Fail, and Listed Effect Rolls

Some effects will cause you to roll a d6 and will show the range of success results (Example: ⊠-⊞), and what the benefit to succeeding is. These are known as success/fail rolls. Any result not listed in the success range is a failure. The maximum result of such a roll is 6 and the minimum result is 1. Regardless of effects that increase or decrease the result, a roll of ⊞ is always a success and a roll of ⊡ is always a failure.

Other rolls might show a list of possible effects based on the roll result (Example: ⊡ – ⊡: Effect 1, ⊡ – ⊞: Effect 2). These are listed effect rolls. Like success/fail rolls the maximum result of such a roll is 6 and the minimum is 1, but because listed effect rolls don't have a success or fail state no result is always considered a success or fail for them.

6.5   Resolve

When an effect "resolves" it means that all necessary steps have been completed. There are four kinds of effects that can resolve – attacks, moves, actions, and triggered effects. Passive effects don't resolve.

6.5a   "Immediately Resolves"

When an effect says that an attack or move "immediately resolves", you skip any remaining steps in the attack or move sequence, respectively, and it's considered resolved. That character is not considered to have attacked or moved.

6.6   Healing

Some effects allow a character to heal. When a character is healed, that character's player clicks its combat dial once for each 1 damage healed, in the direction of decreasing click numbers. A character can't be healed beyond its starting line that game, onto a KO click, or a click otherwise without any combat values. A character is not considered "healed" by an effect unless its dial is clicked.

6.6a   "Healed"

While a character is not considered "healed" unless its dial is turned, a character can still activate or be affected by effects that allow it to heal even though its dial won't be turned. Note that effects that trigger off a character "healing" or being "healed" require that the dial be turned.

6.6b   Healing Past a Starting Line

Some characters have effects that allow them to heal past their starting line. This healing is not limited to just crossing their starting line, but while they are past their starting line as well. While that character is on a click past its starting line, it can't be healed by any game effect except the one specifically allowing it to do so.

6.7   Modifiers

Modifiers increase or decrease a combat value by a specific amount and are summed up when needed to determine a combat value. Modifiers use the word "modify," or "modifies," and may be abbreviated as "(combat type) +/- X." Modifiers always involve adding (+) or subtracting (-) and only apply to combat values.

Modifiers only apply to combat values and not any other values.

6.8   Replacement Values

Some effects substitute one value for a new numerical value. This is a replacement value. When a value is divided or multiplied, those are also replacement values. Replacement values always set other values to specific numbers, or multiply or divide a value.

6.9   Calculating Combat Values

Combat values are calculated only when needed. They are recalculated each time they are needed. Replacements and modifiers aren't applied until a value is calculated. Anytime an effect refers to a combat value ("speed value" for example) it always means the current result of calculating that character's speed value. To properly calculate a combat value, use the Golden Rule of "Replace Then Modify".

6.9a   Modifiers/Replacements During Attacks or Moves

Unless a duration is specified, modifiers and replacement values only apply to a character until the move or attack (or in some cases, the action or triggered effect) that uses the modifier or replacement resolves.

6.10   Calculating Other Values

Values that aren't combat values are calculated the exact same way as combat values with the one exception being that only combat values have modifiers. When calculating a value, effects that "increase" or "decrease" the value are used in place of modifiers, but these are not considered modifiers and are not limited by the Rule of Three. Examples of these values are damage dealt, damage taken, or the result of a die roll.

6.11   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.

6.12   Printed Values

Some effects refer to a character's printed combat values. When an effect looks for a printed combat value, it's referring to the combat value that is physically printed and currently visible on the character's combat dial. When an effect instructs you to use a printed combat value, you may not apply any replacements or modifiers to that value.

7   <u>Actions, Action Tokens & Action Total</u>

During your turn, you can give your characters actions to activate effects. This is the primary way to move and make attacks in HeroClix. Giving an action is always optional. Characters on your force can only be given actions during your turn, unless an effect says otherwise.

7.1   Action Types

There are 5 different types of actions.

- MOVE actions
- CLOSE actions
- RANGE actions
- POWER actions

- FREE actions

7.2 Instructions

There are four instructions that characters perform. They are "move", "make a close attack", "make a range attack", and "make an attack" (which allows the choice of either a close or range attack). An instruction must always be part of an action or a triggered effect. Instructions are not actions. Characters on your force can only be given instructions on your turn, unless an effect says otherwise.

7.3 Basic Actions

Basic actions allow a character to move or attack. They are some of the inherent abilities that all characters always have access to:

- The basic MOVE action is "MOVE: Move (up to your speed value)."

- The basic CLOSE action is "CLOSE: Make a close attack."

- The basic RANGE action is "RANGE: Make a range attack."

POWER and FREE actions do not have basic types, and you must have a power or ability that allows your character to be given such an action.

7.3a Preventing Basic Actions

A character may be unable to activate a basic action due to an exception from another game element, for example an effect might say they, "can't be given MOVE actions" or "can't be moved."

7.4 Costed Actions

Costed Actions are actions that require the character that activated it to be given an action token after the action resolves.

By default, four of the action types (MOVE, CLOSE, RANGE, and POWER) are costed actions and follow these rules:

- Can only be activated if the character has 0 or 1 action tokens.

- Can only be activated during the Action Phase when nothing is resolving.

- Can only be activated if the number of costed actions you've already given this turn is less than your action total.

- CAN'T be activated if the character was already given a costed action this turn.

- Immediately after the action resolves, give the character an action token. This must be done before resolving any other effects including other effects that resolve "immediately".

7.5 FREE Actions

FREE actions are actions that DO NOT require the character that activated it to be given an action token after the action resolves. FREE actions can be given independently or may be given within another action or as part of a triggered effect.

FREE actions follow these rules:

- Can be activated regardless of the number of action tokens the character has.

- Can normally only be activated during the Action phase when nothing is resolving unless an effect specifies it may be activated during a different phase.

- Can be activated even if the character was already given a costed action this turn.

- Can be activated even if the number of costed actions you've already given this turn is equal to your action total.

- CAN'T activate the same effect more than once per turn.

Characters may be given multiple, different FREE actions during a turn.

Effects may allow a character to activate the same effect multiple times with a FREE action.

If a FREE action allows a character to use "any" action as FREE, the given FREE action(s) can't be used to activate the original FREE action that allowed their use.

7.6 Changing Action Types

Some effects allow you to activate a power or ability as a different action type than what is normally required to activate it, by saying "as [action type]". For example, a game effect might say, "Barrier as FREE.". If activated as the new action type, it is considered that action type instead for all effects.

While the same effect can't be activated more than once as a FREE action, sometimes it can be activated again as another type of action. For example, using the standard power Barrier normally as a POWER action, then using it again as FREE action.

7.7 Actions That Can't Be Completed

If all effects in an action cannot be completed for any reason, perform as much of the action as is possible, then resolve it. (For example, Character A has an action that reads: "Place Character A adjacent to an opposing character, then make an attack targeting that character.", and opposing Character B has an effect that prevents them from being attacked. If Character A used their action to place themselves adjacent to Character B, they would not make the attack and the action would resolve.)

7.8 Action Tokens

Giving characters costed actions, and other game effects, cause a character to be given an action token. Anything that clearly notes this to both players and doesn't disrupt gameplay can be used as an action token, such as a coin, a glass bead, a poker chip, cardboard token, etc.

Action tokens must be placed on the map and on, under, or by the character and may not be placed off the map, such as on a character's card.

A character can't have more than two action tokens assigned to it.

7.9 Action Total

Your Action Total is the maximum number of costed actions you can give your characters in a turn. At the beginning of the game, your action total becomes 1 for every 100 points of the game's build total. For example, in a standard 300-point game, your Action Total would be 3.

Each time you would give one of your characters a costed action, you first check how many costed actions you've given that turn. If the number is equal to your Action Total, you may not give any more costed actions to your characters.

Effects may increase or decrease your action total (usually temporarily), but regardless of effects your Action Total has a minimum value of 2 and a maximum value of 10 (regardless of the game's build total).

Costed actions taken by characters with Autonomous (see 27.7a) don't count for or against your Action Total, and characters with Autonomous may be given actions even if you've given characters a number of costed actions equal to your Action Total this turn` .

8   Triggered and Passive Effects

8.1   Triggered Effects

Triggered effects are caused by certain events happening. Such an event is the "trigger".

8.1a   Phase Triggered Effects

Effects that trigger at a specific phase of a turn (such as at the beginning or end of a turn) are phase triggered effects. A game element with a phase triggered effect must be able to use that effect as that phase begins for it to trigger.

8.1b   "Starts the Game" Triggered Effect

Some game effects trigger when a character starts the game. This occurs when a character is first added to the map, which could be during game setup, from outside the game, from the Sideline, or when replacing another character.

8.1c   "After Resolutions" Triggered Effects

Some effects that trigger state that they resolve "after resolutions". These effects don't begin to resolve until all currently resolving actions or effects have finished resolving.

8.1d   "Immediately" Triggered Effects

An effect that resolves "immediately" resolves before similarly timed effects, and the players can't choose to have those effects resolve later. Such effects might occur immediately after resolutions or immediately at the beginning of your turn. See 8.1h for more information on effects resolving simultaneously.

8.1e   Optional vs. Mandatory Triggered Effects

If an effect uses "may" it is optional, otherwise the triggered effect is mandatory and must occur if able.

8.1f   Additional Trigger Clarifications

Effects that trigger "when," "whenever," or "each time", but aren't part of an "after resolutions" triggered effect, resolve immediately after the event that triggered them.

A triggered effect will resolve once triggered, even if the power or ability that granted the triggered effect can't be used or is lost.

Effects triggered by using a standard power do not trigger if that standard power would have no effect. For example, a character could not trigger an effect that looks for the character to "use" Toughness when that character would take penetrating damage as Toughness would have no effect on the penetrating damage. Additionally, effects that trigger on use of a power will not trigger if only a keyphrase ability granted by that power is used. For example, applying the KNOCKBACK granted by Force Blast does not count as using of Force Blast for triggering effects.

If an effect triggers when a standard power is used, and that standard power has a passive effect and an effect that is either activated or triggered, the triggered effect only triggers when the standard power's active or triggered effect is used.

8.1g   Multiple Triggered Effects

A triggered effect can trigger multiple times before resolving, most commonly during an action involving "After Resolutions" Triggered Effects. All of those triggered effects will resolve separately.

8.1h   Timing of Multiple Triggered Effects

If multiple triggered effects would resolve at the same time, the active player's effects must resolve first. To do so, if any simultaneous effects resolve "immediately", the active player resolves any such effects of theirs in the order of their choice, then their opponent resolves their "immediately" effects in the order of their choice. Then, repeat that process for any simultaneous effects that don't resolve "immediately" until all simultaneously resolving effects have resolved. If either player has any effects trigger while their

opponent is resolving effects, they must wait for that opponent to finish resolving effects before they can resolve those new effects.

8.1i "Would" vs "Is" Triggered Effects

Unlike "is" effects that trigger when an effect is confirmed (such as an effect stating a character "is hit"), effects that trigger when something "would" occur trigger before confirming if the effect would normally happen. For example, an effect that triggers if a character "would be hit" will trigger before confirming an actual hit on the character.

The player currently resolving effects can choose to resolve multiple triggered "would" and "is" effects in any order of their choosing but must resolve any applicable "would" effects before resolving any "is" effects.

Since "would" effects normally always trigger and resolve before "is" effects. This may cause an "is" effect to not trigger at all.

8.1j "When Nothing is Resolving"

If a rule looks for, "when nothing is resolving" it means that the players are not in the middle of an action or triggered effect, and there are no triggered effects waiting to resolve.

8.1k Triggered Effects That Can't Be Completed

If all instructions in a triggered effect cannot be completed for any reason, perform as much of the effect as is possible, then resolve it.

8.2 Passive Effects

Some powers or abilities are always in effect and don't need to be activated or triggered. Passive effects don't resolve and are mandatory (not optional). They are always active as long as the power or ability can be used, though usually some of their effects only apply to specific situations.

9 Phases of a Turn

In HeroClix, each player's turn has a series of four phases that occur in a specific order. Some effects only trigger or can be used during a specific phase of the turn.

The four phases of a turn are:

1. Beginning of Turn
2. Action Phase
3. End of Turn
4. Clear Phase

9.1 Beginning of Turn

Only things that specifically say they happen during the beginning of a turn can happen during this phase. Most commonly this includes effects triggered at the beginning of each turn, at the beginning of your turn, or at the beginning of your opponent's turn.

9.1a Ending the Beginning of Turn Phase

The Beginning of Turn phase ends after all beginning of turn effects (optional or mandatory) have happened or a player has chosen to not use them.

9.2 Action Phase

The Action phase is where most of the game takes place. Actions can only be activated in this phase when nothing is resolving.

9.2a Ending the Action Phase

The Action Phase ends when the active player decides to move to the End of Turn Phase.

9.3 End of Turn Phase

Only things that specifically say they happen at the end of a turn can happen during this phase.

9.3a Ending the End of Turn Phase

The End of Turn Phase ends after all end of turn effects (optional or mandatory) have happened or a player has chosen to not use them.

9.4 Clear Phase

Action tokens are removed from characters during this phase.

First, clear your action tokens. Do this by removing all action tokens from each character on your force that did not receive an action token this turn (from any effect). A character that had no action tokens at the beginning of this phase, or a character that received an action token this turn, does not remove any action tokens and is not considered to have cleared action tokens for any effect.

Effects that trigger when a character clears action tokens would occur during this phase.

Clearing action tokens during the Clear Phase is not optional. If a character has action tokens to clear, it must clear them all.

After a player has cleared action tokens, all effects with a duration that ends before the next player's turn expire. The turn is now over, and the next player begins their turn.

9.4a Additional Clear Phase Clarifications

Characters off the map but still on your force or Sideline must also clear their action tokens if applicable.

If a character already has two action tokens and an effect would give them another but can't because of the Rule of Action tokens, it doesn't count as having received an action token that turn and can still clear normally.

A character only "clears" when it removes its action tokens during the Clear Phase of the turn. Removing an action token by any other effect is not considered "clearing" action tokens.

Though the Clear Phase occurs after the resolution of "end of turn" effects, it is still part of your turn.

10   Moving

10.1   Moving Effects

All effects that move your character use the word move.

10.2   Moving Using Your Speed Value

Just before a character begins their movement, calculate the character's speed value. Characters move one square at a time into a square adjacent to the previous one, moving in any of the 8 directions (which includes diagonals). The character can end their movement at any time and does not have to move the full value.

10.3   Moving Other Than Using Your Speed Value

If an effect instructs a character to move a specific number of squares, use that number of squares instead of their Speed value. Unless specified otherwise, the character can end their movement at any time and does not have to move the full specific number of squares.

10.4   Moving "Through" Squares

Squares that a character moves through include all squares it occupied during that move, including the square it began movement in and the square it ends movement in.

10.5   Moving 0 Squares

A character may move 0 squares, and if they do, they're considered to have moved through the square (or squares) they occupy.

10.6   Moving in a "Direct Path"

When a character moves in the same direction without changing that direction for the entirety of that move, it is moving in a direct path. There are three possible direct paths – horizontal, vertical, or a perfect diagonal. A character moving in a direct path can't move backward along that path and must move a minimum of one square.

10.7   Moving and Other Characters

10.7a   Moving Through Friendly Characters

Characters may move through squares occupied by other friendly characters.

10.7b Moving Into Adjacency of an Opposing Character

If a character enters a square adjacent to an opposing character, their movement stops.

10.7c Moving Out of Adjacency of Opposing Characters

If a character is adjacent to an opposing character and would begin a move, that character must successfully break away first.

10.7d Moving Through Opposing Characters

Characters cannot move through the squares of opposing characters unless an effect allows them to do so.

10.8 Breaking Away

If your character is adjacent to one or more opposing characters (or another effect requires breaking away), your character must attempt to Break Away first before beginning movement.

To break away you roll 1d6.

⚃ - ⚅: Success – Your character breaks away from all adjacent opposing characters and may move normally. During this movement, your character does not stop moving if they enter a square adjacent to a character they broke away from, unless that square is also adjacent to an opposing character they didn't break away from.

Some effects say a character can "automatically break away." When a character with such an effect breaks away, the d6 roll is counted as a successful result regardless of what was rolled (even if the result is a ⚀).

10.8a Failing to Break Away

If the character fails to break away, it doesn't move and is not considered to have moved.

If a character failed to break away, that move immediately resolves. For the rest of that action or triggered effect, that character can't move, make an attack, or be given FREE actions. The most common example is a power like Charge, where after the character fails to break away, they may not attack.

10.9 "Before Moving"

Some effects may instruct a character to perform an effect "before moving". Such effects are performed before any other effects of movement, such as checking if a character must break away or choosing adjacent characters to carry.

10.10 Placing

Effects that instruct you to place a game element mean for you to take the game element from the square(s) it occupies on the map and immediately place it into a designated square (or area) on

the map. When a character is placed, it is not moving and does not need to break away or calculate its speed value.

11   Attacks/Attacking

11.1   Close Attacks

In a close attack, the target must be adjacent to the attacker. Note that you normally do not need to draw a line of fire to the target of a close attack.

11.2   Range Attacks

In a range attack, the target(s) may be anywhere within the character's calculated range value.

11.2a   Range Attacks While Adjacent to Opposing Characters

When making a range attack, you must first determine if the character making the range attack is adjacent to an opposing character. If so, the attack can't be made.

11.3   Range

When an effect refers to a character's range, it means its range value, which is printed on their base.

11.3a   Determining Range

Determine a character's range by first calculating their range value then, starting with a count of 0 in the square the character occupies, count outward in all directions including diagonal.

Effects may replace and/or modify a character's range value.

Players are allowed to check the map to determine range at any time.

11.3b   "Within Range"

If a game effect checks for other game elements or squares "within range," the affected game elements or squares must be within the source's range. Squares within a character's range are all of the squares you can reach by counting up to the character's range value.

Characters are always within range of themselves.

11.3c   "Regardless of Range"

Some effects state they work "regardless of range". This effect would normally require the target to be within the source's range, but this special version does not.

11.3d "Within X Squares"

If a game effect checks for other game elements or squares "within X squares," the affected game elements or squares must be within the indicated number of squares of the source, counting in the same manner as done for range.

11.4 Line of Fire

Your character must see a target to attack them. This is what Line of Fire is all about.

To determine if a square is within a character's line of fire, draw an imaginary line from the center of the character's square to the center of the square you are targeting.

Players can check the map to determine lines of fire at any time.

11.4a Source

The game element or square that the line of fire is drawn from is the source of that line of fire.

The source is also the square used when determining effect "within range" or "within X squares".

11.4b Drawing Line of Fire to Self

A character can always draw a line of fire to itself or the square it occupies, even if doing so would be otherwise illegal. This line of fire still crosses through the terrain of that square.

11.4c Blocked Line of Fire

Line of fire is blocked if it intersects:

- A square occupied by a character not occupying one of the two squares you're drawing between

- Blocking terrain

- Terrain of a different elevation

11.4d "Within" Line of Fire

If a game effects check to see if a target character or square is "within line of fire", there must be a non-blocked line of fire between the source and its target.

11.4e "Regardless of Line of Fire"

Some effects state they work "regardless of line of fire". This effect would normally require a line of fire from the source, but this special version does not.

11.4f "Direct" Line of Fire

When a line of fire remains in squares along the same row, same column, or along a perfect diagonal, it is a direct line of fire. A direct line of fire can be as little as one square.

11.5 Targets

A "target" is a game element or square that is either chosen by an effect that uses the word "target", has a line of fire drawn to it, or is otherwise attacked. Attacks always target and can only target characters.

If an effect requires a character to draw line of fire and count range to a target, that character must both count range and draw line to that target from the same square. (See 24.2 for rules on multi-base characters.)

12   Attack Sequence

The following rules apply to both close and range attacks. You make an attack when an effect instructs you to "make a close attack", "make a range attack", or "make an attack" (your choice of either close or range).

The character making the attack is referred to as the attacker, and the character(s) against which the attack is made are called the target(s) or targeted character(s).

Attacks can only be made targeting characters and no other game elements.

Once an attack is declared, the following sequence occurs in order:

1. Determine Targets
2. Determine Attack Total
3. Determine Hits
4. Calculate Damage
5. Deal Damage
6. Resolve Knockback
7. Resolve Attack

12.1   Determine Targets

First determine which characters are targeted by the attack. Every attack must have at least one target. Some attacks may target multiple characters. If making a range attack, the character's range value is calculated during this step.

The following rules apply when determining targets:

- A character can't be targeted by the same attack more than once.

- A character can't target itself with an attack.

- A character can't target a friendly character with an attack unless the effect specifically says it can target a friendly character or the attack targets "all" characters.

Once all targets have been determined, you move on to determining the Attack Total.

12.1a "Bolts"/Number of Targets

Every character has a number of [BOLT]'s next to their range value. The number of bolts is the maximum number of different targets the character may target with a single attack, though it does not have to use that maximum.

When making a close attack against multiple targets, each target must be adjacent. When making a range attack against multiple targets, each target must be within range and line of fire.

Characters always have a minimum one [BOLT] regardless of effects.

12.1b Attacks that Target "All Characters"

Attacks that target "all characters" do not use the limit from bolts. Unless specified otherwise, the attack still follows all other attack rules.

12.1c Legal and Illegal targets

Once targets are determined, an effect may make a currently targeted character an illegal target. If a target becomes illegal, you may not choose a new target for the attack unless an effect specifies otherwise. If all targets of an attack become illegal and no further targets are chosen, the attack immediately resolves.

Illegal targets are not considered to have been targeted by the attack for any effect.

12.2 Determine Attack Total

This step will determine the attacker's Attack Total, which is the value needed to see if their attack succeeds. Once that has been determined, you move on to determining hits.

12.2a Calculate Attack and Defense Values

The attacker's attack value and each target's defense value are calculated first. This is done before making the attack roll.

The difference between a target's calculated defense value and the attacker's calculated attack value will be the minimum result needed on the attack roll for the attack to hit.

12.2b Attack Roll

The attacker then rolls 2d6. Only one attack roll is made, regardless of the number of targets of the attack.

Effects that allow dice to be rerolled or replaced are used during this step. Reroll effects must be used first, followed by effects that replace die, and then finally apply any effects that otherwise alter the attack roll (such as effects that increase or decrease the result).

12.2c   Finalized Attack Roll

Once all effects that alter the attack roll are applied, the attack roll is "finalized." A finalized attack roll can no longer be altered by any effect.

12.2d   Attack Total

The attack total is the sum of the attacker's calculated attack value and the finalized attack roll result. Effects that would alter the attack total are applied during this step.

12.2e   Finalized Attack Total

Once all effects that alter the attack total are applied, the attack total is "finalized". A finalized attack total can no longer be altered by any effect.

12.3   Determine Hits

To determine a hit, the attacker takes their finalized attack total and compares it to each target's calculated defense value. If the finalized attack total is equal to or greater than a target's calculated defense value, the attack "hits" and the target is considered "hit". If the result is lower, the attack "misses" and the target is considered "missed".

It is possible for an attack to both be a "hit" and a "miss" simultaneously.

Once hits and misses are confirmed, and all applicable triggered effects have been applied, you move on to calculating damage.

12.3a   Evade/Evasion

Some effects will allow a target to "evade" an attack. This is determined before a hit is confirmed. Evading an attack turns what would have been a hit into a miss instead. If an attack would hit multiple targets, only the characters that evaded would be missed by the attack. Any other targets would still be hit, assuming the attack could hit them.

12.3b   Critical Hit

If the finalized attack roll was a ⚃⚃ (dice must actually show ⚃s), all targets of the attack become hit, even if the attack would normally miss the target. This is called a critical hit. A critical hit increases the damage dealt by 1 to each hit target when dealing damage.

12.3c   Critical Miss

If the finalized attack roll was a ⚀⚀ (dice must actually show ⚀s), all targets of the attack become missed, even if the attack would normally hit the target. This is called a critical miss. Resolve the attack normally (as if the attack missed all targets) and, immediately after resolutions, deal the attacker 1 unavoidable damage.

12.3d "Becomes"

Some effects cause a character to become the target, or hit or missed target, of an attack and use the term "becomes." When this occurs, the affected character(s) automatically become whatever the effect specifies and bypass any effects that would cause the attack or hit or miss to be illegal.

12.4 Calculate Damage

The attacker now calculates the damage they will deal to each hit target. Missed targets are not dealt any damage by the attack.

First, calculate the attacker's damage value. Then, if you used bolts to target multiple characters, you now divide and assign the attacker's damage value between all hit targets. When dividing the damage, you may assign 0 damage to a hit target, but all damage must be assigned. Damage must be assigned with whole, positive numbers (A character cannot be dealt 0.5 or -1 damage, for example.) If multiple characters are hit without using bolts to target more than one character, each hit character is dealt the full damage for that attack (often the attacker's damage value, but some effects may say that hit characters are each dealt a specific amount of damage).

Whenever damage is dealt, it is dealt simultaneously to all hit or affected characters.

Once the Damage Dealt has been determined, you move on to dealing that damage to the targets.

12.4a Damage Dealt

After assigning damage to each hit target, apply any effects that increase or decrease the assigned damage. The result is the damage dealt. The minimum damage that can be dealt to a character is 0.

Effects that refer to the "damage dealt by the attack" or the "attack damage" find this value and not any other damage that may happen during an attack.

12.4b Normal Damage

Damage dealt from an attack using the attacker's calculated damage value is called normal damage. Normal damage may be penetrating (but not unavoidable), or the damage may be divided up, but it is still normal damage.

12.4c "Instead of Normal Damage"

Some attacks don't deal normal damage and use the phrase "instead of normal damage." You deal the specified amount of damage, or apply the specified effect, instead of dealing (or dividing) the attacker's damage value to the target(s).

If multiple effects that do something "instead of normal damage" would apply, the controller of the attacking character chooses one to apply and the others are ignored. That player may only choose an optional "instead of normal damage" effect if all the "instead of normal damage" effects that would apply are optional.

12.4d Damage Types

By default, damage dealt has no special properties. There are two damage types listed below that do have special properties:

- **Penetrating Damage** - Penetrating damage is a type of damage dealt that can't be reduced.
- **Unavoidable Damage** - Unavoidable damage is a type of damage dealt that can't be reduced or prevented from being dealt or taken by any effect, except for First Turn Immunity (see 14.1.)

12.5 Deal Damage

The attacker now deals damage to each target and each target takes that damage (damage taken). The target's dials are then clicked and then checked to see if they have been KO'd.

Note that the Deal Damage sequence takes place anytime a character is dealt damage, not just during an attack. When damage is dealt outside of an attack, there are no more steps after this one.

Once all applicable characters have taken damage (and KO's have been resolved, you move on to resolving any knockback. If there is no knockback to resolve, instead move on to resolving the attack.

12.5a Damage Taken

Damage Taken is the number of times that a character's dial will be clicked. Once the damage dealt has been confirmed, take that value and apply effects that reduce or otherwise affect the damage taken, then finalize the damage taken.

12.5b Damage Reducers

Only one effect that reduces damage taken can be applied to a single instance of damage, and the controller of the character taking damage decides which effect to use. Damage taken can't be reduced below 0.

12.5c Clicking the Dial

When a character takes damage, you keep turning the dial until: it is fully clicked the specified number of times, a KO click appears, or an effect instructs you to stop turning the dial.

A character is not considered "damaged" by an effect unless its dial is actually clicked.

12.5d Checking for KO

After a character has taken damage and its dial has been clicked, check if it has been KO'd. A character is KO'd when it reaches a KO click or another effect specifies that it has been KO'd.

When a character is KO'd, immediately remove it from the game and place it in your KO area. That character's action tokens are removed, its effects with durations expire, and any game elements equipped to it become unequipped.

A KO'd character/game element is no longer part of your force or Sideline and can no longer use effects, or be affected or referenced by other effects, unless that effect specifically references it the KO'd character/game element or KO Area.

12.5e KO Trigger Clarifications

A character that "would be KO'd", but wasn't, is not considered to have been KO'd.

If multiple "would be" KO'd effects that would prevent the character from being KO'd trigger, then only one effect can be used, and the rest do not resolve as the character no longer "would be" KO'd.

Effects that trigger when a character is KO'd and refer to the KO'd character's square, refer to the square(s) it occupied just before being KO'd.

12.6 Resolve Knockback

Some effects cause knockback. This represents a character being thrown backwards by a forceful attack or power. The affected character will normally end up 3 squares away from their current square.

12.6a How to Cause Knockback

There are two ways knockback can occur. Both ways follow the same knockback sequence. A character can cause knockback by either having the KNOCKBACK keyphrase or an effect will specify to knock back one or more characters.

12.6b KNOCKBACK Keyphrase

Keyphrase: KNOCKBACK - When this character hits, you may choose to knock back all hit characters that took damage from the attack.

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There are two ways to gain the KNOCKBACK keyphrase:

- A power or ability grants the character the keyphrase.

- An attacker that rolls doubles on their attack roll (⚁⚁, ⚂⚂, ⚃⚃, ⚄⚄, ⚅⚅) and hits gains the keyphrase for that attack.

12.6c Activated or Triggered Knockback

Some effects will cause knockback to happen outside of attacks. These effects still follow the 3 square maximum distance unless they specify otherwise.

12.6d Knockback Sequence

If knockback is caused due to the KNOCKBACK keyphrase, all affected characters are knocked back after all applicable characters have clicked their dials due to damage taken (but before the attack resolves). Otherwise, resolve the knockback when the effect specifies.

A character that is knocked back is knocked back in a direct path (called the knockback path) away from the character causing the knock back. To knock a character back, place it into the first square along the path, and then place it into the next square along the path, etc. Continue placing the character one square at a time in squares next to each other along the knock back path until one of the things below occurs that cause the knockback sequence to stop:

- The character has been knocked back three squares. (Note that some effects may specify a different number of squares to stop the knockback path at.)
- A character occupies the next square.
- A square of blocking terrain occupies the next square or a wall is in between the next square (If the knockback path is diagonal, two walls along the intersection that would prevent adjacency with the next square would stop the knockback path. See 16.8c).
- The next square would be past the edge of the map.
- The next square is a higher elevation than the current square.
- The previous square was a higher elevation.

For effects that check if a character was knocked back, they are considered knocked back if the Knockback Sequence was applied to them, even if they did not leave their initial square.

12.6e Knockback Damage

If a character's knockback path is stopped before being placed three squares (or the specified number of squares if greater) and wasn't stopped because a character occupies the next square in its knockback path, immediately deal that character 1 damage. This is called knockback damage.

Characters also immediately take 1 knockback damage if an elevated terrain marker they occupy is removed or destroyed, or if the last square in their knockback path was a lower elevation than the preceding square.

Knockback damage does not come from a character, and knockback damage never counts for effects that check if a character "damaged" a character. Characters with the Immune keyphrase can't take knockback damage (see 27.7g).

12.6f Knockback Prevention

Some effects may prevent a character from being knocked back. For knockback during an attack, check for these effects before the character clicks its dial. For all other knockback, check for these effects just before knocking back the character.

Effects that prevent a character from being placed also prevent a character from being knocked back.

12.6g Knockback Clarifications

Since knockback places the character, it is not considered moving the character for any effect.

If multiple characters are knocked back simultaneously, resolve them one at a time starting with any character that is farthest from the character causing the knock back.

If a knock back path would be something other than a direct path (i.e., not horizontal, vertical, or a perfect diagonal) use the perfect diagonal path closest to the estimated path.

12.7 Resolve Attack

Once all the above steps have occurred (if applicable), the attack resolves. Some effects may cause you to skip all parts of the attack sequence and immediately resolve the attack (such as an attack becoming illegal).

13 "Golden" Rules

The HeroClix Golden Rules can't be overruled by any effect, including those on cards that would normally override the rules. An effect that would break one of these rules is ignored.

13.1 The Rule of Replace Then Modify

Whenever a combat value needs to be calculated, follow these steps in the order listed:

- Start with the printed value.

- Apply all replacement values that set the value to a specific number (i.e. – it becomes 6).

- Apply any replacements that multiply or divide that value (usually halving or doubling).

- Apply the sum of all modifiers (+ and -)

If there are multiple replacements of the same type, the active player decides the order. If the result of calculating any value (combat or otherwise) is less than zero, use zero instead.

13.2 The Rule of Occupancy

Two characters can't occupy the same square. Any effect resulting in two or more characters occupying the same square is prohibited. Any effect resulting in characters, markers, or objects occupying a wall or square of blocking terrain is prohibited, except for debris markers being placed on destroyed blocking terrain. Characters can't occupy the squares of any game elements that have an effect prohibiting characters from occupying their squares. If a non-optional effect that places a game element would cause any of these situations to occur, the opponent chooses a square that is as close as possible to the specified square for the game element to be placed instead. Effects may allow a character to move through characters and/or blocking terrain, but a

character can never end their movement in such a square. If it would, it must end its movement before entering such a square.

13.3 The Rule of Action Tokens

No effect can result in more than two action tokens on a character. If an effect would cause this to happen, give the character action tokens until it has two and ignore the rest. You can't choose to use any effect that would cause your character to be given a third action token. If an effect would give action tokens to a character, but you can give no tokens, you are not considered to have given any action tokens to it.

13.4 The Rule of Minimums and Maximums

If an effect says that a value (typically a combat value) has a "minimum" value and the result of calculating that value would be less, use that minimum value instead. If an effect says that a value has a "maximum" value and the result of calculating that value would be greater, use that maximum value instead. In both cases, all replacements, modifiers, and increases/decreases continue to apply, and only the final result of the calculation is changed.

13.4a Conflict of Minimums and Maximums

If effects would apply both a minimum and maximum to a value, where a single number can't satisfy both (i.e. – a minimum of 10 and a maximum of 4), use only the maximum number.

13.5 The Rules of the Active Player

The Active Player is the player that is currently taking their turn. When order matters for effects or choices that would resolve simultaneously, the active player's effects resolve first. See 8.1h for more information on resolving simultaneous effects.

14 "Silver" Rules

The HeroClix Silver Rules are similar to the Golden Rules, except that some special effects are allowed to overrule them. The effects that do so specifically refer to the Silver Rule they are breaking.

14.1 The Rule of First Turn Immunity

After the Beginning of the Game phase and until each player has finished their first turn, characters have the Immune keyphrase unless they are not occupying a square in their starting area (if multi-base, at least one square must be in their starting area) or the square(s) they started the game on (must be occupying all of the exact same squares they started the game on). This instance of Immune is the only effect that can prevent unavoidable damage (see 12.4d.)

14.2 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, but their sum is changed.

This rule does not apply to replacement values, which can change the printed combat value by more than 3 before any modifiers apply.

This only applies to combat values (Speed, Attack, Defense, Damage, and Range). Any other value in HeroClix, (such as damage dealt or the result of d6 rolls), do not have this restriction.

15   <u>The Map</u>

A HeroClix game takes place on a map.

The default size map for a HeroClix game is 2 feet by 2 feet, or 16 squares along each side. Each square is 1.5 inches. Some HeroClix formats use maps of other sizes (such as 2 feet by 3 feet). Some maps are composed of individual tiles that form a larger map. For tournament play, the tiles must be assembled in the intended 2' x 2' configuration of the same side of map where the column letters/row numbering are in alpha/numerical order of the same map side.

Boundary lines on the grid of the map indicate different kinds of terrain.

15.1   Indoor and Outdoor Maps

HeroClix has three types of maps – outdoor maps, indoor maps, and outdoor/indoor maps. The first two are self-explanatory, but the third kind is an outdoor map with a limited indoor area indicated by yellow boundary lines.

There are no special rules for indoor or outdoor maps, but there are some effects that will check the map type. Notably, characters may have powers or abilities permitting them to move through outdoor blocking terrain, but not indoor blocking terrain.

15.1a   Outdoor Maps

Outdoor maps will have "(Outdoor)" indicated near the map name.

15.1b   Indoor Maps

Indoor maps will have "(Indoor)" indicated near the map name.

15.1c   Outdoor/Indoor Maps

Outdoor/Indoor maps will have "Outdoor (Indoor)" indicated near the map name.

Squares with a yellow boundary line represent indoor squares on an Outdoor/Indoor map.

A wall that shares an edge with a yellow boundary line is considered to be an indoor wall, and therefore indoor blocking terrain.

15.2   Map Edges

Characters can't move past the edge of the map.

The edges of a map are not walls by default but may have a wall along them allowing them to be walls.

15.3   Characters Removed From the Map

Some game effects remove a character from the map without: KO'ing them; removing them from the game; or placing them on the Sideline. These may indicate that they are placed on a character card or just off the map. Typically, the effect that removes a character from the map will specify how or when that character returns to the map.

Unless an effect specifies otherwise, characters off the map can't:
- Activate Actions (Costed or FREE).
- Apply their passive effects.
- Trigger effects or have their effects be triggered.
- Be targeted/chosen by effects.

Characters off the map are still part of your force and will count for rules and effects that look for characters on your force.

15.3a   Additional "Removed From the Map" Clarifications

If, before the character was removed from the map, it activated or triggered an effect with a delayed resolution or trigger, the effect will still resolve. For example, if a character activated the standard power Barrier and then is removed from the map, the markers will remain and be removed at the beginning of your next turn.

Characters off the map clear action tokens as normal during the Clear Phase, but they trigger no effects as a result.

15.4   Starting Areas

The "Starting Area" for each player is the squares on the map edge along which that player set up their characters during game set-up.

On older maps, Starting Areas are represented on the map by a purple boundary line (and may include squares that are not on the map edge).

15.5   Unoccupied Squares

Unoccupied squares are any squares on the map that don't have a character within it (occupying it) and isn't a square of blocking terrain. This is regardless of being clear, hindering, or having objects or markers in it.

15.6   Orange Squares

Some maps may have squares on them surrounded by an orange boundary line. These squares have special properties that will be explained by rules printed on the map.

16 Terrain

Terrain is the printed landscape of the map or markers on the map. Terrain can affect where a character can move and lines of fire.

16.1 Clear Squares/Terrain

Squares that don't have terrain are called "Clear Squares" or "Clear Terrain" and represent the absence of terrain.

16.2 Hindering Terrain

Hindering terrain represents an area containing trees, large furniture, debris, and other similar items that might obstruct lines of fire. Hindering terrain is surrounded by a green and white checkered boundary line. NOTE: some (typically older) HeroClix maps may indicate hindering terrain with a solid green or white line.

16.2a Hindering Terrain and Movement

Characters may move through or into hindering terrain normally.

16.2b Hindering Terrain and Line of Fire

If a line of fire drawn between a character and its target crosses one or more squares of hindering terrain, the line of fire is considered "hindered". This includes the square the target occupies, but usually does not include the square the source is in.

In some rare cases, characters will have the ability to draw lines of fire from characters and squares other than themselves. If the source and the target are in the same square of hindering, and the target is not the character drawing the line of fire, the line of fire is hindered.

If a hindered line of fire is drawn during a range attack, modify the target's defense +1 for the attack.

16.3 Blocking Terrain

Blocking terrain represents an area containing buildings or large obstacles with the potential to completely halt both a character's path of movement and line of fire. Blocking terrain is surrounded by a brown boundary line.

If an effect refers to a "piece" of blocking terrain, it refers to both squares of blocking terrain and walls.

16.3a Blocking Terrain and Movement

Characters can't move through (or into) blocking terrain.

16.3b Blocking Terrain and Line of Fire

If a line of fire drawn between a character and its target crosses one or more squares of blocking terrain, the line of fire is considered "blocked".

In some rare cases, characters will have the ability to draw lines of fire from blocking terrain. In such cases, the piece of blocking terrain the line of fire is being drawn from doesn't block that line of fire.

A blocked line of fire prevents a source from targeting its intended target.

16.4 Walls

Walls are a subset of blocking terrain that occupy the edges of squares instead of filling them. They are indicated by thick black lines.

Each individual segment of a larger "wall" (in the general sense) is called a wall. Whenever the term "wall" is mentioned, it means a single 1-square-long line segment on the map.

16.4a Walls and Movement

Walls prevent movement just like blocking terrain.

16.4b Walls and Line of Fire

A line of fire crossing a wall is blocked just like blocking terrain.

16.4c Walls and Adjacency between Squares

Squares on opposite sides of a wall are not adjacent.

16.4d Walls and Adjacency to Characters

Unlike a square of blocking terrain that can be considered adjacent to a character at a diagonal intersection, a wall isn't considered adjacent to a character or square unless along the edge of the square that the character occupies (i.e., a single square has a maximum of 4 adjacent walls).

16.4e Walls and Range Effects/ "Within X Squares"

Effects that check for terrain "within X squares", or close variations of, won't include walls that touch one of the identified squares only at a corner. They are only included if they are along the edge of such a square.

16.4f Windows (*RETIRED*)

Windows are a subset of walls that can have a line of fire drawn through them but can't be moved through. Windows are indicated by dashed blue squares with a black outline. Windows are considered walls (and therefore blocking terrain) for all effects, including destroying it.

- Adjacency: Same as for walls.
- Movement: Same as for walls.
- Line of Fire: Windows do not impede line of fire in any way.

NOTE: Windows have been retired and are only found on older HeroClix maps.

16.4g Doors (*RETIRED*)

Doors are a subset of walls that block a line of fire but can be moved through. Doors are indicated by dashed white squares with a black outline. Doors are considered walls (and therefore blocking terrain) for all effects, including destroying it.

- Adjacency: Same as for walls.
- Movement: Doors do not impede movement in any way.
- Line of Fire: Same as for walls.

NOTE: Doors have been retired and are only found on older HeroClix maps.

16.5 Elevated Terrain

Elevated terrain represents terrain at different levels above the battlefield. Elevated terrain is surrounded by a red boundary line.

By default, elevated terrain is clear terrain but may be hindering or blocking. Printed elevated terrain can't be destroyed. Game elements occupying elevated terrain are considered "elevated" and their elevation level is the level of the elevated terrain they occupy. Game elements at elevation level 1 ("grounded") are not considered "elevated."

16.5a Elevated Terrain and Movement

If a character moves across the red line of elevation they must immediately stop moving, unless they have Improved Movement: Elevated or moved through a transition square when they crossed the red line.

16.5b Elevated Terrain/Transition Squares and Adjacency

Characters may make close attacks targeting characters that occupy the square that borders the same transition square they occupy (i.e.: the two triangles of the transition squares form a diamond shape).

Characters may ONLY make close attacks targeting characters in the same set of transitions squares, NOT to squares that are on the other side of the elevated terrain boundary at a diagonal to the square they occupy

Though characters may make close attacks across transition squares, squares at different elevation levels are not adjacent for any other game effects.

16.5c Elevated Terrain and Line of Fire

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

A line of fire between different elevations is blocked by:

- Blocking terrain on the lower elevation.

- Elevated terrain of any level higher than the lower elevation, except the square the line of fire is being drawn to or from.

- A Giant or Colossal character.

A line of fire between different elevations is hindered only if the target's square is hindering for line of fire purposes.

16.5d The Rim

Squares along the boundary of elevated terrain that are next to squares of lower terrain are "The Rim". A character or square on the rim of elevated terrain can draw a line of fire to, or have a line of fire drawn to it, from a different elevation.

16.5e Walls Along Rim of Elevated Terrain

A wall that shares an edge between two levels of elevation is considered to occupy both levels of elevation and any elevation in-between.

16.5f Adjacent to Elevated Terrain

Effects that refer to "characters adjacent to elevated terrain" are considered adjacent to elevated terrain only if they're next to a square of higher elevation.

16.5g Elevated Terrain and Large Game Elements

Game elements larger than a single square can't occupy squares of different elevations unless an effect says otherwise (see 24.2c for the most common exception).

16.6 Water Terrain

Water terrain represents streams, ponds, or other liquids. It is indicated by a blue boundary line. Water terrain interacts with specific game effects but is otherwise considered clear terrain.

16.7 Transition Squares

Squares that feature a red or white triangle with a number connecting to a triangle in another bordering square (so the two triangles form a diamond shape) are Transition Squares. The numbers on the Transition Squares indicate elevation of those squares and all squares on that same elevation.

When Transition Squares are found along the (red) boundary line of Elevated terrain, the numbers in the triangle will be different. These often represent stairs, ladders or even a hillside or slope.

Transition Squares are also used to indicate doorways, openings and other passages from one room or area of the map to another area of the map that is on the same elevation. In these cases, the numbers in the triangle will be the same. When these squares are found along a yellow boundary line it indicates changing from Indoor to Outdoor (or vice versa). When a character moves through Transition Squares that are not at an elevation change (not along a red Elevated boundary and the numbers in the triangle are both the same), they may move into these squares at a diagonal.

16.7a Transition Squares and Placement of Terrain Markers During Game Set-Up

During game set-up, terrain markers may not be placed in Transition Squares. This includes the transition squares created by elevated terrain markers. Elevated terrain markers can't be placed during set-up such that they would create transition squares in the square of another terrain marker.

16.7b Transition Squares Along an Elevated Terrain Boundary and Movement

When a character moves through Transition Squares that are at an elevation change (along a red Elevated boundary and the numbers in the triangle are different), they may do so without stopping their movement. When doing so, that character must move through both connected squares (not at a diagonal).

16.7c Transition Squares Along an Elevated Terrain Boundary and Adjacency

Characters may make close attacks targeting characters that occupy the square that borders the same transition square they occupy (i.e.: the two triangles of the transition squares form a diamond shape).

Characters may ONLY make close attacks targeting characters in the same set of transitions squares, NOT to squares that are on the other side of the elevated terrain boundary at a diagonal to the square they occupy.

Though characters may make close attacks across transition squares, squares at different elevation levels are not adjacent for any other game effects.

16.8 Intersections

In HeroClix, because the map is composed of a grid of squares, you often move diagonally through an intersection between 4 map squares. You may also draw lines of fire that pass directly through these intersections if your line of fire is a perfect diagonal.

16.8a Intersections and Movement

Moving through an intersection requires you to consider the terrain of the two squares to either side of the point you are trying to move through (including walls along the edges of those squares that also touch the intersection), and/or any characters occupying those squares. Your character is considered to move through the "side" of the intersection with

the less restrictive terrain or characters. For example, if one side is blocking, and the other side is a higher elevation, but your character can ignore one of those for movement, they can move through the diagonal unimpeded. If your character could ignore neither, moving through the intersection will cause them to stop as if they had crossed the rim of the elevation.

16.8b Intersections and Line of Fire

Drawing a line of fire through an intersection requires you to consider the terrain of the two squares to either side of the point you are trying to draw a line of fire through (including walls along the edges of those squares that also touch the intersection) and/or characters occupying either of the two squares to either side of the point you are trying to draw a line of fire through. The line of fire is considered to be drawn through the "side" of the intersection with the least restriction to the line of fire. If that least restrictive side is hindering for line of fire purposes, then the line of fire is hindered. If both sides would block the line of fire, then the line of fire is blocked.

16.8c Intersections of Walls

Walls that meet at an intersection may prevent adjacency between squares. To determine if walls block adjacency across an intersection, imagine moving a character from one square (Square A) to the square on the opposite side of the intersection (Square B) through only the adjacent squares. If a character could not move from A to B through only squares adjacent to both A and B without passing through a wall or other blocking terrain, then squares A and B are not adjacent.

16.9 Destroying Terrain

A HeroClix character has the inherent ability to destroy blocking terrain (including walls) and terrain markers (including objects). They all have access to the following actions.

CLOSE Destroy Action – CLOSE: If this character's damage value is equal or greater than the terrain's Destroy value, destroy an adjacent terrain marker or piece of printed blocking terrain. (This isn't an attack.) If a terrain does not have a printed Destroy value, the default value is 3.

RANGE Destroy Action – RANGE: If this character's damage value is equal or greater than the terrain's Destroy value, destroy a terrain marker or piece of printed blocking terrain that has at least one square within range and line of fire or a piece of printed blocking terrain within range and line of fire. (This isn't an attack.) If a terrain does not have a printed Destroy value, the default value is 3.

CLOSE/RANGE Destroy Actions are not considered attacks.

16.9a Destroying Printed Blocking Terrain

Anytime a square of blocking terrain is destroyed, regardless of how, place a debris marker in that square. If the debris marker(s) is later removed, the square of blocking terrain is still considered destroyed.

When drawing a line of fire to a square of blocking terrain to destroy it, draw the line of fire to the center of the square, and the line of fire is not blocked by the square you are destroying.

16.9b Destroying Walls

Walls can be destroyed like blocking terrain.

When using CLOSE Destroy Actions to destroy walls, you can only destroy walls along the edge of the square that the character occupies.

When using RANGE Destroy Actions to destroy walls, a line of fire must be drawn to the center of the target square along the farther side of that wall. This line of fire must also cross the nearer square along the edge of that wall. Both squares must be within the character's range. This line of fire is not blocked by the chosen wall, a character occupying the target square, or if the target square is blocking terrain.

When a wall is destroyed, place debris markers in the two squares on either side of it, unless those squares are blocking terrain. A destroyed wall no longer prevents adjacency, blocks line of fire or prevents movement. If both debris markers are removed or covered with other markers, the wall is still considered destroyed. When a wall adjacent to blocking terrain is destroyed, that square of blocking terrain isn't destroyed, and no debris marker is placed on it.

16.9c Destroyed Terrain Markers

If a terrain marker is destroyed, and later an effect would remove that terrain marker from the map, also remove any debris markers placed by the destruction of that terrain marker.

17   Terrain Markers

Terrain Markers represent items that may be found on a battlefield. Terrain Markers can include small objects up to larger terrain features.

Objects are typically represented by circular-based markers. Objects are small enough that any character can pick up, hold and use them when making an attack.

Larger terrain elements are typically represented by a square or rectangular base with the color-coded border for the type of terrain it is. Terrain markers with a color border change the square(s) they occupy into that type of terrain. These markers represent larger features on the battlefield that can only be picked up, held or used in attacks by use of powers or other game effects.

Terrain markers may be referred to by either the type of terrain they are or the name of the power that created them.

17.1 Objects

17.1a Standard Objects

Objects that have no special effects and the default terrain values are considered "standard" objects. Standard objects have a point value of 0 points.

17.1b Objects as Terrain Markers

Objects are a sub-set of terrain markers, but they do not change the terrain of the square(s) they occupy. To distinguish this, Objects typically have a round base and no color border. Some older objects may have blue, purple, red, yellow, or white borders. If using older objects with colored borders, make sure all players are aware the game element is an object.

Game effects that reference or target terrain markers may affect objects.

17.1c Light Objects (*RETIRED*)

Light Objects have a yellow ring around them and represent things a regular person could lift, even if not easily (like a moderately full garbage can).

17.1d Heavy Objects (*RETIRED*)

Heavy Objects have a red ring around them and represent things that only someone with superhuman strength could lift (like a totally full dumpster or a small car).

Only characters with Super Strength can pick up heavy objects.

17.2 Terrain Markers as Part of Your Force

Your starting force may include up to 3 Terrain Markers (even if they don't meet the requirements of 2.4d). They can be any mix of standard or nonstandard Terrain Markers. Terrain Markers you include in your starting force or bring in from outside the game are considered friendly to your force.

17.2a Standard vs Nonstandard Terrain Markers

Standard terrain markers are any 1x1 square marker of Blocking, Water, Hindering, Smoke, or Object terrain with the default terrain values (see 17.11c). Elevated terrain markers, terrain markers that are larger than 1x1 square, or terrain markers with values other than the default terrain marker values are nonstandard terrain markers.

If an effect generates terrain markers or replaces game elements with terrain markers from outside the game, that effect always generates or replaces with standard terrain markers of whatever type it specifies, unless that effect says otherwise.

17.3 Terrain Markers and Changing Terrain of the Squares they Occupy

Non-object terrain markers with a color border change the square(s) they occupy into that terrain type. While Objects are a sub-set of terrain markers, they do not change the terrain of the square(s) they occupy.

With the exception of Elevated terrain markers (see 17.14c below), if multiple non-object terrain markers are in a square, the most recently placed non-object terrain marker (which should be on top) determines what type of terrain it is. The other non-object terrain markers exist below it but don't affect the terrain of that square or have any other special effect, except for an effect that would remove them from the map. If the top marker is removed, the square immediately becomes the terrain of the marker (or printed terrain) below that.

17.4   Placing Terrain Markers During Game Set-up

When placing Terrain Markers during game setup, they must be placed outside of starting areas, can't be placed in Transition Squares, and can't be placed on blocking terrain or other terrain markers.

Terrain markers can't be placed on Special Terrain or within Orange or Dotted Orange Boundary lines unless the squares the markers would be placed in are clear squares.

17.5   Placing Terrain Markers During the Game

When placing terrain markers during the game, they may not be placed in blocking terrain. Multiple markers may be placed in the same square and are placed on top of previous markers in that square. Markers have no effect on walls that are along the edge of a square with the marker. Markers larger than a single square may not be placed in squares such that a wall is along an interior square edge that would be covered by the marker.

17.6   Picking Up Terrain Markers (including Objects)

All characters have the inherent ability to pick up objects. Anytime an object or terrain marker is picked up, it becomes held.

Characters that can use the standard power Super Strength can pick up terrain markers that are not objects.

Once per move, a character can pick up an object (or terrain marker) in a square they move through, or a square adjacent to one they move through. A character may move 0 squares but still pick up an object from the square they occupy or an adjacent one.

If an effect stops a character from moving as they enter a square (such as moving into a square adjacent to an opposing character), that character can't pick up or put down an object as they move into that square.

17.7   Holding Terrain Markers (including Objects)

A character can hold only one terrain marker (including objects) at a time. When a terrain marker is held by a character, it is considered off the map and can only be affected by effects that specify held objects or terrain markers, or by effects that reference that specific marker (such as Barrier removing the markers it generates at the start of the next turn). It is not in the square the character occupies, and it is not adjacent to the character holding it, though if that terrain marker has any special effects, it considers itself to occupy any squares of the character holding it for the purposes of those effects.

If a character holding a terrain marker is KO'd, or can't use an effect that allows it to hold that terrain marker while nothing is resolving, the character immediately puts down the marker so that at least one square of the marker is in an adjacent square (or a square adjacent to the square they last occupied if they are KO'd). If the marker can't be legally placed, it is immediately destroyed and replaced with debris markers wherein one debris marker is placed in the square the character occupies/occupied. If the terrain marker was larger than one square, debris markers are placed for each square of the marker in the same configuration as the marker (the player friendly to the destroyed terrain marker can choose the orientation) with at least one debris marker placed in the square the character occupies/occupied and placing any debris markers that can be legally placed (squares of debris markers that can't be legally placed are not placed).

If an effect requires that a character not be holding an object or terrain marker, that character can't pick one up or be holding one while that effect is being used.

A held terrain marker does not join the force of the character holding it (if it was an opposing terrain marker).

A character holding a terrain marker cannot carry other characters or be carried by other characters. A character that declared a carry as part of their move cannot pick up a terrain marker during that move.

If a held marker is removed from the game, the character that was holding it is no longer considered to be holding a terrain marker.

17.8   Dropping Terrain Markers (including Objects)

Once per move, a character can put down a terrain marker in a square they moved through, or a square adjacent to one they move through. A character may move 0 squares but still put down a held terrain marker.

If the marker can't be legally placed, it can't be put down.

During a move, a character may either pick up an object or other terrain marker or put one down, but not both.

17.9   Terrain Marker Values

17.9a Terrain Marker Range Value

A terrain marker's range value is indicated by the [BOLT] symbol. This is the range a character can use to target an opposing character during a RANGE Terrain Action.

17.9b Terrain Marker Reach Value
A terrain marker's reach value is indicated by the [GIANT] symbol. When used in a CLOSE Terrain Action, the attacker has a Giant Reach value equal to the terrain's Reach value.

17.9c Terrain Marker Damage Value

A terrain marker's damage value is indicated by the [BURST] symbol. This value is represented by two numbers. The first number (before the "/") is the damage that the terrain marker will deal when used in a RANGE Terrain Action. The second number (after the "/") is a modifier to a character's damage when the terrain marker is used in a CLOSE Terrain Action.

17.9d   Terrain Marker Destroy Value

A terrain marker's destroy value is indicated by the [DESTROY] symbol. This is the damage required for a character to destroy the terrain marker during a CLOSE/RANGE Destroy Action.

17.10   Destroying Terrain Markers

Terrain Markers can be destroyed using CLOSE/RANGE Destroy Actions. When using a RANGE Destroy Action, a line of fire is not blocked by a character occupying the same square as the terrain marker. You do not place debris markers when destroying an object. If a terrain marker is larger than one square, if any square of it would be destroyed the entire marker is destroyed.

17.11   Using Terrain Markers in an Attack

A character can use a terrain marker during an attack. This is done through the inherent abilities CLOSE Terrain Action and RANGE Terrain Action, (informally called Terrain Attacks). Either way, a terrain marker used in an attack is destroyed after the resolution of the attack.

Characters can only use a terrain marker in an attack if they could be given either a CLOSE or RANGE action to activate a Terrain Action, not anytime they make an attack during other actions or triggered effects.

17.11a CLOSE Terrain Action

A CLOSE Terrain Action is defined as – CLOSE: If this character is holding a terrain marker, make a close attack, modifying the attacker's damage by the terrain marker's Damage [BURST] modifier. After resolutions destroy that terrain marker without generating debris.

17.11b RANGE Terrain Action

A RANGE Terrain Action is defined as – RANGE: If this character is holding a terrain marker, make a range attack targeting a single opposing character within line of fire and a range equal to the terrain marker's Range [BOLT] value, Instead of normal damage, deal damage equal to the terrain marker's Damage [BURST] value. After resolutions destroy that terrain marker without generating debris.

17.11c Default Terrain Marker Values
If a terrain marker does not have printed values, its default values are: [BOLT]: 4, [GIANT]: -, [BURST]: 2/+1, [DESTROY] 3.

17.12 Terrain Markers and Carrying

Characters can't carry other characters and hold a terrain marker (including an object), if they've decided to carry, they can't pick up terrain markers (including objects) during their move.

17.13 Terrain Markers Granted at Start of Game by Character Effects

Terrain markers (including objects/equipment) that start the game equipped to, or held by, a character do not have their point values count toward your build total and do not count toward your terrain limit during force construction.

17.14 Types of Terrain Markers

17.14a Hindering Terrain Markers

Hindering terrain markers are placed on the map during game set-up and/or generated by powers/character effects. Hindering terrain markers have a green and white boundary line and convert the square(s) they occupy into hindering terrain.

Hindering terrain markers that are not Debris or Smoke markers may be destroyed and used in CLOSE/RANGE Terrain Actions.

17.14b Blocking Terrain Markers

Blocking terrain markers are placed on the map during game set-up and/or generated by powers/character effects. Blocking terrain markers have a brown boundary line and convert the square(s) they occupy into blocking terrain.

17.14c Elevated Terrain Markers

Elevated terrain markers are placed on the map during game set-up and/or generated by powers/character effects. Elevated terrain markers have a red boundary line and convert the square(s) they occupy into elevated terrain –or– convert the square(s) they occupy into elevated terrain of a different elevation if placed on elevated terrain.

The boundary line of the elevated terrain marker will have red triangles with a numerical modifier (like +1) that shows how many levels of elevation are added to the elevation under the elevated marker. Squares on the marker with a red triangle, as well as squares off the marker that share an edge with the red triangle, are considered to be Transition Squares, as per 16.7b (for as long as the terrain marker stays in that position/orientation so that those squares continue to share an edge).

If a character occupies a square of an Elevated terrain marker and that marker is picked up, destroyed, or placed in a square that character doesn't occupy, the character remains in their square and, after resolutions of the action, is dealt 1 damage (see 12.6e).

If another non-object terrain marker is placed in a square with an elevated terrain marker, that square remains elevated while its terrain type is changed to match the topmost terrain marker.

17.14d Debris Markers

Debris markers are generated when terrain is destroyed and by powers/character effects. The back side of terrain markers is its "Destroyed" side. When a nonstandard terrain marker is destroyed, it is flipped to its "Destroyed" side and is now considered a Debris marker.

A debris marker makes the square it's placed into hindering terrain and can be placed on blocking terrain *(NOTE: This is the only type of terrain marker that can be placed on blocking terrain)*. Debris markers are considered hindering terrain for purposes of game effects that key off hindering terrain (most notably providing a defense bonus when a line of fire crosses it during range attacks), but can't be picked up, held, destroyed or used in CLOSE/RANGE Terrain Actions. Debris markers have Immobile.

17.14e Smoke Markers

Smoke markers are generated by powers/character effects (most notably the standard PAC power of Smoke Cloud).

A smoke marker makes the square it's placed into hindering terrain. In addition to their effect described in the PAC, smoke markers are considered a hindering terrain for purposes of game effects that key off hindering terrain (most notably providing a defense bonus when a line of fire crosses it during range attacks), but can't be picked up, held, destroyed or used in CLOSE/RANGE Terrain Actions.

17.14f Water Markers

Water terrain markers are placed on the map during game set-up and/or generated by powers/character effects. Water terrain markers have a blue boundary line and convert the square(s) they occupy into water terrain. Water terrain markers can't be picked up, held, destroyed or used in CLOSE/RANGE Terrain Actions.

17.14g Barrier Markers

Barrier markers are generated by powers/character effects (most notably the standard PAC power of Barrier).

A barrier marker is a marker that is created by the standard power Barrier (and other game effects that specifically call for barrier markers). A barrier marker makes the square it's placed into blocking terrain and otherwise follows the rules for blocking terrain markers (including default terrain values).

17.14h Special/Named Markers

Some game effects instruct players to generate "Special" markers or markers with a specific name given in the effect. The effect of these markers is explained in the game effect that generates them. If the game effect indicates that the marker is a type of terrain, then that marker also follows all rules for that type of terrain marker. If no terrain type is given in the effect that generated the marker, the marker is not a terrain marker.

17.14i Mixed Terrain Markers

Some terrain markers may have squares of different types of terrain printed on them. These are called "Mixed Terrain Markers". For game effects that check what type of terrain a terrain marker is, a Mixed Terrain Marker is considered to be each type of terrain printed on it. For all other purposes, the squares of terrain on a marker are considered individually. For example, a Mixed Terrain Marker that consists of one square of blocking and one square of hindering would be destroyed by an effect that says "Destroy all blocking terrain markers", but a line of fire drawn through only its hindering square is hindered, not blocked.

If any terrain type on a Mixed Terrain Marker can be picked up, the entire marker can be picked up. The same is true for being held, destroyed, or used in CLOSE/RANGE Terrain Actions.

18   Powers

Characters have powers that let them activate or trigger effects, and/or contain passive effects. All standard powers are explained on the PAC.

Typically, powers that a character can use are visible through the slot of the combat dial. Some special powers and abilities will allow characters to use standard powers not visible on their dial.

18.1   Standard Powers

Standard Powers are listed in the Powers and Abilities Card (PAC). Standard powers have a corresponding-colored square printed on the combat dial and are of the same combat type (speed, attack, defense, or damage) as the combat value they surround. Standard powers may be granted by name through other powers or abilities and in that case, there would not be a corresponding-colored square.

18.2   Special Powers

Special Powers are described on a character's card. Special powers have a corresponding, black-bordered white square and are of the same combat type (speed, attack, defense, or damage) as the combat value they surround. Special powers may alter the way in which a standard power works. Special powers only alter the standard power by those specified effects, and all other parts of the standard power are unchanged.

18.3   "Combat Type" Powers

Some effects refer to a type of power (speed, attack, defense, or damage). When an effect refers to that type of power, it refers to both the power currently displayed in the applicable slot of the combat dial and any standard powers of that type listed on the PAC.

If an effect refers to a "standard 'type' power" (where 'type' is speed, attack, defense, or damage) it is referring to the standard powers of that type as listed on the PAC.

18.4   Reveal/Revealing Powers

A power on a dial is "revealed" any time that a power becomes visible through the dial window, even while turning the dial, and regardless of whether it's healing or taking damage. The same is true for clicks.

If an effect triggers on a reveal, apply that effect even if you have turned the dial past the revealed power (or click). Multiple reveals can occur with one turn of the dial, resulting in multiple triggers. When a power says, "first revealed" it only triggers the first time that it was revealed that game.

18.4a   Revealing a Special Power with the STOP Keyphrase

When a special power that includes the STOP keyphrase (commonly referred to as a "STOP click") is revealed, it prevents the dial from turning further.

18.5   Copying Powers

If a character is able to copy and use a standard power from another character, the copying character uses the standard version of that power regardless of what additional effects the character they copied it from has applying to that standard power. If a character can copy a special power, that includes any additional effects including restrictions.

18.6   Powers "Printed on a Character's Card"

When an effect refers to a "standard power printed on [Character]'s card" that power must be its own standard power (with "gem") and not a standard power granted by a special power, trait or team ability. This standard power can be one that is printed anywhere on that character's card (i.e. the standard power does not have to be currently showing in the dial window).

19   <u>Abilities</u>

Abilities can be granted through many different effects. Some are granted by symbols a game element has printed on its base. Abilities include any game text on a HeroClix card that isn't a power (meaning it doesn't have a corresponding square on the dial, like standard and special powers do).

There are 5 types of abilities:

- Inherent Abilities
- Trait Abilities
- Improved Abilities
- Team Abilities
- Keyphrase Abilities

If an ability is ambiguous in type, assume it is a trait ability.

19.1 Inherent Abilities

Inherent abilities are not indicated or granted by anything. These are abilities characters can always use and are explained on the PAC. These abilities are always available unless an effect says you "can't use" either them or the actions or instructions they consist of.

19.2 Trait Abilities/Traits

Trait abilities (also called traits) are indicated by a star symbol on the figure's base. They typically grant standard powers and other effects that a character always has access to. They are explained on the character card next to a trait star. They are "always on", but usually only apply to specific situations.

19.2a Point Value Traits

Point Value Traits are a special kind of Trait Ability. Point Value Traits are abilities that can only be used when the game element is added to a starting force at a specific point value. This is indicated by a point value listed underneath the star symbol next to that trait ability.

19.2b Optional Traits

Optional traits are trait abilities that only exist if the player chooses to pay the additional cost as indicated on the HeroClix card underneath the star symbol when adding the character to your starting force. Unlike Point Value Traits, Optional Traits are indicated by a white star within a black background. The point value also has a plus or minus symbol (+/-) in front of it. This additional cost can be paid only once and does not increase or decrease the game element's point value during the game but does alter what your opponent scores when KO'ing that game element.

19.3 Improved Abilities

Improved Abilities let a character move or target in ways they normally can't.

These abilities help a character move or target more easily and are indicated by an "Improved" symbol ✚ on the character's base. The character's card will let you know if they have improved movement, improved targeting, or both. Improved movement abilities have the 🏃 symbol. Improved targeting abilities have the ◎ symbol.

Improved abilities are explained on the PAC.

19.4 Team Abilities

Team Abilities are indicated by a full color symbol on a character's base. They are often described on the character card. Characters can use the Team Abilities they have on their dial.

For a listing of all Team Abilities and their effects, go to:

WizKids Rules! • View forum - HeroClix Team Abilities

19.4a Wild Card

A team ability that is a "Wild Card" allows characters to copy team abilities from other friendly characters. Wild Card does not grant the team ability symbol, only use of that team ability. An effect looking for a specific team ability symbol would not find a Wild Card using that symbol's team ability. Once chosen, the team ability copied by Wild Card can continue to be used by that character even if no other friendly characters are able to use the team ability anymore (such as if they've all been KO'd).

The Wild Card effect is as follows:

FREE: Choose a team ability that a friendly character can use (that isn't Uncopyable). This character can use the chosen team ability until you choose again. Uncopyable.

NOTE: On older figures, powers or abilities that grant "Wild Card" grant the above effect. On newer figures, the effect is written out as above.

19.4b Uncopyable

Some team abilities will have the term "Uncopyable" at the end of their text. If a team ability states that it is "Uncopyable", then it can't be copied by the Wild Card team ability.

19.5 Keyphrase Abilities

Keyphrase Abilities, also called "keyphrases," may be indicated by symbols on the base but they may also be granted by other powers and abilities. They are explained on the PAC.

The listing on the PAC notes the combat symbols, if any, that grant that keyphrase. Some keyphrases are listed with "X" in their name, and that keyphrase can be found with different variations of X as a whole number (such as 0, 1, 2 or 3).

20 Using Powers & Abilities

A character uses a power or ability when any of the following occurs:

- Activating an action (including as FREE).

- As part of an optional triggered effect, choosing to do it (usually written as, "you may").

- Applying a triggered or passive effect that is non-optional (including reducing damage).

Even if an effect is worded to say "you" it's always the character with that power or ability that's using it, not the player.

20.1 "Can Use"

A character can use a specific power or ability if it is visible through their combat dial slot (powers) or available through a symbol printed on their base (abilities). Inherent abilities, special

powers, and trait abilities on a HeroClix card may also grant the use of powers or abilities that a character can use.

20.2 Restrictions on Standard Powers

If a special power lists a restriction on using a standard power, you only can use that standard power if you meet the restriction. Similarly, some effects allow a character to choose a standard power (sometimes an ability) to use among several choices. The chosen power or ability is not something the character can use until it is chosen.

20.3 Durations

Some effects persist even after an action or triggered effect has resolved. The length of time these effects last is called a duration. Durations "expire" when the condition for ending them is met or the power/ability that granted them can't be used or is lost. Durations can be identified in the following ways:

- Any effect that says "until" is setting up a duration. "Until your next turn" and other turn-duration effects are common, but "until this character clears action tokens," or "until this character moves," or "until you activate this power again," or many other durations are possible. "Until" is the primary, and by far most common, means to indicate a duration.

- "this turn" is a shorthand phrase that means "until the end of this turn."

- "for the rest of the game" or "this game" is a duration that means "until the end of the current game" (and is assumed to include the phrase "even if lost").

- "as long as" is a conditional duration that means "until a specific thing changes."

A triggered effect that triggers off an attack or move ("when [character] attacks, "when [character] moves", etc.) is assumed to have a duration that expires when the attack or move resolves unless otherwise noted. Similarly, any triggered effect that triggers off an action ("when [character] is given an action", etc.) or any effect granted by the action (a list of Improved abilities at its beginning, etc.) is assumed to have a duration that expires when the action resolves, unless otherwise noted.

An effect with a duration that is lost or can't be used immediately ends its duration unless specifically stated otherwise.

20.4 "Can't Use"/ "Lost"

Two distinct but related things can happen to stop effects from being used, being "lost" or "can't be used." Power or abilities that are lost or that can't be used:

- Can't be activated with an action.

- Can't have any effects trigger.

- Can't have their passive effects applied.

An effect can't be used when another effect uses the word "can't" or it is lost. Such as:

- Can't
  - Can't use…
  - …can't be given a POWER action.
  - …can't move.

- Lost
  - A character clicks off of the click showing a power to one not showing that power.

  - The game element granting that power or ability to the character is KO'd.

Note that the above are just some examples and not a full list.

20.5 "Can't" Use Clarifications

When something can't be used, this prevents the use of all parts, including active effects, passive effects, granted abilities or keyphrases.

If a power or ability can't be used, a character can't use it in any form, whether it's displayed on their combat dial, or granted in another way (from another game element, from a trait, etc.).

If a character chooses a power for an effect, and the effect that lets them choose that power can't be used or is lost, then any powers that the character chose are lost as well.

20.6 "Lost" Clarifications

Losing a power or ability is distinct from "can't use" in that it typically is caused by something happening to the character rather than an effect preventing the use of a power or ability.

20.6a Lost from Clicking the Dial

If a power is showing on your dial, but is no longer showing after clicking the dial, the power is lost.

20.6b Lost from KO

If a character/game element is KO'd all powers and abilities it could use are lost.

20.6c Lost Effects

If a character was able to use a power or ability that was being granted by another character's effect and that character can no longer use or loses that effect, the granted power/ability is lost.

20.6d Lost Effects and Tokens/Markers

Tokens given to HeroClix characters or markers placed on the map are not normally removed when the effect that granted them can't be used or is lost. The effect that granted the token or marker will tell you when and how to remove it.

20.6e "Even if Lost"

The phrase "even if lost" allows some effects with durations to persist even if the power or ability that granted the effect can't be used or is lost. In this case, the effect does not end, and the effect still applies.

Note that "even if lost" only applies to the duration effect, and any additional effects granted by that duration effect may be subject to "can't use" effects that target them. For example, an effect says "Until your next turn, Character X can use Probability Control, even if this effect is lost." Meanwhile, Character Y has an ability that says "Other characters can't use Probability Control." In this circumstance, Character X could not use Probability Control; the duration granting the use of Probability Control is still in effect, but the power granted by that duration effect can't be used.

20.6f Lost Effects and "For the Rest of the Game"

For the rest of the game is a duration that implies "even if lost or can't be used."

20.7 Multiple Versions of Powers & Abilities

If a character has multiple different ways to use the same power or ability, they can only use it once. For example, if the character can use the standard power Super Senses from multiple sources, the power will only trigger once.

When a character can activate a standard power or ability more than once, that character's controller must choose which version they're using and can't combine any special effects (bonuses or drawbacks) associated with using that specific power or ability. They must choose only one version to activate and use.

If a character triggers the same standard power more than once simultaneously, its controller chooses which version triggers, and the rest do not.

If a character wishes to use the same passive standard power or ability more than once simultaneously, its controller chooses which version they will use, and the rest are not used.

20.7a Effects Tied to Standard Powers

If an effect both grants the use of a standard power and an additional effect tied to the use of that standard power, that additional effect only applies when the standard power is used through that effect. As an example, if a special power says "Super Senses, Toughness. When this character uses Super Senses, increase the result +1.", they will only increase the result by +1 if they use Super Senses from that special power. Conversely, if a power reads "Super Senses, Toughness. // When this character uses Super Senses, increase the result +1.", the +1 will apply to any use of Super Senses because the // denotes it as being a separate effect in that power.

20.8 "Same" Powers and Abilities

A power or ability is the same as another if it has the exact same name and text barring pronoun, name, or keyword changes. A standard power is the same as any other instance of that standard

power, even if it is granted as part of a special power or trait with a different name and has modifications.

20.9   Conditional Powers, Abilities and effects

Some powers, abilities, and effects have special requirements that must be met in order for a character to have access to them.

20.9a   "If" Condition

If a power or ability begins with "if", or "if" is the first word after the action or trigger, that power or ability can only trigger if that condition is met. If the condition is not met, the action or triggered effect resolves with no further effect.

20.9b   "If you do" Condition

If an effect specifies "you may" and "if you do" as part of its text, and you are able to make the choices that corresponds to the "if you do" and do so, then you are able to use the part of the effect following "if you do" regardless of other effects.

21   <u>Powers and Abilities Concepts & Terms</u>

HeroClix has some important concepts related to powers and abilities and several game terms found within them.

21.1   Phrasing of Powers and Abilities

Powers and abilities are written a certain way to help players easily determine what parts of the effect are activated by actions, are triggered, and are passive.

21.1a   Phrasing of Actions

If a power or ability contains an action that character can be given (MOVE, CLOSE, RANGE, POWER, FREE), everything after it is assumed to be part of that action. This may include triggered effects, passive effects, or other actions given "as FREE".

21.1b   Phrasing of Triggered Effects

If a power or ability contains a triggered effect (beginning or end triggered effect, or after resolutions triggered effect) everything after it is assumed to be part of that triggered effect. This may include other triggered effects, passive effects, or actions given "as FREE".

21.1c   Access to Powers and Abilities

If a power or ability has one or more lists of Improved symbols, team symbols, standard powers, or keyphrases at the beginning of it followed by a period, it is assumed that character can use these powers or abilities normally. If one of them is instead part of a separate sentence with additional game text, the character can't use it normally, but only in the way specified.

21.1d Action Choice

Some powers or abilities are written "CLOSE/RANGE: … make a close/range attack". You choose to activate the effect with either a CLOSE action or RANGE action. You then make the type of attack corresponding to the action type you chose (close attack for CLOSE, range attack for RANGE).

21.1e "//"

If a power or ability contains multiple actions, multiple triggered effects, or multiple passive effects, and it's unclear where one effect would end and another completely separate effect would begin, double slashes (//) are used to separate them.

21.1f Reminder Text

Some powers and abilities have parenthetical text (like this). Text in parentheses is reminder text and provides a reminder or plain language explanation of how the power works in common situations. It is not considered to be rules text within the power or ability.

21.2 Size

Characters can be one of four different sizes indicated by the damage symbol they have.

21.2a List of Sizes

Characters can be one of four different sizes indicated by the damage symbol they can use (in order of smallest to largest size):

- Tiny [⊗]
- Standard [✰]
- Giant [🛉]
- Colossal [⊜]

21.2b General Effects of Size

- Line of Fire: Smaller characters do not block line of fire.

- Break Away: Larger characters succeed on a result of [3]-[6] when breaking away from only smaller characters. Automatically breaks away from characters that are two sizes smaller.

- Knock back: Can't be knocked back by smaller characters.

21.2c Changing Size Symbols

A character can never have more than one damage symbol or size simultaneously. When a character can use a new damage symbol, that symbol replaces its most recent damage symbol, and it becomes that new size.

A character that replaces its damage symbol (therefore changing sizes) gains any keyphrase abilities associated with the new damage symbol and loses any associated with the old one.

21.3 Rerolls/Rerolling

Some effects allow you to reroll one or more of the d6 used in a roll. When you reroll, the original roll is set aside as if it doesn't exist. No effects can trigger off the result of the original roll. Players always physically reroll their own rolls, regardless of whose effect forced the reroll.

21.3a "Can't be Rerolled"

Any d6 or 2d6 roll made during the game can be rerolled unless it says it "can't be rerolled". Rolls that use dice that aren't d6's can't be rerolled.

21.3b Multiple Rerolls

If both players have effects that can force a reroll (or otherwise similarly change the roll of a die), the active player gets the first chance to reroll, followed by the opponent. If either player rerolls, this process is repeated until both players decline to do so.

21.4 Replacing Dice

Some effects allow you to replace a die result with another die result. These effects can only be done after both players choose not to reroll the result (if applicable). When a die is replaced, the replaced die is removed from play (and returned to the owner of that die). If a die in a roll is replaced, the result of the roll is changed to reflect the new result with the replaced die. If both players have effects that can replace a die, the active player gets the first opportunity to replace any dice, followed by the opponent. If either player replaces dice, this process is repeated until both players decline to do so.

21.5 Named Tokens

Some effects instruct you to give a character a "named" token. These are not the same as action tokens. When a character is given a named token, by default it is placed on its character card. When one is removed, by default it is removed from the same character card.

Named tokens are always specific to a character, even if other tokens in the game share the same name. If more than one character gives the same named token, players must track which named tokens were given by each character.

21.6   Generated Game Elements

Some effects allow you to "generate" a game element. When an effect tells you to generate something, by default it comes from outside the game unless the effect specifies it comes from your Sideline. The effect will specify exactly what game element you will generate.

Generated game elements are always specific to the game element whose effect brought them into the game even if the generated game elements share the same name. If more than one character generates the same game element, players are required to track which game elements were generated by which.

21.6a   Placement of Generated Game Elements

By default, a generated game element is placed adjacent to the game element whose effect brought it into the game. Such an effect may instead specify where on the map it is placed.

21.6b   Multiple Generated Game Elements

If an effect allows you to generate more than one game element, they are not placed simultaneously. They must be placed one at a time.

21.6c   "[MAX X]"

Some effects that allow you to generate might have a restriction on the number of that game element that can be on the map at one time. If so, it will use the keyphrase [MAX X] (where X is a number).

This restriction only applies to the specific game element that did the generating. For example, if you play three copies of the same character that can generate a bystander that has [MAX 2], each of those characters can have two of those bystanders on the map (so there may be a total of 6 of those bystanders in play).

21.6d   Generate Clarifications

By default, when a game element generates one or more other elements, the generated game elements are friendly to the force the game element that generated them started the game on. If an effect states that an opponent will generate something, by default that game element is friendly to their force (and opposing to yours).

If an effect generates an object, by default it is a standard object.
If an effect generates terrain markers, by default they have the default terrain values.

21.7   Attach

A game element may become "attached" to another game element. The attached game element is "off the map" and is removed from the game when the game element it is attached to is KO'd.

21.8 Removed From the Game

A game element that is "removed from the game" is treated like it has been KO'd in all ways (including scoring normally), except it does not trigger effects that check if a game element was KO'd or count for effects that look for KO'd game elements.

Game elements that normally can't be KO'd can still be "removed from the game".

21.9 Character Names in Game Effects

When an effect looks for a character's name, the name (excluding anything in parentheses) must match exactly the name the effect is looking for. Character names are not case-sensitive. For example, an effect referring to a character named "Rob" would not work on a character named "Robert," "Mr. Rob," or "Robot."

21.9a Abbreviated Titles/Definite Articles

Abbreviated titles are considered the same as their long forms for determining a character's name. For example, Mister Wonderful and Mr. Wonderful are the same.

A character named preceded by a definite article is considered the same as a character name without a definite article. For example, Perfectionist and The Perfectionist are considered to be the same character name.

21.9b Character Card Name Referenced in Powers/Abilities

Most powers or abilities on a character's card use that character's name within the game text. If so, that effect only refers to that specific character and not any other character with the same name, even ones with the same name, set symbol, and collector number. This includes the effects of generated bystanders that are printed on that character's card. These powers and abilities are self-referential.

21.9c Effects Looking for a Name

Some effects will look for specifically named characters and state something like "characters named [character name]". In this instance you would check for all applicable characters with that name within the designated area (within range, on the map, etc.)

21.9d Copying Names in Powers/Abilities

When a character gains the use of another character's power or ability, it's assumed that all self-referential text now references the name of that character that is now using that power or ability.

For example, an effect has allowed Character A to use Character B's trait "Cool Trait: Character B modifies their defense +1." While Character A is using that trait, it is treated as reading "Cool Trait: Character A modifies their defense +1."

21.10 Effects That Look for "Highest Point"/ "Lowest Point" Characters

Some effects will look for the "highest point character"/ "character with the highest point value," or "lowest point character"/ "character with the lowest point value,". This is a single character whose point value is highest or lowest.

If the effect checks for characters (plural) instead, it can find and apply the effect to all applicable characters.

21.10a Highest/Lowest Ties and Multiples

If multiple characters are tied for being the highest or lowest point character, the active player chooses one to be treated as the highest/lowest point character. Once chosen as the highest or lowest point character, that character continues to be treated as such until either the active player changes or until that character is no longer a candidate for being the highest or lowest point character.

If all characters on a force are the same point value, they are both the lowest and highest point value on that force. The same is true if all characters on the map, Sideline, or KO Area are the same point value.

21.11 Effect Limits

Some effects restrict how many times they may be used. Most commonly, they'll say "once per turn" or "once per game." An effect that can only be used once per turn or game can't be used by that character again (in that duration), even if it's on another force, is later granted that same effect from another source, returns from being off the map, or loses that ability and regains it.

Effects may modify the limits on how many times other effects are used.

21.12 Replace/Replacing Characters

Certain effects allow a character on your force to be replaced with one or more characters from your Sideline. These effects always use the word "replace." When characters are replaced, the character on the map will be swapped with one or more characters from your sideline.

21.12a Replacing Rules

When an effect causes a character to be replaced:

- If the replaced character had action tokens, each replacement character is assigned the same number of action tokens. If the replacement effect caused an action token to be given, the replacement character is considered to have received the action token.

- If the replaced character was given a costed action this turn, then the replacement character is considered to have already been given a costed action this turn. The same is true for having been carried.

- Only the above effects carry over to the new character. No other effects of any kind that applied to the replaced character start applying to the replacement character.

- Replacement characters begin on the same click number as the replaced character unless otherwise stated.

- Replacement characters must occupy at least one square that was occupied by the replaced character.

- Players may only replace a character that began on their starting force or starting Sideline.

- Objects held by the replaced character are put down in one of the squares they occupied.

- Replacement characters can't be an exact match for the replaced character (same name, same set symbol, and same collector number).

- Characters that begin the game on your starting force but go to the Sideline may still be used as a replacement.

- You can't activate an optional effect that would replace a character if the replacement character can't be placed into one of the replaced character's squares or a square the effect otherwise specifies. Non-optional effects may do so, and an opponent chooses squares for the replacement to occupy, per the Rule of Occupancy.

- If a single character is replaced by more than one character, the two carry-over effects from the beginning of this section apply separately to each replacement character.

21.12b Scoring Replacement Characters

When one or more characters replace a character, and all of that character's replacement characters are KO'd, score victory points equal to the point value of the replaced character or the total point value of the KO'd replacement character(s), whichever is greater.

21.13 Flipping Coins

Certain effects may instruct a player to flip a coin. A coin flip can either result in a Heads or Tails. A coin flip cannot be reflipped by effects that reroll dice, even if the effect is replacing a dice roll with a coin flip. If a player does not have a coin, they may roll a d6 in its place, where an even result is Heads and an odd result is Tails. A d6 rolled in this way is still considered a coin flip and not a d6 roll and cannot be rerolled by effects that reroll dice or have its result changed by effects that change or adjust the results of dice.

21.14 "End the Turn" Effects

Some effects will say to end the current turn. When such an effect resolves the turn immediately proceeds to the End of Turn phase and no further actions may be given this turn. If any triggered effects were attempting to resolve when the End the Turn effect resolved, they resolve without effect.

22 Inherent Ability and Keyphrase Clarifications

22.1 Carry

A character can move 0 squares and still carry another character.

After moving, there must be a legal square to place the carried character. If there isn't, the carried character can't be placed, will remain in the square it was in, and will not be considered to have been carried.

22.2 Colossal Stamina (*RETIRED*)

Colossal Stamina is a retired game term, previously granted by the colossal symbol. The colossal symbol no longer grants Colossal Stamina, but figures that can use Colossal Stamina from a trait, special power, or other ability are considered to have the following:

"This character can be given a costed action even if it has two action tokens and does not receive an action token for that action. After resolutions, immediately deal it 1 unavoidable damage and don't clear its action tokens this turn."

22.3 Giant Reach: X

Characters that are adjacent are still able to be targeted, as they are also within 1 square and line of fire.

22.4 KNOCKBACK

A character may gain KNOCKBACK from multiple sources, but there's no effect from having it more than once.

The knockback caused by the KNOCKBACK keyphrase is always optional. If more than one target is hit, all of them or none of them are knocked back (they can't be picked for knock back individually).

22.5 Passenger: X

A character with an effect that grants them [👤: 0] can't use the Carry ability.

22.6 SAFEGUARD (Effect)

This effect applies to the entire character.

PROTECTED (in all capital letters) can be found on older figures but has since been replaced on newer figures with SAFEGUARD. PROTECTED (in all capital letters) is functionally equivalent to SAFEGUARD. [NOTE: this version of PROTECTED must be written in all capital letters to be equivalent to SAFEGUARD].

22.7 Protected (Outwit)

This keyphrase only applies to a specific power or ability.

If a specific standard power gains Protected: (Outwit) (for example, an effect states "Super Senses this character can use gains Protected (Outwit)"), only that specific standard power can't be chosen by Outwit. If a character has that standard power within a special power, the special power can be chosen by Outwit and the affected character won't be able to use any other effects of the special power but can still use the "Protected" standard power.

22.8 Autonomous

A character with Autonomous (�) may be given a costed action, even if the number of costed actions already given is equal to the Action Total.

22.9 STOP

For STOP, note that the effect does not increase or decrease the result of the d6 roll to heal, only the healing itself. If Regeneration is used and a result of 1 or 2 is rolled, the character normally would not heal.

The Protected (Outwit) and Protected (Pulse Wave) that STOP has will apply to all effects within the special power that STOP is part of.

22.10 UNIQUE MODIFIER-(Effect)

A character may have multiple UNIQUE MODIFIERs applied to them, even on the same combat value, at the same time as long as each is from a different effect. An effect is considered different even if the text is identical, as long as the power or ability granting the effect has a different name.

A character can only benefit from a specific UNIQUE MODIFIER effect once, even if the effect allows a choice of modifiers. For example, if the effect states "choose to modify attack +1 or damage +1" and attack +1 was chosen, characters could not benefit from the effect if another character with the UNIQUE MODIIER chose damage +1.

23 Keywords and Themed Teams

23.1 Keywords

Keywords are special descriptors that help categorize a character and may allow a character to synergize with other similarly keyworded characters. Keywords are located on a character's card, under the character's name.

23.1a Named vs. Generic Keywords (RETIRED)

A keyword can be generic or named. Generic keywords appear on the character card in italics. Any keyword that is not generic is a "named keyword" (and won't appear in italics).

NOTE: This rule has been retired. Some old figures may refer to "named" or "generic" keywords, but the distinction has been removed from modern HeroClix figures.

23.1b Gaining/Losing Keywords

If a character gains or loses a keyword, it does so for the rest of the game even if that effect (granting or removing the keyword) is later lost, or until that character goes to your sideline or is removed from the game (such as by being KO'd).

23.2 Themed Teams

Themed teams are forces of HeroClix characters that have experience working together or common fighting styles and have extra synergy. This familiarity is represented by them sharing a keyword.

23.2a Determining Themed Teams

In order for a starting force to become a themed team, when you reveal your force during step 1 of Game Setup, you must choose a single keyword that all characters on your starting force share. If all your characters share more than one keyword, pick only one.

23.2b Duration of Themed Teams

Once a Starting Force becomes a Themed Team, it remains so for the remainder of the game, regardless of KO's, replacement characters, gaining or losing keywords, etc.

23.2c Bystanders and Themed Teams

Bystanders do not count for or against determining a Themed Team.

23.3 Themed Team Benefit: Initiative Bonus

When rolling to decide who will be first player during Game Setup, each player with a themed team adds 3 to their 2d6 roll.

24   Special Characters

This section describes some special characters in HeroClix. These are all still characters and follow the same rules as normal characters except as indicated.

The text for the general rules for the special characters listed here (such as the general rules for Vehicles and Title Characters) supersedes their printed text.

24.1 Bystanders

Bystanders are characters with combat values but no combat dial, therefore they cannot click. A bystander can't be healed, and if it takes any damage, it is KO'd. Most bystanders are generated, but some are separate game elements with point values.

Bystanders may be:

- Flat tokens with combat values printed on them.

- 3-D sculpts on a small base without a combat dial but instead with combat values printed on the base.

- A generated bystander listed on a game element's card that specifies its combat values and can be represented by any small object that all players agree on.

Bystanders don't have starting lines, click numbers, or non-KO clicks. They would not trigger or count for any effects that reference those game terms. A bystander's single "click" is considered its starting click. d.

24.1a Generated Bystanders and Keywords

Bystanders generated by a character gain all the keywords of the character that generated them.

24.2 Multi-Base Game Elements

Multi-Base Game Elements have a base that takes up more than one square. They can be:

- 1x2 bases (called "extended base")
- 2x2 bases
- 2x4 bases
- 3x6 bases

A multi-base game element occupies all of the squares its base occupies. Multi-base characters can't be knocked back.

24.2a Orientation of Multi-Base Game Elements on the Map

A multi-base game element that occupies two or more squares is only allowed to be oriented horizontally or vertically and can't ever be oriented diagonally.

24.2b Multi-Base Game Elements and Adjacency

A multi-base game element is adjacent to each square adjacent to the squares its base occupies.

24.2c Multi-Bases and Elevation

A multi-base character can occupy squares of different elevations if it has the Flight keyphrase or is Colossal or Giant sized. This doesn't change the elevation of such squares.

24.2d Moving Multi-Base Characters

When a multi-base character moves, choose one square occupied by the multi-base character to begin movement. The character moves as if it is a single-base character moving from the chosen square. All squares of the multi-base character must be able to be placed in legal squares for movement to end.

When moving, a multi-base character must still break away (if required) from all opposing characters it is adjacent to, regardless of the square chosen to begin movement from.

When moving a multi-base character, other than the square of the base chosen to be used for movement, none of the other parts of the base are considered to have moved. Each other square of the base must end up within a number of squares away from where it started equal to or less than the number of squares moved by the chosen square.

24.2e Multi-Base Game Elements and Targeting

When drawing a line of fire to a multi-base game element, the source can choose to target any one square occupied by the multi-base game element. Other squares of the same multi-base game element do not block this line of fire.

Multi-base characters block line of fire in all squares it occupies if it is not the character the line of fire is being drawn to.

When a multi-base character draws a line of fire to multiple targets, each target may have a line of fire drawn from a different square of that multi-base character.

24.2f Multi-Base Characters with Multiple Dials

Multi-Dial characters are a subset of Multi-Base characters. These characters have more than one combat dial, with point values associated with each.

When a multi-dial character's starting combat dial (based on the point value they're played at) shows KO clicks, the character is not KO'd and instead begins on the next highest point combat dial. The character's point value is always equal to the point value when it was added to that player's starting force. Damage does not carry over between combat dials. When a KO is revealed on the lowest point combat dial, the character is KO'd.

24.3 Characters with "Countdown" Clicks

Characters that have a single large number on a click instead of any combat values or KO clicks are Countdown Click Characters. The clicks with the large numbers are countdown clicks. Refer to the character's card for their rules on using their countdown clicks. A character can't be healed onto a countdown click unless their effect specifically says they can be.

A character on a countdown click can't be moved, placed, targeted, attacked, given an action, given an action token, damaged, or healed, unless an effect specifies otherwise.

If a character with the countdown clicks is off the map for any reason other than its own countdown click effect, its countdown clicks are considered KO clicks instead.

24.4 Vehicles

Characters with the ⊕ symbol are vehicles.

Vehicles characters:

- Are not standard characters.

- Can't use inherent object abilities such as object pick up, or object attacks.

- Can't be carried.

- Can't be chosen by characters using Mastermind.

- Can't be assigned resources unless the resource is part of that Vehicle's dials and/or card.

- Can't be given actions unless they have a pilot or have the Autopilot ability.

- Can't change size. Ignore abilities or effects that would change a vehicle's size.

- Generates a standard heavy object in a square it occupied when it is KO'd. Place the pilot in or adjacent to that square and roll a d6. ⚀ - ⚂: Deal the pilot 2 unavoidable damage. ⚃ - ⚅: Deal the pilot 1 unavoidable damage.

- Has SAFEGUARD: Mind Control.

- Automatically breaks away.

- If the Vehicle has no pilot, friendly standard characters adjacent to it have: "POWER: Become this vehicle's pilot." Place the pilot onto the Vehicle's character card. A character is only a pilot as long as it's on the vehicle's card due to an action that made it the pilot.

- If the Vehicle has a pilot, it has: "POWER: Place the pilot adjacent."

- If the Vehicle has a pilot, it has: "FREE: Replace this vehicle's attack, damage, and range values with those printed values of its pilot until your next turn."

- If the Vehicle has a pilot, it has: "FREE: Choose a standard attack or standard damage power its pilot can use. Until your next turn, this vehicle can use the chosen power but can't use its displayed attack or damage powers."

24.4a Pilot Abilities

Pilot Abilities are traits exclusive to vehicles. This trait will have one or more prerequisites involving character names, point values, keywords, and/or having certain symbols printed on a character's base. If the pilot of the vehicle does not meet these prerequisites, this trait does can't be used. If it does meet the prerequisites, then the vehicle can use the trait.

24.4b Autopilot

Autopilot has no symbol. Only vehicles can have the Autopilot keyphrase.

Keyphrase: Autopilot (*RETIRED*)

This vehicle may be given actions without a pilot. When you do so, immediately after resolutions deal this vehicle 1 unavoidable damage.

24.5   Title Characters

Title characters have a trait indicating that they are Title Characters and are the 'lead' characters of the story told during the game. They have special advantages and drawbacks as your force is in disarray after they are KO'd.

Title Characters have Plot abilities (indicated by the ⚒ and ⚒ symbols) and Continuity abilities (indicated by the 📖 symbol) which are all trait abilities.

Rules for Title characters:

- Title characters specify how many (if any) Plot Points they begin the game with.

- Players may only have one title character between their starting force and starting Sideline.

- Title characters can't replace or be replaced by other characters.

- Players may only activate one Plot ability per turn.

- When a Title Character activates a ⚒ Plot ability, give the Title Character that many Plot Points.

- When a Title Character activates a ⚒ Plot ability, remove that many Plot Points from the Title Character.

- Players can't activate an effect that would remove more Plot Points than their Title character has.
- Check the title character's Continuity abilities for effects that trigger when the character is KO'd. This is the Title Character's "KO Effect".

24.5a   Plot Points/Plot Abilities

Title characters start the game with and can accumulate Plot Points. Plot Points are represented with tokens on their card.

Title characters have special Plot abilities that are actions which add Plot Points (⚒) or use Plot Points (⚒).

24.5b   Continuity Abilities

Title characters have Continuity abilities (📖), which have Protected: Pulse Wave and relate to the character's drawbacks.

24.6   Tags

Some characters have one or more Tags near their character portrait. Tags do not have any intrinsic game function but may be referenced by effects. Currently the Tags are Ally, Captain, Secret Identity, and Sidekick.

25   Additional Game Elements

Besides characters and objects, HeroClix has many additional game elements that you can add to your starting force during force construction. These additional game elements normally have point values that count when added to your starting force.

The text for the general rules for the additional game elements listed here supersedes their printed text.

25.1   Special Objects

Objects with special effects are special objects, and their effects are described on their card.

Special Objects have the following rules:

- They are marked with a gear symbol ⚙.

- They may have a point value of 1 or more.

- They are all Unique even though they don't have a silver ring.

- If they start the game on the map, they must be placed 5 or more squares away from any player's starting area during game setup (see 25.2 Equipment for Special Objects that do not start the game on the map).

- They may have the Indestructible keyphrase.

- They apply their effects while being held by a character as if it were in a square the character holding it occupies.

Some special objects may have dials, combat symbols, or other qualities typically associated with characters, but any game element marked with the gear symbol is an object, not a character.

25.2   Equipment

Equipment are a sub-set of special objects that behave similar to objects (such as being able to be picked up and held), but don't normally start on the map and have their own specific rules. They are items assigned to your characters during force construction that allow your characters to gain extra abilities. They may also be equipped during the game under special circumstances.

25.2a Adding Equipment to Your Force

During force construction, equipment is added to your starting force by paying its point cost. Equipment does not count towards your terrain marker limit. You may add any amount of equipment to your starting force, but all equipment must be able to be legally assigned to a character. Equipment does not begin the game on the map.

Some equipment may have a "Qualifying Name" and/or "Qualifying Keyword." If a character on your starting force has a name or keyword that matches the equipment's qualifying name or keyword, that equipment may be added to your starting force for 0 points.

25.2b Assigning Equipment

During force construction, each equipment added to your starting force must be assigned to a character on your starting force. You may not assign equipment to characters on your Sideline. If the equipment was added to your force for 0 points due to a qualifying keyword/name, it must be assigned to a character with the matching qualifying keyword/name.

When assigning equipment, only standard characters may be assigned. A character can only have one equipment assigned to it during force construction, even if it may be equipped with multiple equipment. A character that is assigned an equipment will start the game with that equipment equipped. Characters that can't be equipped cannot have equipment assigned to them.

25.2c Equipping Characters

All equipment has the following keyphrase:

Equip – Any character (friendly or opposing) holding, or occupying the same square as, this equipment has "POWER: Equip this equipment."

When you equip an equipment to a character, place it on that character's card. That character is now considered an "equipped character". A character can only be equipped with one equipment at a time. While a character is equipped, they can use the EFFECT ability shown on the equipment's card.

25.2d Unequipping Characters

All equipment has the following keyphrase:

Unequip - When unequipped, place this equipment in the previously equipped character's square.

When an equipped character is KO'd, replaced, removed from the map (for any reason), or equipped again, their currently equipped equipment is "unequipped". A character can't normally choose to unequip equipment.

25.2e "Starts the Game" Equipment Clarifications

Some characters have traits that let them start the game with equipment. When using these characters, you must indicate if you will be using their trait that grants them equipment or if you will be assigning them equipment.

If you choose to use their trait that lets start the game with equipment, you may not assign them equipment during force construction (they still gain the equipment they start the game with that comes from outside the game).

If you choose to assign them equipment during force construction, then you may not use the part of the trait that allows them to start the game with equipment (they may still use any other effects the trait may grant).

25.3 ID Cards

ID cards show that a character on your force has a special contact within a larger organization that may be able to temporarily help. Many, but not all ID cards say they are "Unique", and therefore only one ID card with that set symbol and collector number can be added to your force. ID characters (though not the ID cards themselves) use your Sideline and follow all Sideline rules (including the Sideline limit). When adding an ID card to your starting force, you must also add an associated ID character to your Sideline.

25.3a Other Identities (*RETIRED*)

Some ID cards have a space for Other Identities. Characters with these names may become an ID character instead of the main name listed on the ID card. Some ID cards have "Real Names" instead of Other Identities.

NOTE: This rule has been retired and is not in use in any official format in which ID cards are legal.

25.3b ID Card Effects

ID cards will have Inspiration, Setup, Call in Help, and Inspire effects as described on the ID card.

25.4 Resources

Resources are off the map game elements even if they are assigned to characters on the map or are physically placed on the map. Teams may only include one resource between their starting force and starting Sideline. The effects of each resource are defined on the resource's HeroClix card.

25.4a Assigning Resources

Resources are assigned to either zero, one, several, or all characters on a force. Resources are KO'd if all assigned characters are KO'd, no characters are assigned, or their force is

KO'd. If an assigned character joins a force that isn't its starting force, they stay assigned their resource but can't use the resource's effects while its part of that other force.

25.4b Replacing Assigned Characters

If an assigned character is replaced, the replacement character is not assigned the resource unless that resource is assigned to all characters on that force. When a character that was assigned a resource is replaced, treat the replaced character as KO'd when applying the resource's rules.

25.5 Special Terrain

Special terrain completely replaces the terrain below it. Special terrain has a point value of 1 or more points and is added to your starting force. As long as it is on the map, the terrain below it doesn't exist (except the level of elevation that the terrain was). If it doesn't specify what terrain type it is, by default any unspecified squares are clear terrain.

If a player loses the game because all of their characters have been KO'd, special terrain on their force is scored if it hasn't already been destroyed, whether it was placed on the map or not.

Special terrain sets all of its terrain to the type it specifies unless otherwise noted.

25.5a Special Terrain Force Construction Restriction

A player may only have one special terrain between their starting force and starting Sideline.

25.5b Placing Special Terrain During Game Setup

Special terrain is placed simultaneously with a player's terrain markers during setup.

Special terrain must be placed at least 3 squares away from any starting area and can't be placed over squares of different elevation, other special terrain, or over orange squares. This applies during game setup and during the game.

When placing special terrain, if it can't be placed without violating the restrictions, it is not placed and is immediately KO'd (if applicable).

Special terrain can't be placed over printed transition squares.

25.5c Special Terrain and Terrain Markers

Terrain markers can't be placed over squares of special terrain unless the squares the markers would be placed in are clear terrain.

25.5d Special Terrain Map Bonuses

If special terrain has a map bonus and is placed on the indicated map, that force gets the bonus for the rest of the game even if the special terrain is KO'd. If during game setup the special terrain can't be placed, the force gets the Map Bonus instead (regardless of the map used).

25.5e Destroying Special Terrain

Special terrain can't be chosen by CLOSE or RANGE Destroy actions but often have game effects indicating how it takes damage/is destroyed. Effects that don't specify special terrain can't destroy it.

When special terrain is destroyed, generate a standard heavy object in each square it was in.

25.6 Locations/Location Bonuses

Locations are maps that can be included as part of a starting force and have effects that you can pay for to use during the game. Such effects are called Location Bonuses.

If you are the player that chooses the map and you chose the Location, you can use the Bonus(es) you paid for.

If you didn't choose the map and didn't win the roll for the first player, you instead can use the Consolation(s) associated with the Bonus(es) you paid for.

25.6a Location/Location Bonus Force Construction Restriction

You may only add one Location with active Location Bonus(es) to your starting force. However, you may add any number of a Location's different Bonuses to your starting force by paying their individual costs.

25.6b Scoring Locations/Location Bonuses

When a player is defeated, their opponent scores each Location Bonus that they paid for as part of their force construction.

25.7 Tarot Cards

Tarot Cards are cards that can be included as part of a starting force and provide a temporary effect to all players. Tarot cards are UNIQUE. A player whose starting force has at least one character with the Tarot keyword printed on their card may construct a Tarot Deck. At minimum, a Tarot Deck contains one card of each of the four suits, as well as one Major Arcana card. At most, a Tarot Deck may contain two cards of each of the four suits, as well as up to four Major Arcana. At the beginning of the game, any players with Tarot Decks shuffle them and place them facedown near their play areas.

All cards in a Tarot deck must either have identical backs without any identifying markings or use opaque card sleeves to accomplish the same effect.

At the beginning of each player's turn, before resolving any other effects, if the active player has a Tarot Deck, they draw a Tarot Card from their deck and put it into play faceup according to these rules:

-When a Tarot Card is put into play its effect becomes active. If the effect is a trigger, the active player resolves the effect first.

-Only the topmost faceup card for each player is active/in play. If a player already has an active Tarot Card when drawing, place the drawn card on top of the previous Tarot Card and that previous card leaves play. Resolve any effects that occur when a card leaves play before effects of the newly drawn card.

-If a player draws a Tarot Card with the same name as another card player's active Tarot Card, they place the drawn card on the bottom of their Tarot Deck and draw a new Tarot Card instead.

-When a player would draw a Tarot Card but has no cards left in their Tarot Deck, or if they cannot play the last card in their deck because of the previous rule, they reshuffle all of their Tarot Cards to form a new Tarot Deck, then draw a card from that deck.

25.8 Mystery Cards

Mystery Cards are game elements that are placed on your Sideline and provide incremental effects as your figure fulfill certain prerequisites defined on them.

During force construction, you may include any number of Mystery Cards on your Sideline. All Mystery Cards are UNIQUE.

Each Mystery Card has a list of keywords and a CLUE EFFECT that allows that card to gain Clue tokens. When a CLUE EFFECT is triggered, place a Clue token on that card. If multiple Mystery Cards have the same named CLUE EFFECT, you may only place a Clue token on one of those cards when that named CLUE EFFECT is triggered.

Each Mystery Card has effects that may be used while the number of Clue tokens on that card is equal to or greater than the number listed in parenthesis next to that effect. All CLUE EFFECTS and named effects on a Mystery Card have SIDELINE ACTIVE.

25.9 EFFECT Terrain

Non-object terrain markers with special effects are EFFECT Terrain, and their effects are described on their card.

EFFECT Terrain have the following rules:

- They are marked with a mountain symbol ▲▲.

- They may have a point value of 1 or more.

- They are all Unique even though they don't have a silver ring.

- If they start the game on the map, they must be placed 5 or more squares away from any player's starting area during game setup.

- They may have the Indestructible keyphrase.

- They apply their effects while being held by a character as if they were in a square the character holding it occupies.

25.10   Special Dice

Some effects may call for a player to roll a die other than a standard d6. Such dice are collectively called "Special Dice." A Special Die might have more or less sides than 6, might be numbered in a way other than sequential numbers starting at 1, or might use symbols instead of numbers. Players can't use Special Dice unless an effect specifically calls for one or more to be rolled, and then they can only roll the number and type called for.

If a Special Die has faces that have symbols that aren't numerals or pips, and the effect that called for that die to be rolled doesn't list an effect for that symbol, treat that symbol as the highest numeral on a standard die of its size. (For example, on a special d6 with the faces 1/1/2/5/?/?, the ? symbols would be 6s. If the ? symbol were on a special d8 instead, they would be treated as 8s.)

If a roll containing a Special Die is rerolled, the Special Die is rerolled along with the rest of the roll.

25.11   One-Shots

One-Shots are game elements that are added to your Sideline face-up by paying a point cost specified on their card. Every One-Shot has a SIDELINE ACTIVE EFFECT that can be used while the One-Shot card is face-up. That EFFECT could be either a triggered effect, or an effect that grants characters the use of a power or ability. When that triggered effect is used, or when a character uses the granted power or ability, immediately turn that One-Shot face down. The duration of any effects created by the use of a One-Shot's EFFECT continue even if that EFFECT can't be used or is lost.

Face-down One-Shots can't use their EFFECTS. At the end of the game, your opponent scores your face-down One-Shots. (Face-up One-Shots are not scored, see 5.4b.)

26   Multi-Player Games

HeroClix can also be played as a multiplayer game with 3, 4 or even more players. For multi-player games, all characters not on your force are opposing characters.

It is recommended to play on a map with 4 potential starting areas. Usually a square map measuring 2'x2' or 3'x3'. Some 2'x3' maps are designed to also be used for multi-player games and feature squares inside a dotted purple boundary line to indicate starting areas used exclusively for 3 or 4 player game. These maps will also have orange row numbers to indicate rows that are not used that game (creating a 2'x2' play area).

26.1   Turn Order in Multi-Player Games

At the beginning of the game, a turn order is established. The first player takes the first turn, followed by the player on their left, followed by the player on that player's left, etc.

When a player is defeated, remove them from the turn order and then KO all remaining game elements on their force.

26.2   Timing of Effects in Multi-Player Games

Any effects that need to have choices made or otherwise affect each player in a way that can't be simultaneous have the active player choose first, then the other players in turn order.

If multiple effects are resolving simultaneously, follow the instructions in 8.1h but instead, after the active player resolves their effects, each player resolves their effects in turn order.

26.3   Scoring in Multi-Player Games

When a game element is KO'd, the player whose turn it is scores it unless it's a game element from their force or Sideline. In that case, if it's a character that was damaged by an opposing character, the player (even a defeated player) whose character most recently damaged it scores it. Otherwise, divide its victory points equally among all undefeated players at the end of the game.

26.4   Battle Royales

The HeroClix Battle Royale Format is a special type of draft tournament designed for quick play. A typical Battle Royale takes place with 4 players, each with one sealed booster.

The players draft their potential forces as a normal draft, selecting one figure from their pack and passing the remaining figures to the player on their left, continuing until each player has five figures. There are no restrictions on force construction and each player uses all of the game elements they draft, unless specified ahead of time. Each player is responsible for verifying the other players' teams are legal.

Standard Battle Royale Maps are 2'x2' with each player starting in a corner. This is a free-for-all event in which each player is opposing to each other player. Play continues until an action resolves in which all players but one no longer control any characters, or until time has expired. The player with the most KO points total is the winner.

At the conclusion of the game, players will return the figures they used for the event to the center of the map to create a prize pool to which additional prizes may be added. Players will snake draft and select their prizes with the winning player choosing first.

27 APPENDIX: Powers and Abilities Defined

27.1 Speed Powers

Defined here are the standard Speed powers, along with the color of the gem used to represent them on the combat dial.

27.1a Flurry (Red)

CLOSE: Make up to two close attacks.

27.1b Leap/Climb (Orange)

Improved Movement: Elevated, Outdoor Blocking, Move Through.

27.1c Phasing/Teleport (Yellow)

MOVE: Improved Movement: Elevated, Blocking, Characters. Move.

27.1d Earthbound/Neutralized (Lime Green)

This character can't use Improved Abilities.

27.1e Charge (Green)

POWER: Halve speed. Move then CLOSE as FREE -or- make a close attack.

27.1f Mind Control (Light Blue)

CLOSE/RANGE: Minimum range 4. Make a close/range attack. Instead of normal damage, each hit character halves speed and becomes friendly to your force and, one at a time, may in either order: Move and/or make an attack, then it reverts forces.

27.1g Plasticity (Blue)

This character breaks away on any result except a ⊡. Adjacent opposing characters that can't use Phasing/Teleport, Plasticity, Leap/Climb, or Hypersonic Speed only break away on a ⊞.

27.1h Force Blast (Purple)

KNOCKBACK. // POWER: Minimum range 4. Knock back an opposing character within range and line of fire 3 squares away from this character.

27.1i Sidestep (Pink)

FREE: Move up to 2 squares

27.1j Hypersonic Speed (Brown)

POWER: Halve range, Passenger:0. Move, then make an attack, then move up to your speed value minus the number of squares just moved.

27.1k Stealth (Black)

When it's not your turn, hindered lines of fire drawn to this character by non-adjacent characters are blocked.

27.1l Running Shot (Gray)

POWER: Halve speed. Move, then RANGE as FREE -or- make a range attack.

27.2 Attack Powers
Defined here are the standard Attack powers, along with the color of the gem used to represent them on the combat dial.

27.2a Blades/Claws/Fangs (Red)

When this character makes a close attack against a single target and hits, you may roll a d6. If you do, deal damage equal to the result instead of normal damage. Minimum result is this character's printed damage value –1.

27.2b Energy Explosion (Orange)

RANGE: Make a range attack and all other characters adjacent to an original target also become targets. Hit characters are dealt 2 damage instead of normal damage.

27.2c Pulse Wave (Yellow)

RANGE: Range 4, Improved Targeting: Characters, Adjacent. Other characters within range can't use powers or abilities. Make a range attack targeting all other characters within range and line of fire, including at least one opposing character, using printed defense values for each targeted character. Each hit character is dealt 1 damage instead of normal damage.

27.2d Quake (Lime Green)

CLOSE: KNOCKBACK. Destroy all terrain markers and printed pieces of blocking terrain within 1 square, then make a close attack targeting all adjacent opposing characters. Each hit character is dealt 2 damage instead of normal damage.

27.2e Super Strength (Green)

KNOCKBACK during close attacks. This character can pick up, hold and put down non-object terrain markers.

27.2f Incapacitate (Light Blue)

When this character makes an attack, instead of normal damage, you may give each hit character an action token.

27.2g Penetrating/Psychic Blast (Blue)

Damage dealt by this character's range attacks is penetrating damage.

27.2h Smoke Cloud (Purple)

POWER: Minimum range 4. Generate up to 6 Smoke terrain markers, one at a time, in distinct squares within range. Other than the first, each marker must be adjacent to at least one other, and at least one must be within line of fire. Opposing characters occupying one or more of these markers modify attack -1. At the beginning of your next turn, remove them.

27.2i Precision Strike (Pink)

Damage from this character's attacks can't be reduced below 1. // When this character attacks, opposing characters decrease their Super Senses result by -1.

27.2j Poison (Brown)

FREE: If this character hasn't moved or been placed this turn, deal 1 damage to all adjacent opposing characters.

27.2k Steal Energy (Black)

When this character hits and damages one or more characters with a close attack, after resolutions heal this character 1 click.

27.2l Telekinesis (Gray)

POWER: Minimum range 4. Choose a terrain marker or single-base friendly character within range and line of fire. Place it into a square within range and line of fire that is also within 4 squares and line of fire from that terrain marker/character. // This character can make RANGE Terrain Actions as if it was holding terrain markers within range and line of fire.

27.3 Defense Powers
Defined here are the standard Defense powers, along with the color of the gem used to represent them on the combat dial.

27.3a Super Senses (Red)

When this character would be hit, you may roll a d6. ⚀–⚁: Evade.

27.3b Toughness (Orange)

Reduce damage taken by 1.

27.3c Defend (Yellow)

Adjacent friendly characters may replace their defense value with this character's printed defense value.

27.3d Combat Reflexes (Lime Green)

Modify defense +2 against close attacks.

27.3e Energy Shield/Deflection (Green)

Modify defense +2 against range attacks.

27.3f Barrier (Light Blue)

POWER: Minimum range 4. Generate up to 4 blocking terrain markers, one at a time, in distinct squares within range. Other than the first, each marker must be adjacent to at least one other, and at least one must be within line of fire. At the beginning of your next turn, (even if this is lost) remove them.

27.3g Mastermind (Blue)

When this character would be hit by an opponent's attack that deals damage, you may choose an adjacent friendly character that wouldn't be hit by this attack and that is less points or shares a keyword. That friendly character instead becomes a hit target of the attack, even if it's already a target.

27.3h Willpower (Purple)

At the beginning of your turn, you may roll a d6. ⚃–⚅: Remove an action token from this character.

27.3i Invincible (Pink)

Reduce damage taken by 2. // Can reduce penetrating damage.

27.3j Impervious (Brown)

Reduce damage taken by 2. // When this character is dealt damage from an attack, you may roll a d6. ⚄–⚅: Damage taken is reduced to 0.

27.3k Regeneration (Black)

POWER: Roll a d6. Heal a number of clicks equal to half the result.

27.3l Invulnerability (Gray)

Reduce damage taken by 2.

27.4 Damage Powers
Defined here are the standard Damage powers, along with the color of the gem used to represent them on the combat dial.

27.4a   Ranged Combat Expert (Red)

This character modifies attack and damage +1 while making a range attack or when given a RANGE Destroy action.

27.4b   Battle Fury (Orange)

This character can't make range attacks or be given RANGE actions except for RANGE Terrain Actions, can't be carried, can't be given action tokens by opposing effects, and has SAFEGUARD: Mind Control. When this character attacks, opposing characters can't use Shape Change.

27.4c   Support (Yellow)

POWER: Choose an adjacent friendly character and roll a d6. Heal that character a number of clicks equal to half the result.

27.4d   Exploit Weakness (Lime Green)

Damage dealt by this character's close attacks is penetrating damage.

27.4e   Enhancement (Green)

Adjacent friendly characters modify damage +1 while making a range attack or when given a RANGE Destroy action.

27.4f   Probability Control (Light Blue)

Once per turn, you may reroll a target character's attack roll or break away roll. A targeted character must be within range and line of fire, minimum range 4.

27.4g   Shape Change (Blue)

When this character would be targeted by an attack, you may roll a d6. ⚃–⚅: This character can't be targeted by the attacker this turn and the attacker may choose a different target instead.

27.4h   Close Combat Expert (Purple)

This character modifies attack and damage +1 while making a close attack or when given a CLOSE Destroy action.

27.4i   Empower (Pink)

Adjacent friendly characters modify damage +1 while making close attacks or when given a CLOSE Destroy action.

27.4j   Perplex (Brown)

FREE: Minimum range 4. Choose a target character within range and line of fire. Modify one of that character's combat values other than damage +1 or -1 until your next turn.

27.4k Outwit (Black)

FREE: Minimum range 4. Choose a target opposing character within range and line of fire and then choose one: any standard power -or- a special power printed on the target's card. The target can't use the chosen power until your next turn.

27.4l Leadership (Gray)

For all friendly characters that can use Leadership, Action Total +1. // At the beginning of your turn, you may roll a d6. ⚀–⚁: Remove an action token from an adjacent friendly character that's less points or shares a keyword

27.5 Improved Movement
Defined here are the Improved Movement abilities.

27.5a Elevated

This character does not have to end its movement when crossing a boundary of Elevated terrain.

27.5b Blocking

This character can move through Blocking terrain.

27.5c Outdoor Blocking

This character can move through Outdoor Blocking terrain.

27.5d Destroy Blocking

This character can move through Blocking terrain. When they do, immediately destroy any Blocking terrain moved through.

27.5e Characters

This character automatically breaks away and can move through squares adjacent to or occupied by opposing characters without stopping.

27.5f Move Through

This character can move through squares occupied by or adjacent to opposing characters without stopping (they still must break away).

27.6 Improved Targeting
Defined here are the Improved Targeting abilities.

27.6a Elevated

Lines of fire drawn by this character are not blocked by Elevated terrain.

27.6b Hindering

Lines of fire drawn by this character can't be hindered.

27.6c Blocking

Lines of fire drawn by this character are not blocked by Blocking terrain.

27.6d Destroy Blocking

Once per range attack, this character can draw a line of fire through one piece of Blocking terrain. Immediately after the attack resolves, destroy that piece of Blocking.

27.6e Characters

Lines of fire drawn by this character are not blocked by characters.

27.6f Adjacent

This character can make range attacks while adjacent to opposing characters.

27.7 Keyphrase Abilities
Defined here are the Keyphrase Abilities on the PAC.

27.7a Autonomous

This character's non-FREE actions don't count for your action total.

27.7b Evade

The attack misses this character instead of hitting it.

27.7c Flight

Improved Movement: Elevated, Outdoor Blocking, Move Through. Passenger: 1.

27.7d Giant Reach: X

When this character makes a close attack, instead of choosing an adjacent character (or characters, if able) for target(s), you may use Improved Targeting: Hindering and target character(s) within X squares and line of fire.

27.7e Great Size

Improved Movement: Elevated, Outdoor Blocking, Move Through. Improved Targeting: Adjacent. Lines of fire drawn to or from this character are not blocked by elevated terrain or outdoor blocking terrain, and are hindered only if the line of fire is drawn to a square of hindering terrain that includes the target. This character can use Willpower, but succeeds on a roll of ⚀ – ⚁. Protected: Pulse Wave.

27.7f Immobile

This character or terrain can't be moved or placed. If it is terrain, it can't be picked up (or held).

27.7g Immune

This character can't be moved, placed, damaged, or targeted by the effects of opposing game elements. This character can't take knockback damage. Protected: Pulse Wave.

27.7h Indestructible

This terrain marker can't be chosen for CLOSE/RANGE Destroy Actions.

27.7i KNOCKBACK

When this character hits, you may choose to knock back all hit characters that took damage from the attack.

27.7j [MAX X]

There can't be more than X of this generated game element on the map at one time (counting only those elements generated by the same character).

27.7k Passenger: X

This character can use the Carry ability to carry up to X characters, including characters that are the same size. A character with Passenger: 0 can't use the Carry ability.

27.7l Protected: Outwit

This power or ability and any standard powers granted by it can't be chosen by Outwit. If a power or ability was previously chosen by Outwit, the duration of that Outwit immediately expires. Outwit's "can't use" doesn't apply to this keyphrase.

27.7m Protected: Pulse Wave

This power or ability can be used during the resolution of Pulse Wave. Pulse Wave's "can't be used" doesn't apply to this keyphrase.

27.7n SAFEGUARD: (Effect)

This character can't be targeted or damaged by the specified effect(s). If this character was targeted by the effect, the effect's duration (if any) immediately expires. If the specified effect is Outwit or Pulse Wave, their "can't be used" doesn't apply to this keyphrase.

27.7o Sideline Active

This effect can be used while this character is on the Sideline.

27.7p STOP

When this click is revealed due to damage taken from an opponent's attack, stop turning the dial. When this character would be healed by Regeneration or Support, it's healed 1 less click. Protected: Outwit, Pulse Wave.

27.7q Swim

If this character occupies water terrain, it can't be targeted by opposing characters unless they are within 4 squares.

27.7r Tiny Size

Modify defense +1 against range attacks.

27.7s UNIQUE MODIFIER−

This effect can't modify the specified combat value(s) if they are already modified by this same effect.

27.8 Inherent Abilities
Defined here are the Inherent Abilities on the PAC. All characters can use these abilities unless otherwise specified.

27.8a Basic MOVE Action

MOVE: Move (up to your speed value).

27.8b Basic CLOSE Action

CLOSE: Make a close attack.

27.8c Basic RANGE Action

RANGE: Make a range attack.

27.8d Carry

Before beginning movement, you may choose one adjacent friendly character of smaller size. Immediately after moving, place the chosen character adjacent if possible and it can't be given a non-FREE action this turn. To carry, neither character can be holding an object or pick one up.

27.8e CLOSE Destroy Action

CLOSE: If this character's damage value is equal or greater than the terrain's Destroy value, destroy an adjacent terrain marker or piece of printed blocking terrain. (This isn't an attack.)

27.8f   RANGE Destroy Action

RANGE: If this character's damage value is equal or greater than the terrain's Destroy value, destroy a terrain marker that has at least one square within range and line of fire. (This isn't an attack.)

27.8g   Object Pick Up

Once per move, this character may either pick up one object or put down one held object in a square it moves through or adjacent to.

27.8h   CLOSE Terrain Action

CLOSE: If this character is holding a terrain marker, make a close attack modifying damage by the terrain marker's Damage [BURST] modifier (indicated by the +X). After resolutions destroy that terrain marker without generating debris.

27.8i   RANGE Terrain Action

RANGE: If this character is holding a terrain marker, make a range attack targeting a single character within line of fire and the terrain marker's Range [BOLT] value. Instead of normal damage, deal damage equal to the terrain marker's Damage [BURST] value (Indicated by the number without a +.) If a terrain does not have a printed Range value, the default is 4. If a terrain marker does not have a printed Damage value, the default value is 2. After resolutions destroy that terrain marker without generating debris.MOVE: Move (up to your speed value).