



Before reading, please make sure you want to be here! This Comprehensive Rulebook Supplement is intended only for HeroClix judges and for the highest-tier player who needs to understand the fine nuances for rare, specific interactions and some additional game elements.

This is not a complete rulebook. It adds to and clarifies existing sections of the HeroClix Core Rulebook, which remains the primary rulebook for all of HeroClix.

Except for subsequent updates, these rules together with the HeroClix Core Rules are intended to be the final authority on HeroClix rules for Modern Age events. Most HeroClix tournaments (including at official WizKids events) are Modern Age events.

For the HeroClix Core Rules and PAC, please visit our website at [HeroClix.com/rules](http://HeroClix.com/rules).

## Part 1: CHARACTERS

### CHARACTER CARDS

Some game elements do not have individual character cards (such as generated bystanders). An effect that instructs you to place an item on their card (such as a token or object) is simply 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 simulate this when using a game element without a character card.

### CLICKING

A dial is considered "clicked" anytime you have to turn the dial, regardless of the effect. There are effects other than damage and healing that may cause you to click a combat dial.

# COMPREHENSIVE RULEBOOK SUPPLEMENT

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## Part 2: SETTING UP AND WINNING A GAME

### POINT VALUES AND BUILD TOTAL

Some characters have [??] listed for a point value. This means that the point value of the character is determined by choices you make during force construction and that character's point value is determined once the choices are made.

If a game element has no printed point value, it has a 0 point value.

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

Some effects or game elements may be added to your force that increase the cost of a character (such as optional traits, effects that add bystanders, etc.). While these increase the overall cost of adding the character to your force, they do not increase the character's point value, unless the effect specifically says so.

### SIDELINE

After the game begins, your "current" Sideline has no limit, so during a game some effects may add more than the maximum number to your Sideline.

You may not use the powers or abilities of any game element on your Sideline unless an effect specifies that it can be used while on your Sideline. Typically, the effect will use the SIDELINE ACTIVE keyphrase.

A game element on your starting force that later enters the Sideline also can't leave or be referenced by effects unrelated to what put it there.

### UNIQUE CHARACTERS

Non-character game elements can also be labeled as Unique, and follow the same rules. Notably, Special objects and most ID cards are Unique.

### 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 starting Sideline. You may have a Title character in addition to a Prime and/or Unique characters, and like them, this rule only applies to your starting force.

### STEP 3: PLACE CHARACTERS AND OTHER GAME ELEMENTS

In rare cases, a player's starting force may not fit in their chosen starting area. If so, increase all starting areas by one row and one column, and continue this until each player's starting force fits in their respective starting area. Starting areas can't ever overlap. Effects that refer to a starting area only count the original starting area inside the purple boundary lines. Any game elements that can't be placed into your starting area after it has been expanded to its maximum outcome are considered KO'd.

### STEP 4: RESOLVING BEGINNING OF GAME TRIGGERED EFFECTS

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

### DETERMINING VICTORY POINTS

Victory points are never accumulated during a game, but are awarded all at once after the game is finished. However, you are permitted to briefly estimate your or an opponent's potential victory points.

Some game elements have an optional trait that provides an additional choice when building your force that may increase their cost (and abilities). 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. In that case, all players should note this because when the game ends victory points for that game element are still counted. If that same game element is later KO'd again, its victory points are scored (and counted) again.

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.

## PART 3: IMPORTANT GAME TERMS AND CONCEPTS

### ADJACENCY

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 pieces next to each other are those occupying squares next to each other.

### HEALING

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 was turned.

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.

For example, some “Wild Dial” characters allow them to use the power Steal Energy to heal past their starting line. Once past their starting line, they can only continue to heal by using Steal Energy. They can’t heal using any other game effects that heal.

### CALCULATING VALUES

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 special triggered effect) that uses the modifier resolves.

### 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.

## PART 4: ACTIONS

### INSTRUCTIONS

The three instructions are move, make a close attack, and make a range attack. An instruction must always be part of an action or a special triggered effect.

### BASIC ACTIONS

A character may be unable to activate a basic action in some circumstances. For example, an effect may say they “can’t be given MOVE actions” or “can’t be moved” (the instruction). Otherwise, characters on the map always have access to the three Basic Actions.

### FREE ACTIONS

An action given “at no cost” or “as FREE” can never be used to activate the same action that allowed that character to be given that action “at no cost” or “as FREE”.

Some exceptions do exist to the rule of ‘FREE actions can only activate the same effect once per turn’, but are explicit about letting you use them again.

A special power may say “Outwit. Each time this character uses Outwit, if a special power the target can use is chosen, this character may use Outwit again to target a different power.” This means that the character could activate Outwit again, even though normally FREE actions can’t activate the same effect more than once in a turn. The character could continue to use Outwit an indefinite number of times as long as it satisfied the trigger condition.

### CHANGING ACTION TYPES

While the same effect can’t be activated more than once as a FREE action, it can sometimes be activated more than once as different action types.

If a character has both Smoke Cloud as a standard power on their dial, and a special power that says “Smoke Cloud as FREE”, they may use Smoke Cloud twice that turn, once as a costed POWER action and once “as FREE”. If they also have a special power that says “At the end of your turn, Smoke Cloud at no cost.” they may even choose to activate Smoke Cloud a third time that turn.

## PART 5: TRIGGERED EFFECTS AND PASSIVE EFFECTS

### TIMING OF TRIGGERED EFFECTS

If multiple triggered effects would resolve at the same time, the active player chooses the order in which they resolve.

An effect says “When this character damages an opposing character, after resolutions heal this character 1 click”. That character attacks and hits a character with an effect that says “When this character is damaged by an attack, after resolutions deal the attacker 1 damage”. Both effects trigger and resolve at the same time, so the active player chooses the order in which they resolve.

Some triggered effects use either the term “would be” or “is”. If two triggered effects would otherwise resolve at the same time “would be” effects resolve before “is” effects.

If an effect that triggers when the character “would be dealt damage” and another effect triggers when the character “is dealt damage”, the “would be” effect resolves first before the “is” effect is triggered and resolves. The first effect may cause the character to no longer be dealt the damage, and in that case then the “is” effect would not trigger at all.

### “AFTER RESOLUTIONS” TRIGGERED EFFECTS

An effect that resolves “immediately after resolutions” resolves before effects that resolve “after resolutions”.

A character is given a costed action that gives it a second action token. That action triggers an effect that occurs “after resolutions” (but does not say “immediately”). Since pushing damage is dealt immediately after resolutions, the character is dealt and then takes pushing damage first before resolving the other “after resolutions” effect.

Several rules look for a time “when nothing is resolving”. This means that not only are you not in the middle of an action or special triggered effect, but there are no “after resolutions” triggered effects waiting to resolve.

Mainly, this means that when an action triggers an “after resolutions” triggered effect, you can’t activate FREE actions (or any other kind of action) between the action and the “after resolutions” trigger.

## PART 6: STRUCTURE OF A TURN

### 1. BEGINNING OF TURN PHASE

The Beginning of Turn phase ends when a character is given an action. However, if you don’t give a character an action, then this phase and your Action phase end when you trigger an ‘end triggered effect’. If you don’t give a character an action or trigger an ‘end triggered effect’, then this phase and your Action phase and your End of Turn phase end when you begin clearing action tokens. If you don’t give a character an action or trigger an ‘end triggered effect’ or clear action tokens, then your entire turn (and its phases) ends when you declare you are passing the turn. The later phases end in a similar sequence as this one.

### 4. CLEAR PHASE

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

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 as normal. Essentially, a character has to physically add an action token to “not be able to clear” later.

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 “clearing” action tokens.

A character must actually have removed its action tokens in order for it to have been considered to “clear” its action tokens. Clearing action tokens is not optional.

When an effect triggers off of a specific character, or characters, clearing action tokens, it will use a phrase such as: “When [character] clears action tokens.” That specific character must clear its action tokens in order for the effect to trigger.

Some effects will trigger after the “clearing” phase of the turn. If so the effect will use the phrase “after the clear phase”. A character does not have to actually clear any of its action tokens in order for that effect to trigger.

## PART 7: MOVING

No additional rules or clarifications for PART 7: Moving.

## PART 8: ATTACKING

### RANGE ATTACK REQUIREMENTS

Characters always have a minimum of one § regardless of effects.

### LEGAL AND ILLEGAL TARGETS

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

### STEP 5: DAMAGE SEQUENCE EFFECTS THAT TRIGGER ON KO

Some effects trigger when a character “would be 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.

As normal, if multiple “would be KO’d” effects trigger simultaneously, the active player chooses their order. If one of those unresolved effects is “once per game”, it may still trigger again and be used later.

### KO AREA

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 the KO area and use that physical piece again, noting its previous KO.

## PART 9: GOLDEN AND SILVER RULES

### SILVER RULES

#### 4) THE 5-10-15 RULE OF LARGE FORCES

A force has a maximum of 5 uses of themed team Probability Control. A force has a maximum of 10 for its starting action total. A force has a maximum of 15 game elements allowed in its starting Sideline. These numbers are maximums, but may be lower depending on the game’s build total.

The elements of this rule are listed elsewhere, but this rule is a convenient way to express the limits on large forces.

## PART 10: TERRAIN

### MARKERS

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

Smoke Cloud creates hindering markers. They may be identified either as hindering markers or Smoke Cloud markers.

Some markers may attach themselves to a character rather than be placed in a square. In general, these are not terrain markers. Other markers may not involve terrain at all.

For example, an effect places a drill marker and then says “FREE: Move a drill marker up to 2 squares and then deal 1 penetrating damage to a character occupying that square.” It doesn’t interact with terrain or characters except that it can’t be placed in blocking terrain due to the Rule of Occupancy.

Markers that aren’t terrain markers continue to have their effects apply, even if they are below other markers.

### DESTROYING WALLS





If you destroy a wall with blocking terrain directly behind it, you still would need a separate effect to destroy the blocking terrain on the other side. You don’t get to destroy it “for free”, and you don’t place a debris marker on it. You also can’t target that square without destroying the wall first.

### ELEVATED TERRAIN

Some effects refer to “characters adjacent to elevated terrain”. A game piece is considered “adjacent to elevated terrain” only if it’s next to a square of higher elevation.

If it’s “next to” a square of higher elevation, those squares aren’t actually adjacent, but it is considered “adjacent to elevated terrain” for effects that refer to that.

### LINE OF FIRE ACROSS AN INTERSECTION

  and   allow your character to move or draw line of fire (respectively) through blocking terrain and then destroy it. When doing so through an intersection of two sides of blocking terrain, you choose one side of the intersection to destroy.

## PART 11: OBJECTS

### OBJECTS ON YOUR FORCE

Objects that start the game equipped to, or held by, a character do not have their point values count towards your build total and do not count towards your object limit during force construction.

### DESTROYING OBJECTS

"Destroying" an object is identical to KO'ing it, and counts as an "object being KO'd" for any effects.

### HOLDING OBJECTS

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

## PART 12: COMBAT SYMBOLS

### DEFENSE COMBAT SYMBOLS

-  : indicates the character is a vehicle.

## PART 13: POWERS

### "COMBAT TYPE" POWERS

Some effects refer to a "class" of powers. These effects are used in two distinct but related ways.

Some effects refer to "attack powers", or "speed powers", etc. This refers to powers that are displayed on the combat dial in that particular slot.

An effect that says a character "can't use defense powers" means that character can't use whatever power is in their defense slot. It does not mean that a character can't use a standard defense power like Toughness if they have it from a trait. If their dial changes, they still can't use whatever is in that slot.

Some effects refer to "standard attack powers" or "standard speed powers", etc. This refers to a standard power as listed on the PAC of that specific combat type.

An effect that says a character "can't use standard defense powers" means that character can't use Toughness, Invulnerability, Super Senses, etc, from the PAC. If a character has a special power in their defense slot, they can use any part of it that doesn't involve a standard defense power.

## PART 14: ABILITIES

### POINT VALUE TRAITS

Some game elements have trait 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. The game element must be played at that point value in order to use that trait ability.

### 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 plus symbol (+) in front of it. This additional cost can be paid only once and does not increase the game element's point value during the game, but does increase what your opponent scores when KO'ing that game element.

## PART 15: POWER AND ABILITY USE AND DURATIONS

### TWIN RULES OF DURATIONS

When a character no longer meets the requirements to use an effect that was already activated that had a duration, the effect temporarily ends (but the duration time remains). If the character meets the requirements again before the duration expires, the effect reinstates. If the duration expires before the character gains back the effect, the effect ends and the character would need to reactivate the effect.

A special power says “Perplex, but only if occupying water terrain.” When the character uses this Perplex, it must be in water terrain. However, if it later moves out of water, the character no longer has the ability to use Perplex (so the effect temporarily stops), but it is NOT lost (because it is still showing on that click), so the duration of that Perplex is only suspended. If the character later moves back into water, Perplex’s effect resumes until the duration expires normally.

## PART 16: POWER AND ABILITY CONCEPTS AND TERMS

### 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.



Passive effects (that apply the entire time the character can use that power or ability) are written before actions or triggered effects.



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 “at no cost”.





Special triggered effects that are set up by actions to later resolve are initially part of that action. Then later when they resolve, they are their own triggered effect.

If a power or ability contains a special 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 “at no cost”.

If a power or ability has one or more lists of Improved symbols, team symbols, or standard powers 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.

A special power says “ Flurry, Sidestep.” This means the character has the  symbol (and it would replace whatever damage symbol it had before), and can use the standard powers Flurry and Sidestep normally.

A special power says “  Hypersonic Speed. When this character uses Hypersonic Speed, after resolutions deal it 1 unavoidable damage.” This means the character can use the listed effects normally, but also has a triggered effect that occurs when it uses Hypersonic Speed.

A trait says “Giant Reach: 2. MOVE:  . Move.” This means the character can use Giant Reach at any time, but can only use   during the MOVE action.

A trait says “Charge. Hypersonic Speed, but only to make close attacks.” The character can use Charge normally, but when it uses Hypersonic Speed it can only make close attacks during that action (instead of either a close or range attack).

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).

If a power or ability begins with “if”, or “if” is the first word after the action or trigger, if that condition isn’t met the action or triggered effect resolves with no further effect.

If an effect has “you may... if you do” as part of its text, and you are able to make the choice 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.

### SAME

A power or ability is the “same” as another if it has the exact same name and same text (barring grammar changes such as “his” becoming “her”, character names, etc.) A standard power is the “same” as any other instance of that standard power, even if they are part of

a special power with a different name and have additional bonuses or restrictions.

If a character has a special Perplex that modifies by +2, and an effect gives it normal Perplex, it can't use both in a turn unless specifically stated, because you are attempting to activate the "same" effect with a FREE action. A trait named "Shifting Focus: Cool Character" counts any trait with that exact name (and text) as the "same", but not traits with the name "Shifting Focus: Cooler Character."

## OFF THE MAP CHARACTER

Some effects remove a character from the map, but don't KO them, remove them from the game, or put them on your Sideline. Some may be placed on another character's card, and others just "off the map". Characters off the map are still part of your force.

Typically, the effect that removes them from the map specifies how that character returns to the map. Characters off the map can't interact with characters on the map and can only interact with effects that specify them being off the map, with three exceptions:

- Any of that character's effects with durations that were activated or triggered before it was removed from the map continue and expire normally.
- That character's action tokens clear as they normally would.
- If the character triggered pushing damage (usually by being given its second action token to activate the effect that removed it from the map) it still will take that pushing damage, and may use Willpower (or another effect) to prevent it.

## ATTACH

A game element may become "attached" to another game element. Often, this is a bystander being attached to a character. The attached game element is "off the map" and is KO'd when the game element it is attached to is KO'd.

"Equipped" is not the same as being attached, and effects that reference one do not affect the other.

## 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".

## REVEAL

Some effects trigger when a specific power on a character's dial is "revealed". "Revealed" means any time that click or power becomes visible through the slot on the combat dial, even while turning the dial, and regardless of whether it's healing or damage. If an effect triggers on reveal, you apply that effect even if you have turned the dial past the revealed power. It is possible for multiple reveals to occur with one turn of the dial. Typically this effect is part of the STOP keyphrase ability, and that prevents the dial from turning further. When a power says "first revealed", it only triggers the first time each game that it's revealed.

An effect says "When this click is revealed, stop turning the dial." This is true each time you turn to this click from another, whether damage or healing, but doesn't apply if you are already on this click.

Effects that trigger on reveal allow any applicable effects to immediately come into effect while the dial is turning. Notably, "Protected: Outwit, Pulse Wave" allows a STOP click to immediately stop turning the dial even if that power was previously chosen for Outwit, or this is during the resolution of Pulse Wave.

## OUTSIDE THE GAME

Game elements that start "outside the game" are not included in your starting force or starting Sideline. When generated, they become part of your force and may score victory points for your opponent if they are KO'd.

An effect says "FREE: Generate a Minion." The Minion does not have to be part of your starting force or starting Sideline. Your opponent scores each Minion they KO unless an effect says otherwise.



## **"BURST" AND "AURA" EFFECTS**

Neither "burst" nor "aura" are official game terms, but common names for certain types of effects that are easily confused.

A power "POWER: Adjacent friendly characters modify damage +1 until your next turn" is a 'burst' that identifies adjacent characters and gives those characters +1 to damage until the duration expires, even if they are later not adjacent.

A power "Adjacent friendly characters modify damage +1" is an 'aura' that is only checked when calculating a value. If an adjacent character attacks, it gets +1 damage for that attack, but if it moves away and then attacks again (which checks damage value again), it won't have the bonus.

The key difference is that 'burst' effects are always effects that resolve, not passive ones, and always specify a duration. 'Aura' effects are passive effects that don't specify durations.

A power "At the beginning of your turn, adjacent friendly characters modify damage +1 this turn" is also a 'burst', because it's part of an effect that resolves and has a duration.

## **NAMES**

An effect referring to a character named "Robot" would not work on a character named "Robot Version Two", "Super Robot", or "Robot and Robo-Boy".

Abbreviated titles are considered the same as their long forms for determining a character's name. For example, Dr. Awesome and Doctor Awesome are the same.

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

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 one with the same set and collector number. An effect that instead says "friendly characters named [character's own name]" would apply to all friendly characters with that name.

Similarly, tokens on cards or markers on the map are tied to the specific character that created them, and not any other tokens with the same name, even ones from characters with the same set and collector number. An effect that says "[X] tokens" will only be able to find

the ones created by that character with a name of [X]. An effect that instead says "tokens named [X]" would find any token with the name [X], regardless of which character created it. The same applies to markers.

If a character can copy another character's power or ability, it's assumed that all references to the original character's name are now references to name of the character that is copying it.

## **HIGHEST/LOWEST POINT VALUE**

If an effect looks for the "highest/lowest point character" or "character with the highest/lowest point value", this is a single character whose point value is highest or lowest. If there is a tie, the active player chooses one. If the effect looked for "characters" (plural) instead, it could find (and apply the effect to) more than one character. If all characters on a force are the same point value, they are both the lowest and highest point value on that force.

## **EFFECT LIMITS**

Some effects restrict how many times you can use it. Typically it's "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 turn or game, respectively) even if it's on another force, is later granted the same effect from another power or ability, or returns from being off the map.

Probability Control can be used only once each turn by the same character. If a character with standard Probability Control uses it, and then takes 2 damage and clicks their dial twice to a special power that lets them use Probability Control, they can't use it again.

If you use Probability Control to reroll an opponent's attack roll to Mind Control you, even if your character then temporarily joins their force, they can't have that character use Probability Control again that turn.

Some powers or abilities allow you to use an effect more times than it can normally be used by giving that effect a different limit.

Probability Control can normally only be used only once each turn. However, if a power says "Each time this character is attacked, it can use Probability Control," that overrules the "once per turn" restriction and allows the character to use Probability Control each time it was attacked.

## REPLACING CHARACTERS

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). In rare cases, a non-optional effect may do so, and an opponent chooses squares for the replacement to occupy, per the Rule of Occupancy.

# PART 17: ABILITY CLARIFICATIONS

## KEYPHRASE ABILITY CLARIFICATIONS

### Evade

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).

### Colossal Stamina

Colossal Stamina does not overrule any other rules of costed actions, in particular you can't use it if you already were given a costed action that turn.

### Giant Reach: X


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

### KNOCKBACK

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

The knock back caused by the KNOCKBACK keyphrase is always optional. If you hit more than one target, you must either knock all of them back or none of them, you can't pick and choose.

### Passenger:X

The Rule of Zeroes tells us a character with :0 can't use the Carry ability at all, not even to carry a smaller character.

### PROTECTED: (Effect)

Note that this "general" PROTECTED is in all capital letters, and can only be applied to an entire character.

For example, "This character has PROTECTED: Outwit." means none of this character's powers can be chosen for Outwit.

## Protected: (Effect)

Note that this "specific" Protected only has its first letter capitalized, and can only be applied to a specific power or ability.

For example, a special power "Charge. Sidestep. Protected: Outwit." means neither this special power, or Charge, or Sidestep, can be chosen for Outwit.

Protected: Outwit (and Protected: Pulse Wave and Protected: Probability Control) only protect that exact instance of special or standard powers. A character can use a special power that says "Charge. Protected: Outwit" and can also use an effect that says "Charge. When this character uses it, don't halve its speed value." If an opponent chooses "Charge" for their Outwit, the character can't use the version that has the bonus to speed, only the version that's directly protected.

If PROTECTED/Protected abilities protects from multiple effects, they will be separated by a comma. For example, "PROTECTED: Outwit, Perplex" does not grant the character Perplex, but protects against it.

PROTECTED/Protected abilities may have variants that specify "friendly" or "opposing". For example, a character might have "PROTECTED: Opposing Probability Control". This would mean that opposing characters can't target the character with Probability Control, but friendly characters still could. If "friendly" or "opposing" isn't specified, then it can't be targeted by that effect from any character.

## 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 will not heal.

## 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.

## Wild Card

Wild Card does not grant team symbols, only use of

that team ability. An effect looking for a specific team 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 have all been KO'd).

## PART 18: KEYWORDS AND THEMED TEAMS

While TTPC allows characters on your force to use Probability Control, those characters are not "characters that can use Probability Control" for effects that reference that or something similar.

An effect that says "When attacking an opposing character that can use Probability Control, modify attack +2" won't trigger on characters on a themed team unless those characters can otherwise use Probability Control. However, note that effects that state "characters can't use Probability Control" will still prevent a themed team from using TTPC. This effect is not referencing or checking any specific characters.

## PART 19: SPECIAL CHARACTERS

### BYSTANDERS

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

### MULTI-BASE CHARACTERS

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.

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 targets, or otherwise 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.

### COUNTDOWN CLICK CHARACTERS

Some characters have a single large number on a click instead of any combat values or KO clicks. These are called countdown clicks. Characters with countdown clicks each use them in specific ways. Rules for turning the dial when on countdown clicks are found on the character's card. A character can't be healed onto a countdown click unless an effect specifies otherwise.


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

### MULTI-DIAL CHARACTERS

Some multi-base characters have more than one combat dial, with point values associated with each. After the combat dial you choose to start with (based on the point value you paid) is "KO'd", the character is not KO'd and you begin the next highest point combat dial. The character's point value is always equal to the point value when it was added to your 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.

### VEHICLES

Some characters have the  symbol as their defense symbol. These characters are vehicles and are not standard characters. These may represent motorcycles, cars, tanks, aircraft, or even advanced spacesuits. Vehicles have some restrictions and some additional abilities compared to normal characters.

Restrictions/Drawbacks:





- Vehicles can't use the inherent "object" abilities. (They can't use Object Pick Up, or CLOSE or RANGE object actions.)
- Vehicles can't be carried.
- Vehicles can't be chosen by characters using the Mastermind power.
- Vehicles can't be assigned resources unless the resource is part of that Vehicle's dials and/or card.
- Vehicles can't be given actions unless they have a pilot or have the Autopilot ability (see below).
- Vehicles can't change size. Any effect that would

replace a Vehicle's damage symbol is ignored, and it keep its printed damage symbol.

- When a Vehicle is KO'd ("wrecked"), place a standard heavy object in a square it occupied. 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.

A vehicle without a pilot normally can't be given any actions at all. This includes FREE actions and actions given "at no cost".

#### Abilities/Advantages:

- Vehicles can use  .
- Vehicles have "PROTECTED: Mind Control".
- Vehicles automatically break away.
- Vehicles don't modify their speed value due to the Carry ability, and when using  they may carry characters with .
- As long as this vehicle has no pilot, adjacent friendly standard characters have "POWER: Become this vehicle's pilot." Pilots are removed from the map and placed on the vehicle's HeroClix 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 a Vehicle has a pilot, it has "POWER: Place the pilot adjacent."
- If a 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 a Vehicle has a pilot, it has "FREE: Choose a standard attack or standard damage power its pilot can use. This vehicle can use the chosen power but can't use its attack or damage powers until your next turn."

If the character can use a standard power within a special power, the vehicle may choose and use that standard power (without any special bonuses), but it can't use any powers in its attack or damage slot until your next turn.

If a pilot can use a power that says "Outwit, but only if occupying water terrain" then Outwit can't be chosen, as the character off the map can't use it (even if the vehicle occupies water terrain, the pilot does not).


The following keyphrase ability is found only on vehicles:



**Autopilot.** No Symbol. This vehicle may be given actions without a pilot. When you do so, immediately after resolutions deal this vehicle 1 unavoidable damage.


A vehicle with the Autopilot keyphrase is dealt the 1 unavoidable damage when it is given any type of action. This includes FREE actions and actions given "at no cost".

Vehicles may also have a "Pilot Ability" trait. This trait has one or more prerequisites involving character names, point values, keywords, and/or having certain symbols printed on a base. If the pilot of the vehicle does not meet these prerequisites, this trait doesn't exist. If it does meet the prerequisites, then the vehicle can use the trait normally.

#### TITLE CHARACTERS


Title characters have  symbols on their card and are the "lead" characters of the story told during the game. They have special advantages, but also special drawbacks as your force is in disarray after the "lead" character is KO'd.

Title characters start the game with and can accumulate tokens (called "Plot Points") on their card. They have special Plot abilities that include FREE actions:  (Add Plot Points) and  (Use up Plot Points).

They also have  which are Continuity abilities. Continuity abilities have "Protected: Pulse Wave" and usually relate to the character's drawbacks.

Plot abilities and Continuity abilities are both trait abilities.

Restrictions/Drawbacks:

- Title characters can't replace or be replaced by other characters.
- You may only have one title character between your starting force and starting Sideline.
- You can only activate one Plot ability a turn.
- You can't activate a  Plot ability unless you are able to remove that many Plot Points.

- At the end of your turn, if the title character activated a Plot ability but didn't make an attack, deal it 1 unavoidable damage.
- Other drawbacks may be indicated by Continuity abilities. Often, they trigger when the character is KO'd.

#### Abilities/Advantages:

- Title characters start with some number of Plot Points.
- When you activate a  Plot ability, give the Title Character that many Plot Points.

## PART 20: MULTIPLAYER GAMES

HeroClix can also be played as a multiplayer game with 3 or 4 players, with the following clarifications.

- All characters not on your force are opposing characters.
- The first player must choose a square map with 4 potential starting areas. (Typically a map that's 2x2 or 3x3, but not 2x3.)
- At the beginning of the game, a "turn order" is established. The first player (who rolled highest, or that the highest rolling player chose) takes the first turn, followed by the player on his left, then the player on that player's left, etc.
- 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.
- When a player is defeated, remove them from the turn order and then KO all remaining game elements on their force.
- 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 (including a defeated player) whose character most recently damaged it scores it. Otherwise, you divide its victory points equally among all undefeated players at the end of the game.

- Squares inside a dotted purple boundary line are starting areas only used in 3 or 4 player games. If you play with 3 or 4 players, on that map orange row numbers will indicate which rows are not used that game.

This will almost always be rows 1-4 and 21-24, turning a 2x3 map into a 2x2 map. This means there will be a "edge" of the map between rows 4/5 and rows 20/21.

In timed multiplayer games, when time ends, it is possible for there to be a mix of defeated and undefeated players. Undefeated players always place higher than defeated players, regardless of victory point totals.

## PART 21: ADDITIONAL GAME ELEMENTS

### 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.

Here is the text of ID cards:

**Inspiration:** "A special effect that varies from ID card to ID card."

**Setup** — When you reveal forces, choose a character on your Sideline whose name matches the name on this ID Card and turn it to a starting line. That character is called an ID Character. You can't have more ID characters on your Sideline than characters on your starting force. (If the card is Unique, it will say so here.)

**Call in Help** – Friendly characters have “POWER: If no other friendly characters have been given this same action this turn and this character is equal or more points than the ID character, place the ID character adjacent, then remove this ID card from the game and your opponent scores it. The ID character returns to your Sideline: at the beginning of your next turn, immediately if no square it occupies is within 5 squares of this character, or it is removed from the map by another effect. ID characters can’t: be carried, be equipped, be given DOUBLE POWER actions, replace, or be replaced. ID characters can be KO’d.

**Inspire** – When the ID character is placed on the map, adjacent friendly characters can use the ID character’s Inspiration ability until your next turn.

Your opponent will score an ID character that they KO with points equal to whatever starting line you chose. Though hard to do as they only get one turn, it is possible and one of the risks of ID cards. They are not scored when they otherwise return to the Sideline.

As the Inspire effect triggers when the character is placed, friendly characters that later become adjacent do not get to use the Inspiration ability. This is a “burst”, not an “aura”, as it resolves and has a duration. Characters that are adjacent when the ID character is placed can freely move away and still use the Inspiration ability until your next turn, regardless of what happens to the ID card or the ID character.

## SPECIAL OBJECTS

A special object that’s being held still can apply its effects as if it was in a square the character holding it occupies.

This is an exception to the rule that held objects can’t interact except by effects that specify them. A special object that says “adjacent characters modify damage +1” works whether it is being held or in a square, though note that it won’t be adjacent to the character holding it. If it said “friendly” characters, it would only affect the player whose starting force it began on, regardless of who is holding it.

## EQUIPMENT-CHARACTERS

Equipment-Characters are characters that can be equipped to other characters. An Equipment-Character, that is equipped, is no longer considered a character for any

effect. They are considered equipment that is not an object. Equipment-Characters each have their own rules on equipping and unequipping.

When a character is no longer considered a character for gameplay purposes (such as becoming Equipment) and has a game element equipped or attached, you treat the character as if it has been KO’d for the purposes of the equipped or attached game elements.

## LINKING

Some effects cause two combat dials to match click numbers, regardless of other effects: “main” (which usually is on the map) and “linked” (which is usually off the map, and often an Equipment-Character). A linked dial immediately turns to the click number matching the main dial. When the main dial is clicked, you simultaneously click the linked dial to the matching click number and can no longer click it in any other way. If a linked dial is on a KO click, a click without combat values, or can’t find a click that matches, it is removed from the game (and scored if applicable). If a main dial reaches a KO click, it is KO’d as normal and the linked dial is unequipped.

## RESOURCES

Resources are usually HeroClix dials (but not combat dials) that represent powerful items from a character’s universe. They are an “off the map” game element even if they are assigned to characters on the map or are physically placed on the map. You may include one resource between your starting force and starting Sideline. The effects of each resource are defined on the resource’s HeroClix card. Resources are “assigned” to either: zero, one, several of your choice, or all characters on your force. Resources are KO’d if: all assigned characters are KO’d, no characters are assigned, or your force is KO’d.

If an assigned character joins a force that isn’t its starting force (such as via Mind Control), they stay assigned to their resource but can’t use the resource’s effects while its part of that other force.

## EQUIPMENT-RESOURCES

Some resources have items that can be attached to the resource (and often increase its cost and abilities), and often are equipped to characters to assign them to that resource. These are Equipment-Resources, and are a subset of equipment. Usually, they are also special objects or equipment that can be played separately from the resource. Equipment-Resources each have their own rules on equipping and unequipping.

## SPECIAL TERRAIN

Special terrain is terrain that 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 terrain was). If it doesn't specify what terrain type it is, by default any unspecified squares are clear squares.

In step 2 of the beginning of the game phase, just after the first player has chosen the map, the second player (NOTE: Not the first player) and then others in turn order get the chance to place special terrain.

### Restrictions/Drawbacks:

- Special terrain must be placed at least 3 squares away from any starting area (ie, 2 squares are showing between its edge and the starting area), and can't be placed over squares of different elevation or other special terrain.
- You may only have one special terrain between your starting force and starting Sideline.
- When a player loses the game because all characters of 1 point or more on their force 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.
- Terrain markers can't be placed over squares of special terrain unless the squares the markers would be placed in are clear squares.

Some special terrain will give your opponent additional ways to destroy it (and score it) during a game.

### Abilities/Advantages:

- Special terrain has a Map Bonus. If placed on the indicated map, your force gets this bonus for the rest of the game (even if this is KO'd). If instead you can't place the special terrain, your force would also get the same Map Bonus.
- Special terrain sets all of its terrain to the type it specifies unless otherwise noted.
- Special terrain can't be chosen by CLOSE or RANGE Destroy actions. Effects that don't specify special terrain (or are specified on its own card) can't destroy it.

- Special terrain can have a "Terrain dial" associated with it. Its card tells you how to click it and what its effects are.
- When special terrain is destroyed, you place standard heavy objects in each square it was in.

A scenario in which you could not place your Special Terrain is if your opponent goes first and chooses a map where there's no location it can legally be placed, or other players cover all legal areas with their own special terrain.









Special terrain can be unusual "mixed" terrain types, like "hindering for line of fire and blocking for movement and occupancy." Similar to water terrain, effects that care about moving or drawing lines of fire/targeting are affected as mentioned, but effects like "Place this character adjacent to blocking terrain" can't find such a "mixed" terrain. It won't count as either hindering or blocking (or clear) for these other effects.

## PART 22: PAST RULES

Over its history, HeroClix has had many game concepts that are no longer created or planned for the future. Not every concept becomes a permanent part of the game. To avoid the rules (and game in general) becoming overstuffed with never-again used concepts, we officially designate some as "past rules".

Game elements using these concepts are legal in whatever format they are legal in, and work the same as they always have. But there are less likely to be definitive answers for every question involving them and their language may not have been updated to handle every potential interaction. We may use the "idea" of some of these concepts again in the future, but if so the relevant rules will be written out onto a card.

See the "past rules" supplement online ([heroclix.com/rules](http://heroclix.com/rules)) for the complete text and/or relevant rules for these concepts. A quick list is provided on page 16.

Keyphrases (and any associated symbols):	Game Elements	Game Terms in older special text or rules	Generic Keywords
Move and Attack  ,  , 	Battlefield Conditions	"area of effect"	Herald
Duo 	Additional (or Alternate) Team Abilities (ATAs)	"counter"	Kid
Split	Team Bases	"possess"	Mutant
Merge	Event dials	"ignore"	Psychic
Multi-Attack	Feats	"can use this power normally"	Teen
Horde (Bystander Tokens)	Relics	"deals no damage"	Pilot
Capture	Ultra Heavy/Ultra Light objects	"unmodified"	Toy
(Throw a) Grenade 		"locked"	
Elaborate Deathtrap 		Epic games	
Epic Traits 		Using "real names" for effects	
Alter Ego (orange starting lines)		named power	
Sharpshooter 		Tactics	
Soaring		Rookie/Experienced/ Veteran	
Archenemy			

## CREDITS

Executive Producer: Justin Ziran and Bryan Kinsella

Rulebook and PAC: Eric Engelhard and Christopher Martinez

Gameplay Design: Eric Engelhard and Scott D'Agostino

Additional Gameplay Design, Development, and Rules:  
Norman Barth, Brian Herman, Christopher Martinez,  
and Darin Skutt

Rules Arbiter Assistance: Anthony Barnstable and  
Edward Levy

HeroClix Product Management: James O'Brien and  
Tyler McCormick

Graphic Design: Mark Shabunia and Patricia Rodriguez

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