

SEQUENCES CARD

IN MOST HEROCLIX GAMES, THE SPECIFIC SEQUENCES BELOW WON'T NEED TO BE REFERENCED, BUT THEY ARE ALL COLLECTED HERE FOR CONVENIENCE.

BEGINNING OF GAME SEQUENCE

1. Reveal Forces and Establish Themed Teams
2. Roll for First Player
3. Choose Map and Starting Areas
4. Place Characters and then Objects
5. "Beginning of Game" Effects Trigger

TURN SEQUENCE

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

MOVE SEQUENCE

1. Effects that trigger "before moving" or "when beginning movement" (or close variations)
2. Choosing characters to carry
3. Breaking away (which if failed ends this sequence)
4. Calculating speed value (if applicable)
5. Move the character
6. Movement ends and move resolves

ATTACK SEQUENCE

1. Determine targets
2. Calculate attack total
3. Determine hits
4. Calculate damage dealt
5. Damage Sequence
6. Knock Back
7. Attack resolves

DAMAGE SEQUENCE

1. Start with damage dealt
2. Reduce to get damage taken
3. Click damage taken
4. Check for KO

KNOCKBACK SEQUENCE

A character is knocked back X squares (during an attack, X is equal to damage clicked) away from the attacker in a direct path. Place the character one square at a time until one of six things happens (checked in this order):

1. The character has been knocked back equal to the amount of knock back, and hasn't changed elevations (ie, fallen).
2. Another character occupies the next square.
3. Blocking terrain occupies or is just before the next square.
4. The next square would be past the edge of the map.
5. The next square is a higher elevation.
6. The previous square was a higher elevation (You've fallen).

One knock back damage is dealt if you stop for reasons #3-5. If reason #6, two knock back damage is dealt instead.