

HeroClix 2022 Comprehensive Rules Update— Equipment

LINK TO CURRENT COMPREHENSIVE RULES

[https://wizkids.com/posters/repository/heroclix/HeroClix Comprehensive Rules PDF updated 5.19.21 %281%29.pdf](https://wizkids.com/posters/repository/heroclix/HeroClix%20Comprehensive%20Rules%20PDF%20updated%205.19.21%20%281%29.pdf)

OVERVIEW OF UPCOMING CHANGES

- Reformatted Equipment entry with entry numbers (*instead of previous formatting of bullet points*)
- New functionality of Equipment:
 - Equipment assigned to characters during force construction
 - Qualifying name/KW allow equipment to be added to force for 0 points
 - Assigned characters start the game with equipment equipped
- Changes to previous functionality of Equipment
 - Non-standard characters can be equipped and characters can continue to use Effects of equipment if they become non-standard (*during game... the restriction is still in place that a non-standard character can't be assigned an equipment during force construction*)
 - Characters that change forces (*i.e. during Mind Control*) can use Effects of equipment equipped to that character

REVISED ENTRIES

25.1 Special Objects

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

Special Objects can be either light or heavy and have the following rules:

- They are marked with a gear symbol .
- They 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 ~~can~~ apply their effects while being held by a character as if it were in a square the character holding it occupies.

25.1a Special Object Keyphrases

Keyphrase: Indestructible - This object can only be destroyed by using it in an object attack or by its own effect.

Note that this keyphrase is not listed on the PAC.

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. You may not add equipment to your Sideline. Equipment does not count towards your object 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.

A character that is assigned an equipment will start the game with that equipment equipped.

25.2c Equipped Characters

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.

~~You can only equip a standard character.~~

25.2d Unequipping Characters

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. When an equipment becomes unequipped, it will either be placed in a square the equipped character occupies or it will be destroyed. Each equipment will have a keyphrase denoting which will occur.

25.2e Equipment Keyphrases

The following keyphrases are only used with equipment and explain how a character can equip equipment if it has been placed on the map and what happens when a character becomes unequipped.

- Equip (Friendly) - A friendly character holding, or occupying the same square as, this equipment has "POWER: Equip this equipment."
- Equip (Any) – Any character (friendly or opposing) holding, or occupying the same square as, this equipment has "POWER: Equip this equipment."
- Unequip (KO) - When unequipped, destroy this equipment.
- Unequip (Drop) - When unequipped, place this equipment in the previously equipped character's square.

~~**25.2f Additional Equipment Clarifications**~~

~~If an equipped character becomes a non-standard character while they're equipped, they stay equipped, but they can't use the equipment's EFFECT ability.~~

~~An equipped character that joins a force that isn't its starting force (like with Mind Control) can't use the equipment's EFFECT ability while it's part of that force.~~

25.2f “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).