



HEROCLIX

BATMAN
TEAMUP

POWERS AND ABILITIES

SPEED



- FLURRY** CLOSE: Make up to two close attacks.
- LEAP/CLIMB** (When this character moves, they can change elevation without using transition squares, can move through outdoor blocking terrain, and can move through squares occupied by or adjacent to opposing characters without stopping. They still must break away).
- PHASING/TELEPORT** MOVE: (For this action, this character automatically breaks away, can change elevation without using transition squares, can move through blocking terrain but can't end movement in blocking terrain, and can move through squares adjacent to or occupied by opposing characters without stopping). Move.
- EARTHBOUND/NEUTRALIZED** This character can't use or (Improved Abilities).
- CHARGE** POWER: Halve speed. Move, then CLOSE as FREE -or- make a close attack.
- MIND CONTROL** CLOSE/RANGE: Minimum range 6. 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.
- PLASTICITY** 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 .
- FORCE BLAST** KNOCKBACK. // POWER: Minimum range 6. Knock back an opposing character within range and line of fire 3 squares away from this character.
- SIDESTEP** FREE: Move up to 2 squares.
- HYPERSONIC SPEED** POWER: Halve range, :0. (For this action, this character halves range, can't carry, and can move through squares occupied by or adjacent to opposing character without stopping. They still must break away). Move, then make an attack, then move up to your speed value minus the number of squares just moved.
- STEALTH** When it's not your turn, hindered lines of fire drawn to this character by non-adjacent characters are blocked.
- RUNNING SHOT** POWER: Halve speed. Move, then RANGE as FREE -or- make a range attack.

ATTACK



- BLADES/CLAWS/FANGS** 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.
- ENERGY EXPLOSION** 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.
- PULSE WAVE** RANGE: Halve range, (For this action, this character halves range, their drawn lines of fire are not blocked by characters, and they can make a range attack while adjacent to opposing characters). Other characters within range can't use power 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.
- QUAKE** When this character makes a close attack, they may target all adjacent opposing characters. If they do, they gain KNOCKBACK (for this attack) and deal each hit character 2 damage instead of normal damage.
- SUPER STRENGTH** KNOCKBACK during close attacks. This character can pick up (and hold) heavy objects.
- INCAPACITATE** When this character makes an attack, instead of normal damage, you may give each hit character an action token.
- PENETRATING/PSYCHIC BLAST** When this character makes a range attack, damage is penetrating.
- SMOKE CLOUD** POWER: Minimum range 6. Generate up to 6 hindering 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, (even if this is lost) remove them.
- PRECISION STRIKE** When this character attacks, damage taken from the attack can't be reduced below 1 and the target decreases its d6 roll for Super Senses by -1.
- POISON** FREE: If this character hasn't moved or been placed this turn, deal 1 damage to all adjacent opposing characters.
- STEAL ENERGY** When this character hits and damages one or more characters with a close attack, after resolutions heal this character 1 click.
- TELEKINESIS** POWER: Minimum range 6. Place one target friendly single-base character or object within range and line of fire into another square within range and line of fire. That square must be within 6 squares and line of fire from the target's current square. Characters placed with this power can't use Telekinesis this turn.

DEFENSE



- SUPER SENSES** When this character would be hit, you may roll a d6. -: Evade.
- TOUGHNESS** Reduce damage taken by 1.
- DEFEND** Adjacent friendly characters may replace their defense value with this character's printed defense value.
- COMBAT REFLEXES** Modify defense +2 against close attacks.
- ENERGY SHIELD/DEFLECTION** Modify defense +2 against range attacks.
- BARRIER** POWER: Minimum range 6. 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.
- MASTERMIND** 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 (or would be an illegal target).
- WILLPOWER** At the beginning of your turn, you may roll a d6. -: Remove an action token from this character.
- INVINCIBLE** Reduce damage taken by 2. // Can reduce penetrating damage.
- IMPERVIOUS** Reduce damage taken by 2. // When this character would take damage from an attack, you may roll a d6. -: Damage taken is reduced to 0.
- REGENERATION** POWER: Roll a d6. Heal a number of clicks equal to half the result (rounded up).
- INVULNERABILITY** Reduce damage taken by 2.

DAMAGE



- RANGED COMBAT EXPERT** This character modifies attack and damage +1 while making a range attack or when given a RANGE Destroy action.
- BATTLE FURY** This character can't make range attacks, can't be given RANGE 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.
- SUPPORT** POWER: Choose a target adjacent friendly character. If this character and the target aren't adjacent to any opposing characters, roll 2d6. Add the result to this character's attack value, and if that is equal to or higher than the target's defense value, roll a d6. The target is healed of that result -2, minimum 2. (This is not an attack.)
- EXPLOIT WEAKNESS** When this character makes a close attack, damage is penetrating.
- ENHANCEMENT** Adjacent friendly characters modify damage +1 while making a range attack or when given a RANGE Destroy action.

- PROBABILITY CONTROL** 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 6.
- SHAPE CHANGE** 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.
- CLOSE COMBAT EXPERT** This character modifies attack and damage +1 while making a close attack or when given a CLOSE Destroy action.
- EMPOWER** Adjacent friendly characters modify damage +1 while making close attacks or when given a CLOSE Destroy action.
- PERPLEX** FREE: Minimum range 6. 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.
- OUTWIT** FREE: Minimum range 6. 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.
- LEADERSHIP** 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.

INHERENT ABILITIES

Basic MOVE Action	MOVE: Move (up to your speed value).
Basic CLOSE Action	CLOSE: Make a close attack.
Basic RANGE Action	RANGE: Make a range attack.
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.
CLOSE Destroy Action	CLOSE: If this character's damage value is 3 or more, destroy an adjacent piece of blocking terrain or an object in this square or an adjacent square. (This isn't an attack.)
RANGE Destroy Action	RANGE: If this character's damage value is 3 or more, destroy a piece of blocking terrain or an object within range and line of fire (this isn't an attack).
Object Pick Up	Once per move, this character may either pick up one light object or put down one held object in a square it moves through or adjacent to.
CLOSE Object Action	CLOSE: If this character is holding an object make a close attack and modify damage +1, after resolutions destroy the object.
RANGE Object Action	RANGE: Minimum range 6. If this character is holding an object, make a range attack targeting a single character that deals 2 damage instead of normal damage, and after resolutions destroy the object.

IMPROVED ABILITIES

SYMBOL	(MOVEMENT)	(TARGETING)
	Improved Movement Elevated: This character can move up or down across Elevated terrain (without using elevation transition squares).	Improved Targeting Elevated: Lines of fire drawn by this character are not blocked by Elevated terrain.
	—	Improved Targeting Hinder: Lines of fire drawn by this character can't be hindered.
	Improved Movement Blocking: This character can move through Blocking terrain.	Improved Targeting Blocking: Lines of fire drawn by this character are not blocked by Blocking terrain.
	Improved Movement Outdoor Blocking: This character can move through Outdoor Blocking terrain.	—
	Improved Movement Destroy Blocking: This character can move through Blocking terrain. Immediately after movement resolves, destroy all Blocking terrain moved through.	Improved Targeting 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.
	Improved Movement Characters: This character automatically breaks away and can move through squares adjacent to or occupied by opposing characters without stopping.	Improved Targeting Characters: Lines of fire drawn by this character are not blocked by characters.
	Improved Movement Move Through: This character can move through squares occupied by or adjacent to opposing characters without stopping (they still must break away).	Improved Targeting Adjacent: This character can make range attacks while adjacent to opposing characters.

MAP TERRAIN

Hindering Terrain	Starting Area
Blocking Terrain	Wall
Elevated Terrain	Indoor Area
Water Terrain	Special Rules (see map)

KEYPHRASE ABILITIES

KEYPHRASE	SYMBOL	DESCRIPTION
Evade		The attack misses this character instead of hitting it.
Flight		:1.
Giant Reach: X	 X=2 X=3	When this character makes a close attack, instead of choosing an adjacent character (or characters, if able) for target(s), you may use and target character(s) within X squares and line of fire.
Great Size	 	. 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.
KNOCKBACK		When this character hits, you may choose to knock back all hit characters that took damage from the attack.
Passenger: X	:X	This character can use the Carry ability to carry up to X characters, including characters that are the same size. A character with :0 can't use the Carry ability.
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.
Protected: Pulse Wave		This power or ability can be used during the resolution of Pulse Wave.
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.
SIDELINE ACTIVE-(Effect)		This effect can be used while this character is on the Sideline.
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.
Swim		If this character occupies water terrain, it can't be targeted by opposing characters unless they are within 4 squares.
Tiny Size		Modify defense +1 against range attacks.
UNIQUE MODIFIER-(Effect)		This effect can't modify the specified combat value(s) if they are already modified by this same effect.