

HeroClix Core Rulebook updates:

“2017.03” -> “2018.01” (REVISED 07/18/2018)

Page 2

- Under FIGURE 1, removed asterisk wording.
- Under FIGURE 2, added hashtag when referencing click #1.
- Changed wording in second listed SIDEBAR to: “When the dial turns clockwise when viewed through the slot from above, it’s called “the direction of damage.” The opposite direction is called “the direction of healing” (See p. 6 for Healing.)”.

Page 3

- Under FIGURE 3, changed “Figure Image” to “Portrait”.
- Under POINT VALUES AND BUILD TOTAL, changed second paragraph wording to: “Some characters have choices for their point value, separated by “/”. If so, there is a starting line corresponding to that color on a click of the combat dial, which is often not click #1. Some characters have multiple green starting lines. Unless an effect specifies otherwise, you choose which of those starting lines it starts the game on.”
- Under SIDELINE, removed third paragraph.

Page 6

- Under RESOLVE, added second paragraph stating: ‘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.’
- Added SIDEBAR under HEALING.
- Moved first two SIDEBARS after CALCULATING OTHER COMBAT VALUES to after THE GOLDEN RULE OF “REPLACE THEN MODIFY”.

Page 7

- Under COSTED ACTIONS, removed first bullet point and added fifth bullet point stating: “Can only be activated if the number of costed actions you’ve already given this turn is less than your action total.”

Page 8

- In first listed SIDEBAR, added “Charge is a power that read...” to first sentence.

Page 9

- Changed first listed SIDEBAR wording to say: “You can use any reasonable small item as an action token, such as a coin, bead, gaming chip, or official WizKids action token.”
- Under ACTION TOTAL, completely change wording and SIDEBAR wording.

Page 10

- On left side, added new third paragraph and additional SIDEBAR explaining multiple effects triggering.

Page 11

- Under PART 7: MOVING, removed first listed paragraph.
- Under BREAKING AWAY, updated wording on second paragraph.

Page 15

- Updated wording in first listed SIDEBAR.
- Under DAMAGE TAKEN, removed third and fourth sentence from paragraph.

Page 16

- Under DAMAGE CLICKED, added “A character is not considered “damaged” by an effect unless its dial is actually clicked.” to end of paragraph.

Page 19

- Under 2) THE RULE OF FIRST TURN IMMUNITY, updated wording to use Immune keyphrase and added second paragraph defining Immune keyphrase.
- Removed sentence above TERRAIN.

Page 20

- Under HINDERING TERRAIN, added SIDEBAR after paragraph.

Page 21

- Removed third SIDEBAR from OBSCURING TERRAIN stating: “Only an effect that specifically looks for “water terrain” or “obscuring terrain” can reference them. Effects that look for either “hindering” or “clear” terrain can’t find them.”
- Under FIGURE 10, updated wording of both sentences.
- Under FIGURE 11, updated wording of sentences.

Page 23

- Under ELEVATION AND MOVEMENT, removed IM symbol and “indicated by a red circle” from first listed SIDEBAR and changed it to just say “Improved Movement: Elevated ability”.

Page 25

- Under HEAVY OBJECTS AND LINE OF FIRE, updated SIDEBAR wording.

Page 26

- Under OTHER COMBAT SYMBOLS, added AUTONOMOUS symbol.

Page 29

- Under LOST, updated wording to include character being put into Sideline.

Page 31

- Added “General Effects of Size” to SIZE category.
- Under STANDARD CHARACTER, added AUTONOMOUS symbol.
- Under GENERATE, added sentence and SIDEBAR explaining [MAX X] keyphrase.
- Under REPLACING CHARACTERS, updated wording of first bullet point (regarding action tokens).

Page 32

- Under REPLACING CHARACTERS (from page 31), added bullet point explaining replacing and held objects.
- Under PART 17: CARRY AND OTHER ABILITY CLARIFICATIONS, updated wording of first paragraph.
- Under CARRY, added third SIDEBAR explaining Cary and Sidestep.

Page 36

- Updated copyright year from 2017 to 2018.

HeroClix PAC updates:

Added version to PAC “2018.01” (REVISED 08/15/2018)

Removed hyphens from each combat symbols list above power descriptions and place a small (standard) above the standard combat symbol in each list.

Added the AUTONOMOUS combat symbol to ATTACK combat symbols list.

PULSE WAVE

- Added “other” to second sentence (Make a range attack targeting all other characters...)

SMOKE CLOUD

- Added “in distinct squares” to second sentence (Generate up to 6 hindering markers in distinct squares within range...).
- Added “one or more” to third sentence (Opposing characters occupying one or more of these markers...).

STEAL ENERGY

- Updated wording to: “When this character hits and damages one or more opposing characters with a close attack, after resolutions heal this character 1 click.”

BATTLE FURY

- Added “or be given RANGE actions” to first sentence (This character can’t make range attacks or be given RANGE actions...).

LEADERSHIP

- Changed wording of first effect to: “For all friendly characters that can use Leadership, Action Total +1.”

BASIC RULES

- Under MOVING, remove last sentence from 2nd bullet point.

RARITY

- Under CARD, changed parenthesis wording to say “Portrait Background”.
- Under BASE, changed “Figure” to “Character” and changed parenthesis wording to say “Set Symbol”.

KEYPHRASE ABILITIES

- Removed all “x” symbols.
- Under ACTION TOTAL, changed DESCRIPTION to “Increase (+) or decrease (-) the specified action total by X.”
- Under BREAKWAY, removed quotation marks from + and – symbols.
- Added AUTONOMOUS keyphrase, symbol, and DESCRIPTION.
- Added “Protected: Pulse Wave” to GREAT SIZE wording.
- Removed (Blue Ring Symbol) from Immobile symbols.
- Added Immune keyphrase and description.

- Added [MAX X] keyphrase and description.

Change Log for Comprehensive Rulebook 2019 Update

“2017.02” -> “2019.01” (REVISED 4/29/2019)

Page 1

- Under heading CHARACTERS, added a second paragraph after the first stating: *“Some game elements may have alternate cards available for a single element. These alternate cards have a version number after the collector number printed on the card (such as 001.1). After revealing forces (before step 2 of game setup), you may replace the default card (“Default” cards have no version number) 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.”*
- Under heading CLICKING, added new last sentence: *“During a game, you can’t click a dial, on or off the map, unless an effect tells you to.”*
- Table of Content: Changed name from ABILITY CLARIFICATIONS to CARRY AND OTHER ABILITY CLARIFICATIONS

Page 2

- POINT VALUES AND BUILD TOTAL – added a final sentence to 4th paragraph stating: *“The character is still scored at the increased cost.”*
- SIDELINE – Changed the entire 2nd paragraph to: *“You may not use the powers or abilities of any game element that you include in your Sideline (including effects that apply during force construction) unless an effect specifies otherwise or has the SIDELINE ACTIVE keyphrase. Note that some effects with that keyphrase may additionally be used while that game element is on the map if the effect specifies so. However, effects that apply to characters that were on the map and then put into your Sideline continue normally (Perplex applies to them until it expires, they keep any tokens they had, if they return they can’t again use a “once per game effect”, etc.).*
- SIDELINE – Changed the entire 3rd paragraph to: *“A game element in your Sideline can only be placed there for a specific effect. It can only leave your Sideline, re-enter it, or be referenced in your Sideline for that specific effect. This applies to characters on your force that later become part of your Sideline as well (usually when replaced).”*
- Added SIDEBAR: Cool character A, B, and C share a name. Cool character A starts on the map and has a trait *“FREE: Replace this character with another character with this same trait”*. Cool character B starts on your Sideline and has the same trait, so it can be placed on the map as a replacement character. Cool character C has a different trait *“When this character is KO’d, place a Cool Character from your Sideline into this square.”* This trait can’t bring in Cool character A or Cool character B even if they otherwise qualify. C’s effect needs a separate character on the Sideline identified for that trait.
- SIDELINE – Added sentence to fourth paragraph stating: *“Unless an effect allows otherwise, characters with multiple or variable point values must be used at their highest point value while on your Sideline.”*
- Added new heading and paragraph - STEP 2: CHOOSE MAP AND STARTING AREAS

When playing a two player game on a map that has four starting areas, in addition to choosing a starting area on the opposite side of the map from the first player, it must also be in an opposite corner (if applicable).

- Under STEP 3: PLACE CHARACTERS AND OTHER GAME ELEMENTS – Replaced entire section with:

In some cases, a player's starting force may not fit in their chosen 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 can't fit their entire force within the purple boundary of the normal starting area. 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 the majority of their base fits within the purple boundary area if possible.

A player must attempt to fit all game elements within that boundary, regardless of how they personally want to set up their force. Once you can no longer fit any more of a certain base size, you move on to the next smaller base size, etc. until the entire purple boundary area is filled 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. If, after completely filling in the purple boundary area as fully as possible, a player still has game elements left to be placed, only then can they expand their starting area.

At this point the player will expand their starting area one "column". A "column" in this sense is an area 1 square wide, and as deep as the purple boundary starting area is. You continue adding columns, one at a time on a single side of the purple boundary starting area, until you are able to fit your starting force inside.

If, after expanding to one edge of the map the player still can't fit their remaining game elements, the player may choose to add columns on the other side of the purple boundary starting area. If, after expanding along that entire edge of the map in both directions the player still can't fit their remaining game elements, then the player may then start expanding their entire (now much wider) starting area one row at a time until all of their game elements fit.

ADDITIONAL CLARIFICATIONS:

- *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.*
- *When placing game elements in the expanded starting area, the player does not get to rearrange any previously placed game elements (except as noted below).*
- *If the first player is the one that needed to expand their starting area, then the second player gets to use the same expanded starting area when placing their figures on the map. (If the first player expanded to their "right" then the second player's starting area is expanded to the second player's "right".) If it was the second player that required expansion, after the second player places their game elements the first player may then reposition their own game elements in their now larger starting area.*

- *When placing game elements such as objects or markers during game setup, players 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 purple boundary area (including during any “at the beginning of the game” triggers).*

Page 3

- Under “DETERMINING VICTORY POINTS”, replaced the first paragraph with: *“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.”*
- Added new section THE MAP: *For a character to “occupy” a marker or object means to occupy the square containing that marker or that object. Note that only the top terrain marker counts for purposes of “occupying” a terrain type.*

If an effect refers to “up”, “down” “left”, or “right” in reference to movement or locations on a map, it is assumed that the square labeled A1 is in the upper-left corner.

Squares within a boundary line that don’t always give a terrain type may be referred to by the name of that boundary line: i.e., “Purple squares” and “Orange squares”. However, squares within a terrain boundary are referred to by the terrain type, not the line color: “Hindering squares” (not “green squares”), “Water squares” (not “blue squares”), etc.

Page 4

- PRINTED VALUES – Added sentence to the end of the paragraph: *“When an effect instructs you to use a printed combat value, you may not apply any replacements or modifiers to that value.”*
- FREE ACTIONS - Replaced the first paragraph with: *“If an activated action allows a character to use “any” action (not a specified type or specified effect) “at no cost” or “as FREE”, those “at no cost” or “FREE” actions can’t be used to activate the same effect that allowed their use.”*

Page 5

- Added new section - “STARTS THE GAME” TRIGGERED EFFECTS *Some game effects trigger when the character “starts the game”. This occurs when a character is first placed onto the map: during game setup, from outside the game (usually by being generated), or from the Sideline.*
- Under CLEAR PHASE, changed 4th paragraph to: *“Clearing action tokens during the clear phase is not optional. If a character has action tokens to clear, it must clear them all.”*

Page 6

- Added new section - NORMAL DAMAGE *If a character would have multiple effects that do something “instead of normal damage” apply, then the active player chooses one to apply and the others are ignored.*

- Added new section REROLLS
Any d6 or 2d6 roll made during the game can be rerolled unless it says it “can’t be rerolled”. Probability Control can normally only reroll attack or break away rolls, but other effects may reroll other rolls. Rolls that aren’t d6 or 2d6 can never be rerolled.
- Under KO AREA – Added new 2nd paragraph: *“If a game effect allows you to return a character from the KO area to the game, that character is considered a “new” character starting the game (as if it was entering from outside the game).”*
- Under MARKERS. added new final paragraph: *“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.”*

Page 7

- Under “COMBAT TYPE” POWERS, changed entire section to:

Some effects refer to a type of power (Speed, Attack, Defense, & 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 as listed on the PAC.

[SIDEBAR] An effect that says a character “can’t use defense powers” means that character can’t use whatever power (standard or special) is displayed in the defense slot of their combat dial and it also can’t use any standard defense powers as listed on the PAC (such as Toughness or Combat Reflexes) from any other means (such as from a trait or equipment).

If an effect refers to a “standard ‘type’ power”, it is referring to the standard powers of that type as listed on the PAC.

[SIDEBAR] An effect that says a character can “choose a standard attack power” means that character can choose any of the listed standard powers in the attack section of the PAC.

Page 8

- Under PART 15 added a new section - USING POWERS AND ABILITIES

When effects are triggered by "using" a standard power (typically using phrasing like "When [character] uses [power]..."), if that standard power can be activated with an action, the additional effects only trigger when you give an action to activate that power. (For example, Leap/Climb, Hypersonic Speed, Force Blast, etc.).

- Added new section - STOPPING EFFECTS

When a power “can’t be used”, this prevents the use of all parts of that power. This includes any activated effects, any granted abilities (such as any granted keyphrase abilities), and any passive effects.

- After first sidebar, added paragraph: *“If an effect allows a character to choose a power, and then that effect is lost (including by having its duration expire), then any powers that the character chose for that effect are also lost. If the effect instead can’t be used, the chosen powers can’t be used temporarily until that effect can be used again. You aren’t able to choose different powers if the effect can later be used again before its duration expires.”*

Page 9

- Added new section - GENERATE

When an effect allows you to generate multiples of a game element at one time (such as generating multiple terrain markers or bystanders), each game element is placed on the map one at a time. They are not placed simultaneously.

- Under OFF THE MAP CHARACTER – Replaced the entire section with:

Some effects remove a character from the map, but don’t KO them, remove them from the game, or put them on your Sideline. They may be placed on a character card, or just be “off the map”. Typically, the effect that removes a character from the map will also specify how that character returns to the map.

Unless an effect specifies otherwise, characters off the map can’t: activate actions, have effects they can use be triggered, apply their passive effects, trigger effects, or 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. The following additional rules apply to a character being removed from the map:

- *If, before the character was removed from the map, it activated or triggered an effect with a duration or that set up a delayed resolution or trigger; the effect with the duration will continue and expire normally, and the delayed resolution/trigger will still resolve/trigger and can still affect the character off the map.*
- *The character’s action tokens clear as they normally would during the clear phase (but will not trigger effects).*
- *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 will still be dealt that pushing damage, and may use Willpower (or another effect) to prevent it.*

Page 10

- Added new section - 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 copied character has applying to that standard power. If a character can copy a special power, that includes any additional effects including restrictions.

[SIDEBAR]: A character has a special power that says “Perplex, but can only target itself”. If another character was able to copy a standard damage power a character could use and chose Perplex from the mentioned special power, it would be able to use Perplex normally instead of only targeting itself.

- Added new heading - PRINTED ON CARD

When an effect refers to a “standard power printed on [Character]’s card”, it refers to all standard powers (and the text of special powers allowing the use of standard powers) associated with their own separate “bubble” on all sides of that card. Traits and team abilities (even if they allow the use of standard powers) do not count for this effect. The card is assumed to have the correct text, including errata and ignoring printing errors..

[SIDEBAR]:For example, “Flurry” in a character’s name, “Flurry” as part of another standard power’s flavor name, or a special power that says “characters using Flurry modify attack -1” does not allow one to choose and use Flurry.

Page 11

- Added two new paragraphs under REPLACING CHARACTERS
Objects held by replaced characters are put down into the square the replacement character occupies.

If a single character is replaced by more than one character, the three “carry-over” effects of being replaced apply separately to each replacement character.

Page 12

- Changed heading *ABILITY CLARIFICATIONS* to *CARRY AND OTHER ABILITY CLARIFICATIONS*

Page 13

- Under PART 19 SPECIAL CHARACTERS - Added this paragraph: *“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.”*
- Added new section - MOVING MULTI-BASE CHARACTERS
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.

Page 14

- Under the “Wrecked” bullet point, in the first sentence, changed *“place a standard heavy object”* to *“generate a standard heavy object”*.
- After the “Wrecked” bullet point, added Sidebar:

[SIDEBAR] If a vehicle has a pilot and an effect would cause the vehicle to be removed from the game (not KO'd), the pilot is placed in a square the vehicle last occupied. You do not generate an object or roll the d6.

- Under Abilities/Advantages - Replaced the last bullet point with: *"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 displayed attack or damage powers until your next turn."*
- Under TITLE CHARACTERS - Replaced *"They have special Plot abilities that include FREE actions"* with *"They have special Plot abilities that are actions (most commonly FREE actions)"*

Page 15

- Replaced the fourth listed bullet point with: *"When a title character activates a Plot ability, at the end of your turn, if it didn't attack an opposing character, deal it 1 unavoidable damage."*
- Under PART 21: ADDITIONAL GAME ELEMENTS - Added this paragraph: *"The text for the general rules for the additional game elements listed here (such as the general rules for ID Cards and Special Terrain) supersedes their printed text."*
- Under ID CARDS – Added 2nd paragraph and SIDEBAR: *"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."*

[SIDEBAR]: Some older ID cards have "Real Names" instead of "Other Identities". Characters with those real names may become an ID character instead of the main name listed on the ID Card.

Page 16

- CALL IN HELP – Removed the word "other" from the first sentence. Added parentheses around "and your opponent scores it" and "ID characters can be KO'd."

Page 17

- Under RESOURCES – Added a third paragraph and SIDEBAR with this wording: *"If an assigned character is replaced, the replacement character is not assigned the resource unless that resource is assigned to all characters on your force. When a character that was assigned a resource is replaced, treat the replaced character as KO'd when applying the resource's rules."*

[SIDEBAR]: If the replaced character was the only character assigned the resource, this usually means that the resource is KO'd.

- SPECIAL TERRAIN - under Restrictions/Drawbacks, changed the first bullet point to say: *"Special terrain must be placed at least 3 squares away from any starting area (i.e., 2 squares are showing between its edge and the 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."*
- Added a bullet point after the above change stating: *"When placing special terrain, if it can't be placed without violating any of the above restrictions, the special terrain is not placed and is immediately KO'd (if applicable)."*
- SPECIAL TERRAIN - Under Abilities/Advantages, changed the first bullet point to say: *"Special terrain may have a Map Bonus. If placed on the indicated map, your force gets this bonus for the*

rest of the game (even if the special terrain is KO'd). If instead, during game setup, you can't place the special terrain, your force would get the Map Bonus (regardless of the map used).

- SPECIAL TERRAIN - Under Abilities/Advantages, changed last bullet point to say: *"When special terrain is destroyed, generate a standard heavy object in each square it was in."*

Page 18

- Added new section - LOCATIONS

Locations are maps that you can include as part of your starting force and have effects that you can pay for during force construction to use during the game. These effects are called Location Bonuses. Most of these Location Bonuses grant additional effects if you also include one or more specific characters as part of your starting force. Locations also include Consolation effects.

Restrictions/Drawbacks:

- *You may add one Location to your starting force.*
- *You may add any number of the Location's different Bonuses to your starting force by paying their costs.*
- *Your Location's Bonus(es) that you paid for are scored if you are defeated (Whether you received the Bonus, the Consolation, or nothing).*

Abilities/Advantages

- *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 first player, you instead can use the Consolation(s) associated with the Bonus(es) you paid for. (Otherwise there are no effects.)*