



SINGLE UNIVERSE CORE RULEBOOK

Welcome to the HeroClix Rulebook! Players new to HeroClix should start with the Quick Start Rules. They are included with starter sets and available on our website at HeroClix.com/rules. Once you have played several games with the Quick Start Rules, you will want to come here for more details on how to play HeroClix.

HeroClix is an exciting tabletop game of heroic combat using miniatures of some of the world's most popular characters. You can step into the shoes of your favorite heroic or villainous character and battle head to head against your opponent until one of you is victorious!

The latest version of these rules is available on our website at HeroClix.com/rules.

Note that individual cards can overrule specific rules in this rule book (that's part of the fun!). Almost every rule in this book could end with "unless otherwise specified" to indicate that exceptions to that rule exist on specific cards.

In these rules, you will see many sidebars. (Like this one!) They are not the rules themselves, but are here to clarify what a rule does and often provide examples of situations in which the rule might apply. They are written in less formal language.

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PART 1: CHARACTERS

This section covers the most fundamental concept of HeroClix — the character. A HeroClix character is a collectible miniature figure attached to a base with a rotating dial inside.





THE BASE

Each character's base is printed with important information, shown in Figure 1. Each character's base is printed with a set symbol of a particular HeroClix set and a collector's number that together uniquely identify it. A collector's number may include letters.

COMBAT DIAL™

Our Combat Dial system features a rotating disk located inside a character's base that displays numbers through its slot. The four black numbers displayed on a combat dial through its slot are the character's combat values, shown in Figure 2.

COMBAT VALUES

A character has four combat values. They appear through the slot next to a symbol of the same type: speed , attack , defense , and damage . These values may change when you click the character's combat dial.

CLICK NUMBER

The small number above the damage value is called the click number. It ensures that a character is always on the correct click after having to turn the dial. The default click number is red, but it may be other colors.

CLICKING

A single position of the combat dial is called a "click." Turning a dial in either direction (usually due to damage or healing) is called "clicking" the dial. When a character takes damage, that character's player clicks the character's combat dial once for each 1 damage taken, in the direction of increasing click numbers. An instruction to "click" the dial means to turn it in this direction.

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. 5 for Healing.)

STARTING LINES AND KO

Characters typically have a white point value on their base, a single green starting line on click #1 to indicate their starting click and a number of clicks at the end of their combat dial with **KO** to indicate when they have been knocked out (KO'd).

FIGURE 1

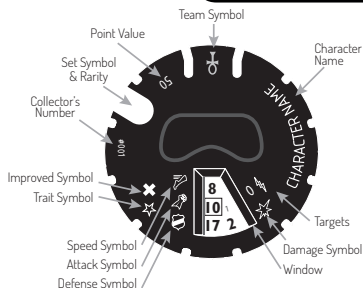
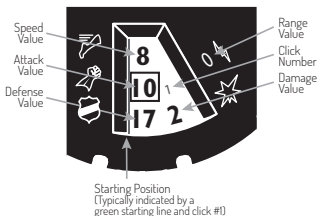


FIGURE 2



A character is KO'd once it reaches a **KO** click. It is removed from the map and placed into your KO area.

CHARACTER CARDS

A character card is associated with a specific HeroClix character, shown in Figure 3. It lists the powers, abilities, and any other special rules the character has along with the character's dial information on the back.

Each character has a rarity, indicated by the color of the tab around the set symbol on its base and the background on its portrait. White is for characters found in Starter sets, and Bronze is for Limited Edition characters.

FIGURE 3

CHARACTER NAME

Named Keyword, Generic Keyword

001 SET ICON

RARITY

PORTRAIT



TRAIT NAME Trait text



SPECIAL POWER NAME

Special power text



STANDARD POWER FLAVOR NAME (Standard Power)

PART 2: SETTING UP AND WINNING A GAME

This section covers how to assemble your force, how to set up a game, and how to win a game.

ASSEMBLING YOUR FORCE

Before a game of HeroClix begins, you and your opponent each need to assemble forces to play with. Your force is the game elements you play the game with. Game elements are primarily characters and standard objects. (See p. 19 for Objects.)

POINT VALUES AND BUILD TOTAL

The point value of a game element is the number of points it costs to add it to your starting force. The build total is the maximum value allowed when adding together the point values of all game elements on your starting force. Before building your force, make sure all players know and agree to the build total of the game. 300 points is the most common build total for a HeroClix game, but any 100-point increment can be used.

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.

STARTING FORCE

Your starting force is the force you build during force construction and contains all game elements that you begin the game with on (and more rarely, off) the map, but does not include your starting Sideline. Game elements that join your force later from your Sideline, from outside the game, or from an opponent's force are not part of your starting force.

Objects, including 0 point standard objects, are part of your starting force.

CURRENT FORCE

Your current force is the force you are currently using during the game, including game elements that were added to the game after it began that were not part of your starting force. It includes game elements both on and off the map except game elements that have been KO'd or are on your Sideline. When an effect says “your force,” it always means your current force.

SIDELINE

When building a starting force, some game elements may allow you to build a Sideline. Your Sideline contains game elements that can be brought into the game by

specific effects. As above, your starting Sideline is what you build during force construction, and an effect that says “Sideline” means your current Sideline.

When a Sideline is allowed by game elements, up to 3 game elements per 100 points of the build total may be included in your starting Sideline, with a maximum of 15 game elements allowed. The point values of game elements in your starting Sideline are not counted as part of your starting force.

The most common game elements that allow you to build a Sideline are characters that mention “replacing.” (See p. 23 for Replacement Characters.)

FRIENDLY AND OPPOSING

Game elements on your force are friendly to all other game elements on your force and are friendly to themselves. Game elements on your opponent's force are opposing to all game elements on your force. Game elements can only be friendly to one force.

GAME SETUP

Once players assemble their starting forces, the Beginning of the Game phase begins with several steps that must be followed in order.

STEP 1: REVEAL STARTING FORCES AND ESTABLISH THE FIRST PLAYER

All players reveal their starting forces and turn those dials (including those of their Sideline) to their starting lines chosen for this game. Each player then rolls 2d6 (reroll ties). The player with the highest result gets to choose who is the first player this game.

Once the combat dial of a character has been turned to its starting line, players can turn the dial only when instructed by an effect, such as taking damage or healing.

STEP 2: CHOOSE MAP AND STARTING AREAS

The squares inside a purple boundary line on the map (usually along an edge of the map) are called a starting area.

The first player chooses the map for the game. The second player then chooses in which starting area to set up their force. The first player must then choose the starting area on the opposite side of the map to set up their force.

STEP 3: PLACE CHARACTERS AND OTHER GAME ELEMENTS

The first player must first place all of their characters in their starting area squares. The second player then does the same.

The first player then places all objects on their starting force. These objects must be placed in squares outside of any starting area. The second player then does the same. (See p. 19 for Objects.)

STEP 4: RESOLVE BEGINNING OF GAME TRIGGERED EFFECTS

Before the first player takes their first turn, both players resolve all effects that trigger “at the beginning of the game.” (See p. 7 for Triggered Effects.)

Then starting with the first player, each player alternates taking a turn until the game is over. (See p. 8 for Structure of a Turn.)

WINNING THE GAME

A HeroClix player is “defeated” when they have no characters on their force and nothing is resolving. Until then, players are “undefeated.”

A HeroClix game ends when either of the following situations occurs:

- Only one player is undefeated.
- A predetermined time limit is reached.

Most HeroClix games have two players, but other popular formats involve four players, such as Battle Royales.

50 minutes is the most common time limit, but others are possible if determined ahead of time.

DETERMINING THE WINNER

If only one player is undefeated, that player is the winner. Otherwise, at the end of the game all players count their victory points (see below). Whoever scores the most victory points wins the game. If there is a tie in victory points, all tied players roll 2d6 (reroll ties) and the player with the highest result wins.

DETERMINING VICTORY POINTS

Victory points are scored as follows:

- Every character that started the game on an opponent’s force or Sideline and was KO’d earns you victory points equal to the point value corresponding to its starting line that game. (See p. 23 for Replacement Characters for an exception.)
- Every object that started the game on an opponent’s force and was KO’d earns you victory points equal to its point value.

PART 3: IMPORTANT GAME TERMS AND CONCEPTS

In this section you will learn about the map, how to calculate a value, and some important terms that are later used in these rules.

THE MAP

A HeroClix game takes place on a map. A HeroClix map is typically 2 or 3 feet on each side, and divided into 1.5 inch squares, yielding a map that’s either 16 or 24 squares along each side. Characters and other game elements are placed in and move from square to square. A character in one or more of these squares is considered to “occupy” those squares. Their bases must always properly occupy a single square as shown in Figure 4.

Boundary lines are colored lines on the grid of the map that indicate areas of different terrain. (See p. 16 for Terrain.)

ADJACENCY

Squares on the map that touch each other, including only through their corners on the diagonal, are considered “adjacent.” Most squares have four adjacent squares on their sides and four adjacent squares on their diagonals for a total of eight possible adjacent squares. See Figure 4.

Adjacent game pieces are those occupying adjacent squares. A game piece is never adjacent to the square it occupies or itself.

Terrain can affect adjacency. Squares are not adjacent if they are on the opposite sides of blocking terrain, including at an intersection or wall (See p. 17 for Blocking Terrain). See Figure 5.

PAC (Powers and Abilities Card)

The Powers and Abilities card is commonly called the PAC (pronouncing each letter separately). It has a listing of all standard powers, all inherent abilities, all Improved abilities, all keyphrases, and many other helpful things.

FIGURE 4



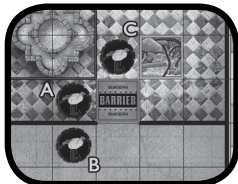
Each x is an adjacent square.

A square can have a maximum of 8 adjacent squares.

FIGURE 5

A and C are not adjacent due to blocking terrain at the intersection between them.

A and B are not adjacent due to the wall between them.



The PAC is the key reference tool that most players will need for most HeroClix games.

DICE

A six-sided die is called a d6. Two six-sided dice are called 2d6. “--” means “On a die (or dice, if rolling 2d6) roll result of 1, 2, or 3.” “d6-1” means to take the dice roll result and subtract one, and then use that value.

SUCCESS / FAIL ROLLS

A d6 roll that lists the results needed for success, which always include , is a success/fail roll. Any result not listed is a failure. The maximum result of such a roll is 6 and the minimum result is 1. Regardless of effects that increase or decrease the result, a physical roll of is always a success and a physical roll of is always a failure.

Break away is the prime example of a success/fail roll.

Other examples are standard powers such as Super Senses and Leadership. Regeneration is an example of a roll that uses a but is NOT a success/fail roll.

RESOLVE

When an effect “resolves” it means that all necessary steps have been completed. There are four kinds of effects that can resolve — attacks, moves, actions, and triggered effects. Passive effects don’t resolve.

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.

HEALING

Some effects allow a character to heal. When a character is healed, that character’s player clicks its combat dial once for each 1 damage healed, in the direction of decreasing click numbers. A character can’t be healed beyond its starting line that game or onto a KO click. A character is not considered “healed” by an effect unless its dial is actually clicked.

MODIFIERS

Modifiers increase or decrease a combat value by a specific amount and are all summed when needed to determine a combat value. Modifiers use the word “modify,” or “modifies,” and may be abbreviated as “(combat type) +/- X.” Modifiers always involve adding (+) or subtracting (-) and only apply to combat values.

An effect that says “modify attack +1” increases only that specific character’s attack value by +1.

Similarly, an effect that says “modify opposing characters’ attack -1” makes all opposing characters decrease their attack value.

REPLACEMENT VALUES

Some effects substitute one value for a new numerical value. This is a replacement value. When a value is divided or multiplied, those are also replacement values. Replacement values always set other values to specific numbers, or multiply or divide a value.

By far the most common effect that multiplies or divides is “halving” a combat value.

CALCULATING COMBAT VALUES

Combat values are calculated only when needed. They are recalculated each time they are needed. Replacements and modifiers aren’t applied until a value is calculated. Anytime an effect refers to a combat value (“speed value” for example) it always means the current result of calculating that character’s speed value. To properly calculate a combat value, use the rule below.

The Golden Rule of “Replace then Modify”

To calculate a value, start with the printed value and then apply any replacements, first numbers and then those that multiply or divide, and then the sum of all modifiers.

The sum of modifiers may be limited by the Rule of Three. (See p. 16 for Rule of Three.)

As part of each attack, a character using Flurry must calculate its attack and damage values, so it may use different values if its dial is clicked between attacks during that action.

CALCULATING OTHER VALUES

Values that aren’t combat values are calculated the exact same way as combat values with the one exception being that only combat values have modifiers. When calculating a value, effects that “increase” or “decrease” the value

are used in place of modifiers, but these are not considered modifiers and are not limited by the Rule of Three. (See p. 16 for Rule of Three.)

Some other common values you might need to calculate are damage dealt, damage taken, or the result of a die roll. Values other than combat values are rarely halved, but they are often replaced (deal 3 damage instead of normal damage) or increased or decreased.

ROUNDING

At any point in the calculation of a value, if you have a fractional value (usually caused by "halving" a value), immediately round up to the nearest whole number.

PART 4: ACTIONS

During your turn, you can give your characters actions to activate effects. This is the primary way to move and make attacks in HeroClix.

"Activating" an action and "being given" an action are interchangeable terms.

ACTION TYPES

Giving an action is always optional. There are five different types of actions, and a power or ability always states the specific action type given to activate it.

- **MOVE** actions always include an instruction to "move."
- **CLOSE** actions always include an instruction to "make a close attack," with one exception.
- **RANGE** actions always include an instruction to "make a range attack," with one exception.
- **POWER** (includes a variant called **DOUBLE POWER**)
- **FREE**

The exceptions mentioned above (See p. 18 for Destroying Blocking Terrain.)

Actions that a character can activate are always written in all capital letters followed by ":". When another effect refers to the action type, it is instead written in all capital letters followed by the word "action."

BASIC ACTIONS

Basic actions allow a character to be given a "basic version" of a MOVE, CLOSE, action. Basic actions are some of the inherent abilities that every HeroClix character has,

and because of that are not listed on their cards. (See p. 21 for Inherent Abilities.)

- The basic **MOVE** action is "MOVE: Move (up to your speed value)."
- The basic **CLOSE** action is "CLOSE: Make a close attack."

POWER and **FREE** actions do not have basic types, and you must have a power or ability that allows you to be given one of them.

Though easily confused, the **MOVE** action is not the same as the instruction to move. The **MOVE** action is listed as "MOVE:" and the move instruction as "move." For example, a character is given a basic **MOVE** action, and this results in the character moving. Another character may be given a **POWER** action, and that also results in the character moving. But the second character wasn't given a **MOVE** action; their **POWER** action simply also contained the instruction to move.

COSTED ACTIONS

By default, four of the action types listed above (**MOVE**, **CLOSE**, **RANGE**, and **POWER**) are costed actions and follow these rules:

- Just before the action resolves, give the character an action token. This signifies that you have resolved the action.
- Can only be activated if the character has 0 or 1 action tokens.
- Can only be activated during the Action phase, when nothing is resolving.
- Can **NOT** be activated if the character was already given a costed action this turn.
- Can only be activated if the number of costed actions you've already given this turn is less than your action total.

Charge is a power that reads "POWER: Halve speed. Move, then CLOSE: at no cost." You can't activate Close Combat Expert (a **POWER** action), or Outwit (a **FREE** action) once you've activated Charge until it fully resolves. You can't activate any action between moving and making an attack, for example.

FREE ACTIONS

Unlike the other four action types listed above, **FREE** actions are **NOT** costed actions and follow these rules instead:

- Can only be activated during the Action phase, when nothing is resolving.

- Can NOT activate the same effect more than once per turn.

Unlike costed actions, FREE actions do not count for action totals or give action tokens, and may be given regardless of how many action tokens a character has or what other actions a character has been given. A character can be given more than one free action in a turn if able, as long as they are all different.

COSTED ACTIONS "AT NO COST"

Some effects allow a character to be given a costed action "at no cost." This changes costed actions into something similar to, but distinct from, FREE actions. The important distinction is that actions given "at no cost" always occur inside either other actions or special triggered effects, and are the only way to activate an action at a time you normally could not. They follow these rules:

- Can only be activated while the action or special triggered effect that contains it is resolving.
- Can activate the same effect more than once per turn. (Though you would need to find a way to trigger it again.)
- Still counts as having been given either a MOVE or CLOSE or RANGE or POWER action (according to what the original costed action was). Effects that say you "can't use" or "can't be given" that type of action prevent it from being used "at no cost."

Like FREE actions, costed actions "at no cost" do not count for action totals or give action tokens, and may be given regardless of how many action tokens a character has or what other actions a character has been given. A character can be given more than one costed action "at no cost" in a turn if able.

CHANGING ACTION TYPES

Some effects allow you to activate a power or ability as a different action type than what is normally required to activate it, by saying "as [action type]." If activated as the new action type, it is considered that action type instead for all effects.

A special power that says "Smoke Cloud as FREE" means that your character can use Smoke Cloud, but you must activate it as a FREE action instead of the POWER action normally required to activate it.

ACTION TOKENS

Giving characters costed actions and some other effects cause a character to be given an action token. When a character is given an action token, put a small item near the character on the map to represent the action token.

Action tokens must be placed on the map and on, under, or by the character's base, and may not be placed off the map, such as on a character's card.

You can use any reasonable small item as an action token, such as a coin, bead, gaming chip, or official WizKids action token.

ACTION TOTAL

Each turn, you are limited in the number of costed actions you can give your characters. This limit is called your action total. At the beginning of the game, your action total becomes 1 for every 100 points of the game's build total. Effects may increase or decrease your action total (usually temporarily), but regardless of effects it has a minimum value of 2 and a maximum value of 10.

The keyphrase "Action Total +/- X" is the most common way an action total is changed. It can be part of a passive effect or part of an action or triggered effect. If part of an effect that resolves (isn't a passive effect) and no turn is specified, it applies to that turn. If no player is specified, it affects the player controlling that game element.

A passive effect including that keyphrase is "Your opponents get Action Total -1." A triggered effect including it is "When this character hits, your opponents get Action Total -1 during their next turn."

PART 5: TRIGGERED EFFECTS AND PASSIVE EFFECTS

TRIGGERED EFFECTS

Triggered effects are triggered by certain events during the game. There are three types of triggered effects.

- Beginning/End triggered effects. These include the phrase "At the beginning/end" (and are underlined on cards) and trigger during the specified phase of the game.
- After Resolutions triggered effects. After resolutions triggered effects wait until the current action or special triggered effect has fully resolved to begin resolving itself.
- Other triggered effects use the words "when," "whenever," or "each time" but aren't part of an after resolutions triggered effect. These effects

resolve instantly as soon as the appropriate event triggers them.

The first two are known as special triggered effects and may contain instructions to move or make an attack, while other triggered effects can't.

An example of an other triggered effect would be "When this character makes a close attack, modify damage +1."

A beginning triggered effect such as "At the beginning of your turn, you may heal this character 1 click" can only heal a character 1 click per turn, because it only triggers once a turn, in your Beginning of Turn phase.

After resolutions triggered effects normally wait until the entire action or triggered effect has resolved, but sometimes may trigger "after the attack resolves" or "after the move resolves," etc.

Many triggered effects are optional and say the character "may" do something. Otherwise the triggered effect is not optional and must occur if able.

An effect says "At the beginning of your turn, you may deal each adjacent character 1 damage." This effect is optional because it includes "you may," so you may choose to deal damage or not. You might choose not to if friendly characters are adjacent.

An after resolutions triggered effect will resolve once triggered, even if the power or ability that granted the triggered effect can no longer be used or is lost. (See p. 22 for Can't Use.)

A beginning/end triggered effect triggers and then resolves if it was set up by another effect that resolved, even if the power or ability that set up the triggered effect can no longer be used or is lost. (See p. 22 for Can't Use.)

A triggered effect can trigger multiple times before resolving, most commonly during an action and involving after resolutions triggered effects. All of those triggered effects will resolve separately.

PASSIVE EFFECTS

Some powers or abilities are "always on" and don't need to be activated or triggered. Passive effects don't resolve and are not optional. They are always active as long as the power or ability can be used, though usually some of their effects only apply to specific situations.

Some examples of a passive effect would be an ability that says "This character can't be moved or placed" or a power that says "Opposing characters can't use Probability Control." Neither power or ability needs to be activated by an action or needs to be triggered first. They're in effect as long as the character can use that power or ability. Another passive effect says "Adjacent friendly characters modify damage +1." This effect is always "on," but doesn't do anything unless a friendly character is adjacent.

PART 6: STRUCTURE OF A TURN

PHASES OF A TURN

In HeroClix, each player's turn has a series of four phases that occur in a specific order. Some effects only trigger or can be used during a specific phase of the turn. The four phases of a turn are:

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

1. BEGINNING OF TURN PHASE

Beginning triggered effects trigger and resolve now. Actions can't be activated now, except those activated "at no cost" as part of a beginning triggered effect.

Beginning triggered effects say "at the beginning of your turn" or a close variation. Variations include "at the beginning of each turn" or "at the beginning of each opponent's turn".

The Beginning of Turn phase ends when a character is given an action (that isn't "at no cost".)

2. ACTION PHASE

The Action phase is where most of the game takes place. Actions can only be activated in this phase when nothing is resolving, except those activated "at no cost."

The Action phase ends when a player begins resolving an end triggered effect.

3. END OF TURN PHASE

End triggered effects trigger and resolve now. Actions can't be activated now, except those activated "at no cost" as part of an end triggered effect.

End triggered effects say "at the end of your turn" or a close variation. Variations include "at the end of each turn" or "at the end of each opponent's turn".

The End of Turn phase ends when a player begins clearing action tokens.

4. CLEAR PHASE

First, remove all action tokens from each character on your force that did not receive an action token this turn from any effect. This is called clearing your action tokens. A character that had zero action tokens at the beginning of this phase (or received an action token this turn) is not considered to have cleared action tokens for any effect.

Once a player has cleared action tokens, all effects with a duration that ends just before the next player's turn (called a turn-duration effect) expires. Then the turn is over and the next player begins their turn. (See p. 21 for Durations.)

Turn-duration effects include effects with durations like "this turn," "until your next turn," "until the end of your next turn" or close variations. They all expire at the same time in the Clear phase just before the specified turn, as the final thing before passing the turn.

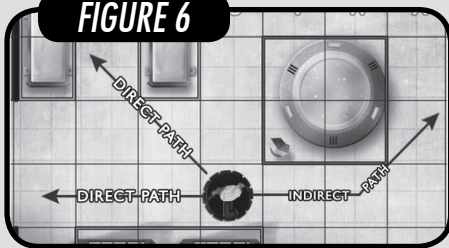
PART 7: MOVING

All effects that move your character use the word "move." Just before actually moving, calculate the character's speed value. Characters move one square at a time into a square adjacent to the previous one, moving in any of the 8 directions (including diagonals).

Some effects instruct a character to move a specific number of squares. If so, you move the character up to the number of squares listed instead of using its speed value.

An effect says "Move up to 2 squares." You could only move the character 0, 1, or 2 squares regardless of its speed value.

FIGURE 6



Squares that a character "moves through" includes all squares it occupied during that move, including the square it began movement in and the square it ends in.

If the character moves 0 squares, it will have "moved through" the square it occupies.

Movement is heavily affected by terrain. (See p. 16 for Terrain.)

MOVING AND OTHER CHARACTERS

A character's movement ends when it enters a square adjacent to an opposing character. Characters may move through squares occupied by other friendly characters, though you can't end movement in a square occupied by another character. (See p. 15 for Rule of Occupancy.)

DIRECT PATHS

When a character moves in the same direction (horizontally, vertically, or along a perfect diagonal) without changing that direction for the entirety of that move, it is moving in a direct path. A character moving in a direct path can't move backwards along that path and must move a minimum of one square. See Figure 6.

A perfect diagonal is one that goes through the intersections of its own square. (See p. 18 for Intersections.) Every square has 4 perfect diagonal directions along with the 4 orthogonal directions (though on edges of maps some of the directions may not be relevant).

BREAKING AWAY

If a character is adjacent to an opposing character (or another effect requires breaking away) and would begin a move, that character must successfully "break away" first. To break away, roll a d6. ☐-☐: That character succeeds in breaking away from all opposing characters adjacent to it (and can move as planned). If the character fails to

break away, it doesn't move and is not considered to have moved.

If a character failed to break away, that move immediately resolves. For the rest of that action or that special triggered effect, that character can't move or make an attack or be given actions "at no cost".

Once a character successfully breaks away, during that move it can move through squares adjacent to every opposing character or effect from which it broke away, but ends its movement as normal if it becomes adjacent to an opposing character that it did not break away from.

PLACING

Some effects instruct you to "place" a game piece. This means you take the game piece from the square(s) it currently occupies on the map and immediately place it into a designated square (or area) on the map. When a character is placed, it is not moving, and does not need to break away or calculate its speed value.

Placing a game piece onto the map from off the map (including at the beginning of the game) isn't the same as the game term "place" discussed here.

PART 8: ATTACKING

One of the most exciting and important parts of HeroClix is attacking your enemies! Since much of the gameplay of HeroClix happens during attacks, there are specific rules and sequences that need to be followed. Here is a quick summary of an attack:

When you make an attack (close or range), you roll 2d6 and add the result to the attacking character's attack value to calculate its attack total. If its attack total is equal or higher than the targeted character's defense value, the attack hits and you deal the targeted character damage equal to the attacking character's damage value.

Some characters either have 0 or no range values printed on their base and can't make normal range attacks. All characters can still pick up and throw objects, as that gives them a minimum range value of 6. The following rules for range attacks do apply when throwing objects.

RANGE

Squares within a character's range are all of the squares you can reach by counting up to the character's range value, starting with a count of 0 in the square the character occupies and counting outwards in all directions (including diagonals). You are allowed to check the map to

FIGURE 7



determine range at any time. See Figure 7.

LINE OF FIRE

Lines of fire determine if a character can "see" another character for purposes of making attacks or using powers or abilities. You are allowed to check the map to determine lines of fire at any time.

To determine if a square is within a character's line of fire, draw an imaginary line from the center of its square to the center of the square you are targeting. Line of fire is blocked if:

- The line of fire passes through a square occupied by a character not occupying one of the two squares you are drawing between.
- The line of fire crosses blocking terrain (See p. 17 for Blocking Terrain).

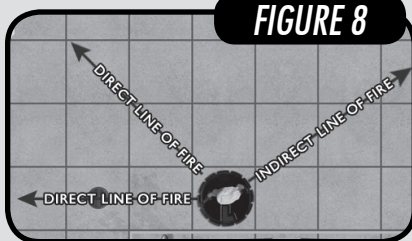
Some players use a straight edge or piece of string to help determine (non-perfect) diagonal lines of fire, which can be less obvious.

A character can draw a line of fire to itself or the square it occupies. This line of fire still crosses through the terrain of that square.

GAME TERMS RELATED TO CLOSE ATTACKS, RANGE ATTACKS, AND LINE OF FIRE

- **Target** — A game piece or square that is either chosen by an effect that uses the word "target," has a line of fire drawn to it, or is otherwise attacked. Attacks always target and can only target characters.

FIGURE 8



- **Source** — The game piece or square that the line of fire is being drawn from.
- **Direct line of fire** - When a line of fire remains in squares along the same row, same column, or along a perfect diagonal, it is said to be a "direct line of fire." (Analogous to a "direct path of movement.") A direct line of fire can be as little as one square. See Figure 8.
- **Within line of fire** - There must exist a non-blocked line of fire between the source and its target.
- **Within range** — The affected game pieces or squares must be within the source's range.
- **Within X squares** - The affected game pieces or squares must be within the indicated number of squares of the source, counting in the same manner as you do for range.
- **Regardless of line of fire** — This effect would normally require line of fire from the source, but this special version does not.
- **Regardless of adjacency** — This effect would normally require being adjacent, but this special version does not.

ATTACK SEQUENCE

The following rules apply to both close and range attacks. Normally you make an attack when an effect instructs you to "make a close attack," or "make a range attack."

The character making the attack is called the attacker. The character(s) against which the attack is made are called the target(s) or targeted character(s). Attacks can only be made targeting characters, not other game pieces.

A character can't target itself or a friendly character with an attack unless the effect specifically says it can target a "friendly character" or the attack targets "all characters."

Once an attack is declared, the following steps occur in order:

1. Determine targets
2. Calculate attack total
3. Determine hits
4. Calculate damage dealt
5. Damage sequence
6. Knock back sequence
7. Resolve attack

When an effect or these rules need to determine the current value of the attack roll, attack total, damage dealt, damage taken, damage clicked, a combat value, or any other numerical value, it's always referring to the value after all increases, decreases, replacements, modifiers, minimums, or maximums are applied. These are called the "finalized" values in these rules.

STEP 1: DETERMINE TARGETS

First determine which characters are targeted by the attack. Every attack must have at least one target. Some attacks may target multiple characters. A character can't be targeted by the same attack more than once.

CLOSE ATTACK REQUIREMENTS

In a close attack, the target must be adjacent to the attacker. Note that you normally do not need to draw a line of fire to the target of a close attack.

RANGE ATTACK REQUIREMENTS

When making a range attack, you must first determine if the character making the range attack is adjacent to an opposing character. If so, the attack can't be made. The attacker must then draw a line of fire (that isn't blocked) to the target and the target must be within the attacker's range. Calculate the attacker's range value. (See p. 5 for Calculating Combat Values.)

LEGAL AND ILLEGAL TARGETS

Once targets are determined, an effect may make a currently targeted character an illegal target. If all targets of an attack become illegal and no further targets can be chosen, the attack immediately resolves (see step 7).

Once legal targets for the attack have been finalized, you proceed to the attack roll.

STEP 2: CALCULATE ATTACK TOTAL

In this step, the attacker calculates their attack total (attack value + attack roll).

First, calculate the attacker's attack value. (See p. 5 for Calculating Combat Values.) The attacker's player then rolls 2d6. This is the attack roll. Only one attack roll is made, regardless of the number of targets in the attack. The attack roll result is then added to the attack value, and that sum is the attack total.

After making the attack roll, but before calculating the attack total, players may use effects that allow the attack roll to be rerolled. Once all rerolls have been made, apply any other effects that change the attack roll or attack total. The attack roll and attack total are then finalized.

REROLLS

Some effects allow you to reroll both (or more rarely, one) of the d6 used in the attack roll. When you reroll, the original roll is set aside as if it doesn't exist. No effects can trigger off the result of the original roll. Players always physically reroll their own rolls, regardless of whose effect forced the reroll. Rolls besides attacks rolls may be rerolled, but only if they are d6 or 2d6 rolls.

Some effects allow the reroll of just one die of a 2d6. For the final result you add in the other die.

If both players have effects that can force a reroll (or otherwise similarly change the roll of a die), the active player gets the first chance to reroll, followed by the opponent. If either player rerolls, this process is repeated until both players decline to do so. The roll is then finalized.

Both players have characters that can use Probability Control and the first player makes an attack that hits. The first player likely chooses not to reroll the attack roll. If the second player then chooses to reroll it, after that reroll happens the first player then gets another opportunity to use his reroll. If the first player again declines and the second player also declines, the roll is finalized.

STEP 3: DETERMINE HITS

To determine a hit, take the attack total and compare it to the target's defense value.

Calculate each target's defense value. (See p. 5 for Calculating Combat Values.) If the attack total is equal to or higher than the target's defense value, the attack succeeds and is a "hit" and the target is also "hit." If the attack total is lower than the target's defense value, the attack fails and is a "miss" and the target was "missed." An attack with multiple targets can be both a hit and a miss at the same time for different targets.

Once all effects have been applied and hits and misses are finalized, you move on to step 4. If the attack missed all targets, resolve the attack (see step 7).

Effects that trigger off of characters being "hit" happen now, before dealing damage.

EVADE

Some effects allow a character to evade a hit. Before a hit or a miss is finalized, apply any effect that checks if the

character evades. Evading an attack turns what would be a hit into a miss instead.

Most commonly these effects trigger when a character "would be hit." See Super Senses on the PAC for the prime example.

"BECOMES"

Some effects cause a character to become the target, or hit or missed target, of an attack and use the term "becomes." When this occurs, the affected character(s) automatically become whatever the effect specifies and bypass any effects that would cause the attack or hit or miss to be illegal.

ROLLING 2 AND 12: CRITICAL MISSES AND CRITICAL HITS

If the attack roll was a physical two (㊄㊄), all targets of the attack become missed, even if the attack total would normally hit one or more of the targets. This is called a critical miss. Resolve the attack and, immediately after resolutions, deal the attacker 1 unavoidable damage.

If the attack roll was a physical twelve (㊄㊄㊄), all targets of the attack become hit, even if the attack total would normally miss one or more of the targets. This is called a critical hit. A critical hit increases the damage dealt by 1 to each hit target when dealing damage.

Critical hits can't be evaded by Super Senses, because the character "becomes hit."

STEP 4: CALCULATE DAMAGE DEALT

The attacker calculates the damage they deal to hit targets. Missed targets are not dealt any damage by the attack.

Calculate the attacker's damage value. (See p. 5 for Calculating Combat Values.) If you hit multiple characters with a single attack, normally you deal the character's full damage value to each hit target, but some effects may specify that you divide the damage dealt instead.

Whenever damage is dealt, it's dealt simultaneously to all hit or affected characters.

NORMAL DAMAGE

Damage dealt from an attack using the attacker's calculated damage value is called normal damage. Normal damage may be penetrating (See p. 13 for Penetrating

Damage) or the damage may be divided up, but is still normal damage. Some attacks don't deal normal damage, and use the phrase "instead of normal damage." You deal the specified amount of damage, or apply the specified effect, instead of dealing the attacker's damage value to the target(s).

DAMAGE DEALT

After assigning damage to each hit target, apply any effects that increase or decrease damage dealt. The result is the finalized damage dealt. The minimum damage that can be dealt to a character is 0. Effects that refer to the "damage dealt by the attack" or the "attack damage" find this value and not any other damage that may happen during an attack.

STEP 5: DAMAGE SEQUENCE

Damage gets taken and then clicked, and then KO is checked.

Note that this step, the damage sequence, takes place anytime a character is dealt damage, not just during an attack. When damage is dealt outside of an attack, there are no more steps after this one.

DAMAGE TAKEN

Once the damage dealt is finalized, you take that value and apply effects that reduce or otherwise affect the damage taken, then finalize the damage taken. Only one effect that reduces damage taken can be applied to a single instance of damage, and the controller of the character taking damage decides which effect to use. Damage taken can't be reduced to less than 0.

Effects that say "takes a minimum of 1 damage," "takes a maximum of 4 damage," or similar are not effects that reduce damage. They are applied after those effects, but only if the final damage taken is lower or higher, respectively, than that minimum or maximum.

DAMAGE CLICKED

When a character takes damage, you keep turning the dial until: it is fully clicked the specified number of times, a KO click appears, or an effect instructs you to stop turning the dial. The number of times the dial actually clicks is called the "damage clicked." A character is not considered "damaged" by an effect unless its dial is actually clicked.

Usually, damage taken and damage clicked are the same. Differences typically arise if a character has a STOP click or is KO'd. (See Keyphrase Abilities in the PAC for STOP Clicks.)

CHECK FOR KO

After the character has taken damage and its dial has been clicked, you check to see if the character has been KO'd. The most common way is when a **KO** symbol appears instead of a combat value.

When a character is KO'd, immediately remove it from the game and place it in your KO area. That character's action tokens are removed, its effects with durations expire. Any effects that trigger when a character is KO'd and refer to a square that the KO'd character occupied use the square(s) it occupied just before being KO'd. A KO'd game element is no longer part of your force or Sideline.

KO AREA

Your KO area is where you place all KO'd game elements. A KO'd game element can no longer use effects or be affected or referenced by other effects (unless that effect specifically references it being KO'd). The KO area is "off the map."

DAMAGE TYPES

By default, damage dealt has no special properties. There are two damage types (listed below) that do have special properties.

PENETRATING DAMAGE

Penetrating damage is a type of damage dealt that can't be reduced.

UNAVOIDABLE DAMAGE

Unavoidable damage is a type of damage dealt that can't be reduced or prevented from being dealt or taken by any effect.

If a character is dealt unavoidable damage, it will take that damage. For example, a character with an effect that says "it can't be damaged" is still dealt and takes unavoidable damage.

STEP 6: KNOCK BACK SEQUENCE

Some effects cause knock back. This represents a character being thrown backwards by a forceful attack or power.

HOW TO CAUSE KNOCK BACK

There are two types of knock back. Both ways follow the same knock back sequence below and deal knock back damage in the same way.

KNOCKBACK KEYPHRASE

The first type is the KNOCKBACK keyphrase. This type only happens during step 6 of an attack.

Keyphrase: KNOCKBACK (See PAC for keyphrase list.)

When one or more opposing characters take damage from this character's attack, you may choose to knock back all hit characters an amount equal to their damage clicked.

There are two ways to gain the KNOCKBACK keyphrase. First, a power or ability may grant the character this keyphrase. Second, an attacker that rolls doubles on their attack roll and hits (so possibly 11, 12, 13, 14, or 15), and almost always 1111) gains the keyphrase for that attack. A character can never be knocked back by the same damage more than once, so having the keyphrase more than once doesn't matter.

ACTIVATED OR TRIGGERED KNOCK BACK

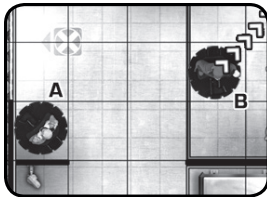
The second type of knock back happens outside of attacks. An effect may knock back a character an amount that it specifies. This type of knock back is never tied to damage clicked during an attack and is usually not optional. If optional, it's part of a triggered effect that says "you may."

KNOCK BACK SEQUENCE

A character that is knocked back is knocked back in a direct path (called the knock back path) away from the character causing the knock back. To knock a character back, place it into the first square along the path, and then place it into the next square along the path, etc. Continue placing the character one square at a time in squares next to each other along the knock back path until one of six things happens (checked in this order):

1. The character has been knocked back equal to the amount of knock back.
2. A different character occupies the next square.
3. Blocking terrain occupies the next square or is just before the next square. If just before, it is either a wall (orthogonal path) or an intersection (perfect diagonal path). (See p. 17 for Blocking Terrain and p. 18 for Walls.)
4. The next square would be past the edge of the map.

FIGURE 9



If B is knocked back by A, it will follow the shown knock back path.

Knock back places the character, and is not considered moving the character for any effect.

If multiple characters are knocked back simultaneously, resolve them one at a time starting with any character that's farthest from the character causing the knock back.

If a knock back path would be something other than a direct path (i.e., not horizontal, vertical, or a perfect diagonal) use the perfect diagonal path closest to the estimated path. See Figure 9.

KNOCK BACK DAMAGE

If a character's knock back path ends due to reasons #3-4 above, that character is immediately dealt 1 damage called knock back damage. Knock back damage has no special properties, but can be referenced.

Knock back damage dealt during an attack is dealt separately and after damage from the attack, and therefore may have a separate damage reducer applied to it.

Knock back damage never counts for effects that check if a character "damaged" a character.

Knocking back into a character (#2) does not deal either character knock back damage and knocking back into blocking terrain (#3) does not destroy the terrain.

KNOCK BACK PREVENTION

Some effects prevent a character from being knocked back. For the first type of knock back (during an attack), check for these effects at the end of step 3 in an attack (before damage is dealt). For the second type of knock back, check for these effects just before knocking back the character.

Effects that prevent a character from being placed also prevent a character from being knocked back.

A power says "This character can't be knocked back." That character is hit and damaged by an attack that causes knock back. The character had that power at the end of step 3 before the damage from the attack was dealt. Since it had that power at that time, it is not knocked back from the attack, even if the damage it takes causes its dial to click and lose that power.

ROPES

Once per knock back, when a character would be knocked back into a Rope, the active player may choose that instead their knock back path continues in the opposite direction back along that same path. Characters are adjacent to Ropes only along the edges of their square, not diagonally.

Some characters treat some types of printed terrain as Ropes. Otherwise, maps or special terrain may specify them.

Note that the character being knocked back into a rope never enters into the terrain of a rope - their knock back path is changed before that.

STEP 7: RESOLVE ATTACK

Once all the above steps have occurred, the attack resolves.

PART 9: GOLDEN AND SILVER RULES

HEROCLIX GOLDEN RULES

HeroClix has a few rules that can't be overruled by any effect, including those on cards that would normally be allowed to "break the rules." An effect that tries to break one of these rules is ignored.

1) THE RULE OF REPLACE THEN MODIFY

Whenever a combat value needs to be calculated, you start with the printed value, then apply all replacement values that set the value to a specific number (i.e., that don't multiply or divide it), then apply any replacements that multiply or divide (usually halving), then apply the sum of all modifiers to arrive at a result. The active player decides the order if there are multiple replacements of the same type. If the result of calculating any value (combat or otherwise) is less than zero, use zero instead.

2) THE RULE OF OCCUPANCY

Any effect resulting in two or more characters occupying the same square is prohibited. Any effect resulting in characters, markers, or objects occupying a square of blocking terrain is prohibited except for clear and debris markers. If a non-optional effect that places a game element would cause either situation to occur, the opponent chooses a square that is as close as possible to the specified square for the game element to be placed instead.

Effects may allow a character to move through characters and/or blocking terrain, but a character can't end its movement in such a square. If it would, it must end its movement before entering such a square.

You may never choose to activate an action or use an optional triggered effect to violate the Rule of Occupancy. In such a scenario, the game element is not placed, either from elsewhere on the map or off the map. For example, a triggered effect says "When a friendly character is KO'd, you may place this character adjacent to the square it last occupied." If all those adjacent squares were occupied by characters or were blocking terrain, then you would not be able to place this character as the effect was optional (says "you may"). If the effect was non-optional (did not say "you may") then your opponent places the character into a legal square nearest to the specified square.

3) THE RULE OF ACTION TOKENS

No effect can result in more than two action tokens on a character. If an effect would cause this to happen, place action tokens on the character until it has two action tokens and ignore the rest. You can't choose to use any effect that would cause your character to be given a third action token.

4) THE RULE OF MINIMUMS AND MAXIMUMS

If an effect says that a value (often a combat value) has a "minimum" value and the final result of calculating that value would be less, use that minimum value instead. If an effect says that a value (often a combat value) has a "maximum" value and the final result of calculating that value would be greater, use that maximum value instead.

In both cases, all replacements, modifiers, and increases/decreases continue to apply, and only the final result of the calculation is changed.

When calculating a value, a minimum or maximum is the last thing applied to the result. They never apply in the middle of a calculation.

5) THE RULE OF THE ACTIVE PLAYER

The “active player” is the player that is currently taking their turn. When order matters for effects or choices that would resolve simultaneously, the active player chooses the order in which to resolve those effects, though any simultaneous effects with “immediately” must happen before other simultaneous effects.

HEROCLIX SILVER RULES

The HeroClix Silver Rules are similar to the Golden Rules, except that some special effects are allowed to overrule them. The effects that do so specifically mention the rule they are breaking.

1) THE RULE OF ZEROES

A character with no printed range value (or that have a printed 0 range value, which is equivalent) can't make a range attack, unless an effect replaces their range value with a number or gives them a minimum range value.

2) THE RULE OF FIRST TURN IMMUNITY

After the Beginning of the Game phase and until each player has finished their first turn, characters are immune unless they leave their starting area (or in rare cases, starting square[s]).

Immune is a keyphrase that says “This character can't be moved, placed, damaged, or targeted by the effects of opposing game elements.”

During game setup, some rare effects allow you to place starting characters outside of starting areas. In that case, the character is still immune as long as it doesn't leave that square. Once a character leaves its starting area (or square), even if it comes back to the area in the same turn it is no longer immune. Note that all attacks target, so this prevents attacking immune characters.

3) THE RULE OF THREE

Whenever the sum of all modifiers applied to a single combat value is greater than +3 or less than -3, the sum of all modifiers is instead +3 or -3, respectively. All modifiers continue to apply to the combat value, but their sum is changed. Note that this rule does not apply to replacement values, which can change the printed combat value by more than 3 before any modifiers apply.

This applies only to the five combat values (Speed, Attack, Defense, Damage, and Range). Any other value in HeroClix, including damage dealt and the result of d6 rolls, do not have “modifiers” apply to them and don't have this restriction.

PART 10: TERRAIN

TERRAIN

Terrain is the printed landscape of the map or markers on the map. Terrain affects movement of characters and lines of fire.

HeroClix has two main types of terrain: hindering and blocking. All types of terrain are indicated by boundary lines drawn on the map:

- Hindering terrain is the squares inside green boundary lines.
- Blocking terrain is the squares inside brown boundary lines. Heavy black lines running along the grid of the map are walls. Walls are blocking terrain along a line that occurs between squares instead of filling them.

CLEAR SQUARES

A square that isn't hindering or blocking for either movement or line of fire is called a clear square. Clear isn't a type of terrain, but rather an absence of terrain.

UNOCCUPIED SQUARES

Any square that doesn't have a character occupying it and isn't a square of blocking terrain is considered “unoccupied.” This is regardless of it being clear, hindering, or having objects or other kinds of markers in it.

Two other boundary line colors indicate special areas on a map:

- Squares inside a purple boundary line are a starting area. Note that any starting areas not chosen by a player during step 2 of game setup are not considered “starting areas” for any effect that game.
- Squares inside an orange boundary line or dotted orange boundary line have special rules, which are explained on that map. Their special rules may specify a terrain type for those squares.

The default for all of these areas is to be clear squares that don't affect movement or line of fire, though printed terrain or effects may specify otherwise.

Boundary lines indicating terrain are drawn just inside the grid marked on the map. If a square has a boundary line in it, the square is the type of terrain indicated by the boundary line. If a straight line can be drawn from the center of such a square into a second square without crossing a boundary line of the same color, the second square is the same type of terrain as the first square. All such squares with regards to the same contiguous boundary line define a specific "area" of terrain.

All squares inside a boundary line are surrounded by a contiguous boundary. If an effect changes the terrain, boundary lines are assumed to change so that they always form an uninterrupted boundary. This may result in a single large area of terrain becoming two distinct smaller areas of the same type. Squares may be multiple types if they fall within two or more boundary lines.

TERRAIN AND RESTRICTIONS FOR LINE OF FIRE AND MOVEMENT

Every line of fire is either clear, hindered, or blocked. Clear is less restrictive than hindered, which is less restrictive than blocked. When a line of fire crosses several different types of terrain, the line of fire becomes the most restrictive type of any square it crosses.

A line of fire crossing both hindering and blocking terrain is a blocked line of fire. A line of fire crossing only clear squares is clear, but if even one square it passes through is hindering, it's hindered instead.

A path of movement itself is not considered "clear, hindered, or blocked." Hindering terrain has effects on a path of movement when you enter or leave a square of hindering terrain. Characters can't move through or into blocking terrain.

HINDERING TERRAIN

Hindering terrain represents an area containing trees, large furniture, debris, and other similar items that might obstruct, but not stop, both a character's path of movement and line of fire. Any line of fire that crosses hindering terrain (including the square occupied by the target) is "hindered." However, hindering terrain in the square a line of fire is drawn from does not by itself make a line of fire become hindered.

An attacker shooting out of hindering terrain doesn't have a hindered line of fire if no other hindering terrain is crossed by that line of fire.

- Movement: Hindering terrain impedes movement.

A character that moves from a square that is not hindering (for movement) into a square that is hindering (for movement) must stop moving. Any character that begins its movement in hindering terrain halves its speed value just before moving.

- Line of Fire: Hindering terrain impedes line of fire. When a character makes a range attack, and a hindered line of fire is drawn between the attacker and its target, modify the target's defense +1 (for the attack).

OBSCURING TERRAIN

Obscuring terrain is a subset of hindering terrain that represents areas that are persistently foggy, steamy, very dark, or similarly obscured to vision. It is indicated by a white boundary line. Obscuring terrain is considered hindering terrain for line of fire purposes only. It is not considered hindering terrain or a clear square for any other effect.

- Movement: Obscuring terrain does not impede movement in any way.
- Line of Fire: Same as for hindering terrain.

BLOCKING TERRAIN

Blocking terrain represents an area containing buildings or large obstacles with the potential to completely halt both a character's path of movement and line of fire. Any line of fire that crosses blocking terrain is "blocked," and can't be drawn past that terrain. A "piece of blocking terrain" is a term for either a square of blocking terrain or a wall.

- Adjacency: Squares on opposite sides of blocking terrain are not adjacent. Two squares of blocking terrain adjacent to each other across the diagonal of an intersection cause the other squares next to that intersection to no longer be adjacent.
- Movement: Blocking terrain prevents movement. Characters can't move through blocking terrain.
- Line of Fire: Blocking terrain prevents a line of fire from being drawn between two squares. Any line of fire crossing a square of blocking terrain is blocked.

WALLS

Walls are a subset of blocking terrain that occupy the edges of squares instead of filling them. They are indicated by heavy black lines that run along the map's grid lines. The edges of a map are not walls by default, though they are allowed to be.

- **Adjacency:** Squares on opposite sides of a wall are not adjacent. Walls that meet at an intersection prevent adjacency between a square with both of those walls along their edges and any other squares at that intersection.
- **Movement:** Walls prevent movement. Characters can't move through walls. (Same as for blocking terrain.)
- **Line of Fire:** Walls prevent a line of fire from being drawn between two squares. Any line of fire crossing a wall is blocked.

Each individual segment of a larger "wall" (in the general sense) is called a wall. Whenever the term "wall" is mentioned, it means a single 1-square-long line segment.

Unlike a square of blocking terrain that can be considered adjacent at a diagonal intersection, a wall isn't considered adjacent to a character or square unless it's along the edge of that square. Similarly, effects that check for terrain "within X squares" or close variations won't include walls that touch one of the identified squares only at a corner.

They are only included if they are along the edge of such a square. See Figure 11.

A single square has a maximum of 4 adjacent walls.

MARKERS

Markers are items placed on the map to mark an effect happening in a single square. Markers can't be placed in blocking terrain, though there are two markers with special rules that are exceptions (listed below). Markers have no effect on walls.

Markers in general have no special rules beyond the above and what the effect that creates them says. Often, markers do involve terrain and change a square into the specified terrain.

CLEAR MARKERS

A "clear marker" makes the square it's placed in into a clear square and can be placed on blocking terrain.

DEBRIS MARKERS

A "debris marker" makes the square it's placed in into hindering terrain and can be placed on blocking terrain. It is considered a hindering marker for all effects.

A debris marker represents the rubble left behind by the destruction of blocking terrain.

DESTROYING BLOCKING TERRAIN

A HeroClix character has the inherent ability to destroy objects and blocking terrain. (See p. 21 for Inherent Abilities.)

CLOSE Destroy Action — **CLOSE:** If this character's damage value is 3 or more, destroy an adjacent piece of blocking terrain or KO an object in this square or an adjacent square. (This isn't an attack.)

Anytime a square of blocking terrain is destroyed (regardless of how it was destroyed), place a debris marker in that square. If the debris marker is later removed, the square of blocking terrain is still considered destroyed.

DESTROYING WALLS

A wall can be destroyed with the same **CLOSE Destroy** and **Actions**, though there are a few additional rules.

When using **CLOSE Destroy** Actions, note that you can only destroy walls along the edge of the square the character occupies.

When a wall is destroyed, place debris markers in the two squares along its edge, unless those squares are blocking terrain. A destroyed wall no longer prevents adjacency, blocks line of fire, or prevents movement. If both debris markers are removed or covered with another marker, the wall is still considered destroyed.

INTERSECTIONS

In HeroClix, because the map is composed of a grid of squares, you often move diagonally through an intersection between 4 map squares. You may also draw lines of fire that pass directly through these intersections if your line of fire is a perfect diagonal.

MOVEMENT THROUGH AN INTERSECTION

Moving through an intersection requires you to consider the terrain of the two squares to either side of the point you are trying to move through (including walls along the edges of those squares that also touch the intersection). Your character is considered to move through the "side" of the intersection with the less restrictive terrain. If the less restrictive side is hindering for movement purposes, the

character immediately stops moving (because it moved through hindering terrain) after moving through that intersection, even if that next square is clear. If both sides are terrain the character can't move through, then it can't move through that intersection. See Figure 14.

If characters occupy the two squares on the sides of an intersection, a character can move through that intersection if it otherwise could (i.e., if one of the characters is opposing, it must have broken away).

LINE OF FIRE ACROSS AN INTERSECTION

Drawing a line of fire through an intersection also requires you to consider which side of the intersection is least restrictive. If that side is hindering for line of fire purposes, then the line of fire is hindered. If both sides would block line of fire, then the line of fire is blocked.

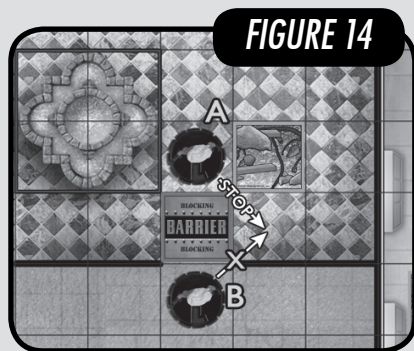


FIGURE 14

PART 10: OBJECTS

Objects represent items characters might find on a battlefield. Objects can be placed, picked up, held, and put down. Multiple objects may be in the same square.

Note that objects "are in" squares, but don't "occupy" them; only characters do. There is no "order" to objects in a square. None are on top or beneath, unlike terrain markers.

Objects without special effects are called standard objects. Special objects have special abilities listed on their card. (See p. 24 for Special Objects.)

OBJECTS IN YOUR FORCE

Your starting force may include up to three objects. They can be any mix of standard or special objects. Standard objects have a point value of 0 points. Objects you include in your starting force (or more rarely, bring in from outside the game) are considered friendly to your force.

DESTROYING OBJECTS

Objects can be KO'd using CLOSE Destroy Actions, similar to destroying a square of blocking terrain. Note that you do not place debris markers when KO'ing an object.

KO'ing an object in the square a character occupies does not affect the character in any way. Note that you can't normally KO objects that are being held.

PICKING UP OBJECTS

All characters have the inherent ability to pick up an object. Anytime an object is picked up, it becomes held.

Object Pick Up

Once per move, this character may either pick up one object (holding it) or put down one held object, in a square it moves through or is adjacent to.

You can move 0 squares but still pick up an object from that square or an adjacent one, and the same goes for putting down an object.

A character may pick up or put down an object in a square it occupies or a square occupied by another character.

HOLDING AN OBJECT

A character can hold only one object at a time. When an object is held by a character, it is considered off the map and only can be affected by effects that specify held objects. It is not in the square the character occupies and it is not adjacent to the character holding it.

While there's no set way to display a held object, you need to be sure that your opponent is clear on whether your character is holding an object or occupying a square with one in it.

If a character holding an object is KO'd, the character immediately puts down the object into the square it occupies.

USING OBJECTS AS WEAPONS

A character can use an object to either bash someone close by or throw at an opponent, in both cases breaking the object. Two more inherent abilities allow any character to do this.

CLOSE Object Action — CLOSE: If this character is holding an object, make a close attack targeting a single character and modify damage +1. Immediately after the attack resolves, KO the object.

RANGE Object Action — RANGE: Minimum range value 6. If this character is holding an object, make a range attack targeting a single character that deals 2 damage instead of normal damage. Immediately after the attack resolves, KO the object.

These two actions are known as the “object actions.” Effects looking for an “object attack” identify when a character makes an attack using either of these actions.

Note that these abilities only allow a character to use an object in an attack if it can be given either a CLOSE or RANGE to activate one of the object actions, not anytime it makes an attack during other actions or special triggered effects.

You may continue to hold the object as long as you want, and may be given other kinds of CLOSE or RANGE actions while you are holding it.

PART 11: POWERS

Characters have powers and abilities that let them activate or trigger effects, and/or contain passive effects. Most powers and abilities are explained on the PAC. In this section, we focus on powers.

Powers are “lost” (and can’t be used) if they aren’t visible through the slot of the combat dial. (See p. 22 for Can’t Use.)

Powers must be visible on a character’s dial when an effect would trigger. If the power is visible after turning the dial, the effect (usually related to damage) does not trigger. For example, a power that says “When this character takes damage, remove an action token from it” would NOT trigger if the character does not have that power and then takes damage and turns to a click with that power.

STANDARD POWERS

Standard powers have a corresponding colored square printed on a combat dial and are of the same combat type (speed, attack, defense, or damage) as the combat value

they surround. Standard powers are explained on the PAC. Standard powers may be granted by name through other powers and abilities, and in that case there is no corresponding colored square.

A pink colored square visible in the speed slot of a character’s combat dial, when looked up on the PAC, means the character can use the standard power Sidestep. If you see a black-bordered white square instead, it means the character has a speed special power. Checking the character’s card, the speed symbol special power says “Charge. Flurry.” The character can use both of these standard powers, which you can find on the PAC.

SPECIAL POWERS

Special powers have a corresponding black-bordered white square and are of the same combat type as the combat value they surround. Special powers are explained on HeroClix cards, next to a symbol of that combat type.

Many special powers alter the way in which a standard power works. They only alter the standard power by those specified effects, and all other parts of the standard power are unchanged.

PART 12: ABILITIES

TYPES OF ABILITIES

Abilities can be granted through many different effects. Some are granted by symbols a game element has printed on its base. Abilities include any game text on a HeroClix card that isn’t a power (i.e., doesn’t have a corresponding square on the dial).

There are 5 types of abilities:

- Trait abilities
- Improved abilities
- Team abilities
- Keyphrase abilities
- Inherent abilities

Any ability that does not fall into one of the categories above is assumed to be a trait ability.

TRAIT ABILITIES

Trait abilities (often shortened to “traits”) are indicated by a star symbol (☆) on the base. They are explained near the beginning of a HeroClix card, next to that symbol. They are “always on,” though they often only apply to certain situations.

IMPROVED ABILITIES

Improved abilities help a character move or target more easily and are indicated by an Improved symbol (✚) on the base, and the specific type is listed on a HeroClix card just below the character portrait. They are explained on the PAC. Improved Movement (⚡) is followed by other symbols that correspond to the specific improvement the character has.

TEAM ABILITIES

Team abilities are associated with a particular group and are indicated by a specific team symbol on the base. They are explained on the “team abilities card” (TAC) for that specific universe, which can be printed out at HeroClix.com/rules.

KEYPHRASE ABILITIES

Keyphrase abilities (often shortened to “keyphrases”) may be indicated by certain symbols on the base, but they may also be granted by other powers and abilities. They are explained on the PAC. The first letter of each word in a keyphrase (and sometimes the whole word or phrase) will be capitalized.

The list on the PAC notes the combat symbols, if any, that grant that keyphrase. Some keyphrases are listed with “X” in their name, and that keyphrase can be found with different variations of X as a whole number (usually 0, 1, 2, or 3).

INHERENT ABILITIES

Inherent abilities are not indicated or granted by anything. They are abilities characters can always use and are explained on the PAC. These abilities are always available unless an effect says you “can’t use” either them, or the actions or instructions they consist of.

PART 13: POWER AND ABILITY USE AND DURATIONS

USING POWERS AND ABILITIES

A character uses a power or ability when any of the following occur:

- Activating an action (including at no cost)
- As part of an optional triggered effect, choosing to do it (usually written as “you may”)
- Applying a triggered or passive effect that’s non-optional (including reducing damage)

Even if an effect is worded to say “you,” it’s always the character with that power or ability that’s the one “using” it, not the player.

“CAN USE”

A character “can use” a specific power or ability if it is visible through their combat dial slot (powers) or available through a symbol printed on their base (abilities). Inherent abilities, and special powers and trait abilities on a HeroClix card, may also grant the use of powers or abilities that a character “can use.”

If a special power lists a restriction on using a standard power, you only “can use” that standard power if you meet the restriction. Similarly, some effects allow a character to choose a standard power (or more rarely, ability) to use from among several choices. The chosen power or ability is not something the character “can use” until it’s chosen.

This includes powers that say “Outwit or Perplex” or similar. You only “can use” one of the powers once you’ve chosen it during your turn.

DURATIONS

Some effects persist even after an action or triggered effect has resolved. The length of time these effects last is called a duration. Durations “expire” when the condition for ending them is met. Durations may also be temporarily “suspended.” Durations can be identified in the following ways:

- Any effect that says “until” is setting up a duration. “Until your next turn” and other turn-duration effects are common, but “until this character clears action tokens,” or “until this character moves,” or “until you activate this power again,” or many other durations are possible. “Until” is the primary, and by far most common, means to indicate a duration.
- “this turn” is a shorthand phrase that means “until the end of this turn.”
- “for the rest of the game” or “this game” is a duration that means “until the end of the current game” (and is assumed to include the phrase “even if lost”).
- “as long as” is a conditional duration that means “until a specific thing changes.”

For example, a duration that lasts “as long as this character is on the map” means it lasts “until this character leaves the map.”

Any triggered effect that triggers off an attack or move (when this character attacks, when this character hits, etc.) is assumed to have a duration that expires when the attack or move resolves unless otherwise noted. Similarly, any triggered effect that triggers off an action (when this character is given an action, etc.) or any effect granted by the action (a list of Improved abilities at its beginning, etc.) is assumed to have a duration that expires when the action resolves unless otherwise noted.

An effect that says “When this character makes a close attack, modify damage +1” expires at the end of the first attack, even if it doesn’t explicitly say “for this attack.” If the character attacks again, that effect may apply again, but the first instance has expired, so it only gets +1, not +2.

CAN’T USE



An effect that “can’t be used” happens when an effect uses the term “can’t.” Usually this is written as “can’t use,” but “can’t be given a POWER action,” or “can’t move,” etc., are also “can’t use” effects. They prevent your character from using some power or abilities (or the actions or instructions they contain).

If a power or ability “can’t be used,” a character can’t use that power or ability in any form, whether it’s displayed on the combat dial, and/or granted by symbols or other game text. If a standard power is chosen, you “can’t use” it as part of a special power. A power or ability usually “can’t be used” temporarily and the character may later regain use of that power or ability.

PART 14: POWER AND ABILITY CONCEPTS AND TERMS

In this section we cover some important concepts related to powers and abilities and several game terms found within them.

If a power or ability contains multiple actions and/or multiple special triggered effects, and it’s unclear where one effect would end and another completely separate effect would begin, double slashes (//) are used to separate them.

A character can use standard Super Senses through its combat dial and is also equipped with an object with an ability that grants “Super Senses, but succeeds on a  .

 When that character would be hit by an attack, its controller can only choose one Super Senses to trigger and then resolve. It does not get to roll for both Super Senses, unless the effect said “This character may use this in addition to other Super Senses.”

If a character triggers the same standard power (or rarely, ability) more than once simultaneously, its controller chooses which version triggers and the rest do not.

If a character applies the same passive standard power (or rarely, ability) more than once simultaneously, its controller chooses which version applies and the rest do not.

A character can use three versions of standard power Empower. It may only apply one version (including any special effects associated with that specific version) to an adjacent friendly character.

NAMED TOKENS

Some effects instruct you to give a character a “named” token. These are not the same as action tokens. When a character is given a “named” token, it is by default placed on its HeroClix card. When one is removed, by default it is removed from the same card.

“Named” tokens are always specific to a character, even if other tokens in the game share the same name. If more than one character gives the same “named” token, you are required to track which “named” tokens were given by which.

A character has “FREE: Give an adjacent opposing character a Marked token. // When attacking a character with a Marked token, modify attack +1 for each Marked token it has.” If two of that same character each placed a Marked token on the same target, each would only modify its attack by +1 when attacking that character.

The target may have two Marked tokens, but each one was given by a different character and is tracked separately by those characters.

GENERATE

Some effects allow you to bring a specific game element from “outside the game” into the game. When such an effect instructs you to do so, it uses the term generate. When something is generated, the effect and/or card specifies exactly what is being generated.

By default, a generated game element is placed adjacent to the game element whose effect brought it into the game. Such an effect may also specify where on the map to place it.

Like “named” tokens, generated game elements are always specific to the game element whose effect brought them into the game, even if the generated game elements share the same name. If more than one character generates the same game element, you are required to track which game elements were generated by which.

The keyphrase [MAX X] limits the number of a character’s generated game elements that can be on the map.

NAMES

Some effects look for a character’s name, as written on its base and character card. When an effect looks for a character’s name, the name (excluding anything in parentheses) must match exactly to the name the effect is looking for. Character names are not case-sensitive.

REPLACING CHARACTERS

Certain effects allow a character (“replaced” character) on your force to be replaced with one or more characters (“replacement” character) from your Sideline. These effects always use the word “replace.” When creating your Sideline, you identify these replacement characters for a specific replacement effect, and they can’t be referenced or used by other effects.

When an effect causes a character to be replaced:

- If the replaced character had action tokens, each replacement character is assigned that same number of action tokens. If the replacement effect caused an action token to be given, the replacement character is considered to have received the action token.
- If the replaced character was given a costed action this turn, then the replacement character is considered to have already been given a costed action this turn.
- Only the above two effects “carry over”. No other effects of any kind that applied to the replaced character start applying to the replacement character.
- Replacement characters begin on the same click number as the replaced character by default.
- The replacement character must occupy at least one square that was occupied by the replaced character.
- Any objects held by the replaced character are put down in one of the squares it occupied.
- A replacement character can’t have the same name, same set symbol, and same collector number as the replaced character

- Characters that begin the game on your starting force may later join your Sideline and then may become replacement characters themselves.

A character’s Perplex modifies another character’s damage +1. The other character is replaced. The modifier would not apply to the replacement character.

Victory Points: When one or more characters replace a character, and all of that character’s replacement characters are KO’d, score victory points equal to the point value of the replaced character, unless the total point value of the KO’d replacement character(s) is higher.

Character A is 50 points. It is replaced by character B that is 45 points. If B is KO’d, 50 victory points are scored because A had the higher point value.

Character A is 50 points. It is replaced by characters B and C that are 30 points each. If both B and C are KO’d, 60 victory points are scored. If only character B is KO’d, only 30 victory points are scored since both replacement characters were not KO’d.

PART 15: KEYWORDS

KEYWORDS

Keywords are special descriptors that help categorize a character and may allow a character to synergize with other similarly keyworded characters. Keywords are located on a character’s card, under the character’s name. A keyword can either be generic or named. Generic keywords appear on the character card in italics. Any keyword that is not generic is a named keyword.


If a character gains or loses a keyword, it does so for the rest of the game, even if that effect is later lost.

PART 16: ADDITIONAL GAME ELEMENTS

Additional game elements have point values that count when added to your starting force.

- **Special Objects** — objects that exist on the map that have special effects
- **Equipment** — add special effects to a character by equipping an object (or even a character) to them
- **Special Terrain** — a type of terrain that can permanently overlay and replace terrain on the map and has special effects

SPECIAL OBJECTS

Special objects are marked with the  symbol and have additional special text. A player chooses to add them to their starting force, but unless otherwise specified, a character on any force can interact with them normally (pick them up, put them down, use them in object attacks, etc.).

Special objects have a point value of 1 or more points, and your opponent scores them when they are KO'd. Special objects are all "Unique" (though they do not have a silver ring) — you can't add more than one with the same name to your starting force. When placing objects at the start of the game, special objects must be placed 5 or more squares away from any player's starting area.

There is one keyphrase associated with special objects.

Indestructible - This object can only be KO'd by using it in an object attack or by its own effect.

EQUIPMENT

Equipment is an additional game element (usually a special object) that can be equipped to a character. When you equip equipment to a character, that character becomes an "equipped character." The rules for equipment apply the same to all types unless otherwise noted.

The key rules of equipment are:

- When you equip something, you place it on the equipped character's card (off the map) and that character can use the EFFECT ability as listed.
- A character can only have one game element equipped to it at a time.
- When an equipped character is KO'd, replaced, or is equipped again, the currently equipped item becomes unequipped.

Equipment has some special keyphrases that relate to equipping and unequipping them, though some effects may also directly instruct you to equip or unequip.

Equip (Friendly) - A friendly character in this square or holding this object has "POWER: Equip this object."

Equip (Any) - Any character in this square or holding this object has "POWER: Equip this object."

Unequip (KO) - When unequipped, KO this object.

Unequip (Drop) - When unequipped, place this object in the previously equipped character's square.

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 Arbitr 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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