



WONDER WOMAN

80TH ANNIVERSARY

HEROCLIX



CORE RULE BOOK

BECOME A HEROCLIX MASTERMIND

You're a mastermind directing a team of super powered heroes and villains!

You picked your favorites, and you're ready to have epic battles against other masterminds!

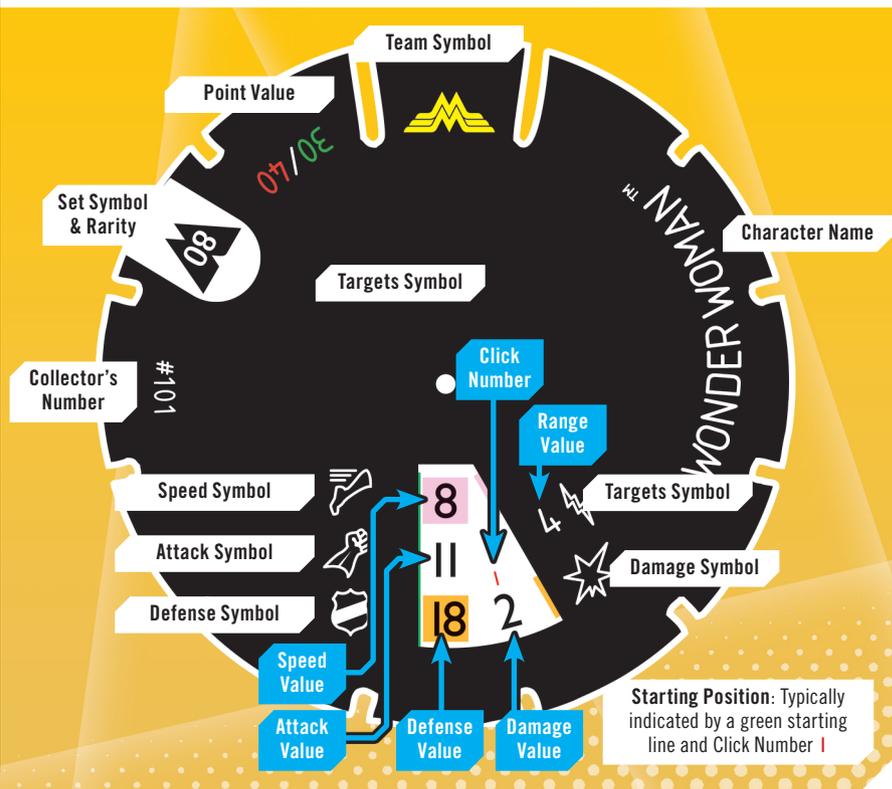
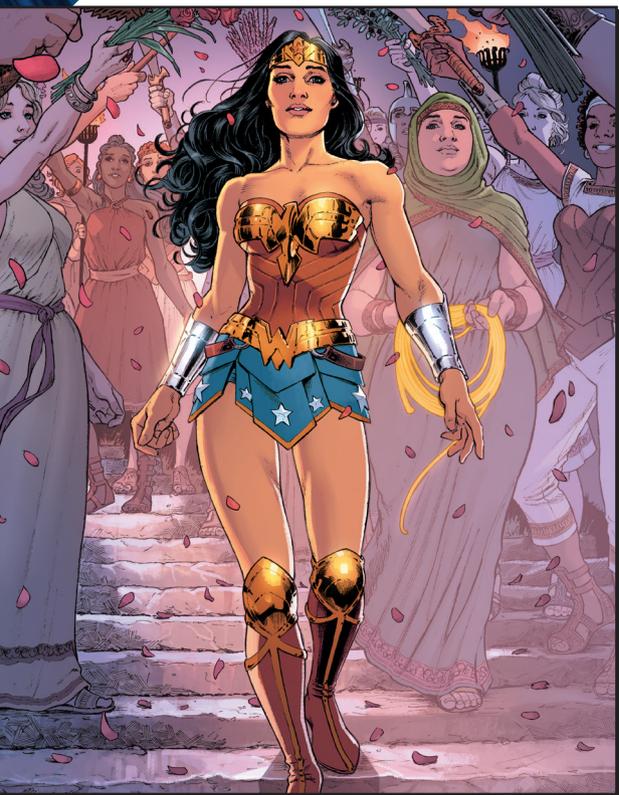
These rules explain everything you need to know to play HeroClix. Use your force of characters, their equipment, and potential battlefields to **KO** the opposition!

After learning the ropes with the figures in Wonder Woman Battlegrounds, you can start building your collection of characters with HeroClix Booster Packs. Trade to build the strongest force or collect all your favorites!

Build a team, play with your friends, and show off your favorites on the HeroClix tabletop!



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BASIC CONCEPTS

HOW TO WIN

In HeroClix, your characters will move around the map and attack your opponent's characters.

The player who eliminates their opponent's force leaving them with no characters on the field is the winner!

CHARACTERS

Your HeroClix characters are your most important game pieces in HeroClix. They feature a cool sculpt, a Combat Dial™, and a matching card.

FORCE

Your force is all the game elements you're playing with. This might just be characters, but also includes objects and special items (don't worry about those yet). Your Starting Force is

what you start the game with, and your Current Force is everything you're still playing the game with that hasn't been **KO'd** yet.

THE BASE

Each character's base has game play information printed on it, as well as information about its collectability.

COMBAT DIAL™

The Combat Dial System features a rotating disk inside the figure's base. By rotating the bottom of the base relative to the top, the window changes what section of the dial you're able to see at once. Each portion of the dial you're able to see at once is called a Click. As characters are closer to being **KO'd**, they may be weakened or use different abilities.

With HeroClix, you get to keep most of your figure's stats in one place without a reference guide. Some information is only on their

character card. This is part of what makes a game with such strategic depth easier to learn. If you're used to using a card as a reference from other games that's okay too — lots of the information from the dial is duplicated on the character card.

STANDARD POWERS

There are colors around some Combat Values on your combat dial, these are Standard Powers.

The Powers and Abilities Card (PAC for short) describes each one by matching the slot and color to get a specific power. You can then read what it does. For example, **red** in the speed slot (👉) is **Flurry** (🔴). Look it up on the PAC. Mary Shazam in this box has Flurry.

More on these later.



POINT VALUE

The point value of a character or other game element is the number of points it costs to add to your Starting Force. The point value is listed on a character's base, usually in white. Some characters will let you choose their point value, with two numbers separated by a slash. If so, there is a starting line for each.

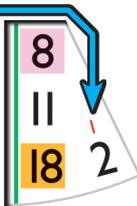
COMBAT VALUES

A character has five combat values. Four of the values are shown in the window. The four values have the matching Combat Symbol printed next to them, outside of the window. They are speed (🏃), attack (👊), defense (🛡️), and damage (💣). These values can change as your character takes damage or is healed.

The fifth combat value is range and it doesn't change so we print it on the character's base next to one or more 📏 symbols. Some characters have different Combat Symbols than those shown here, but are explained on the Powers and Abilities Card.

CLICK NUMBER

The Click Number is the tiny red number showing in the window. It helps make sure a character is always on the correct click before or after turning the dial. It isn't a combat value.

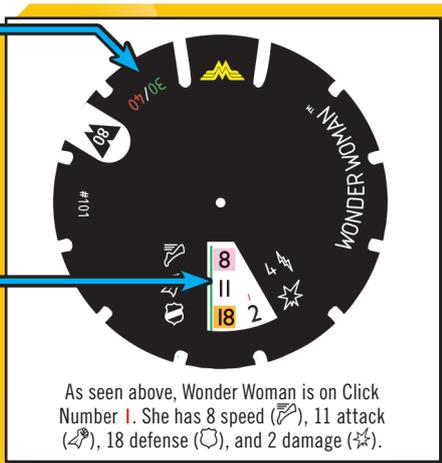


CLICKING

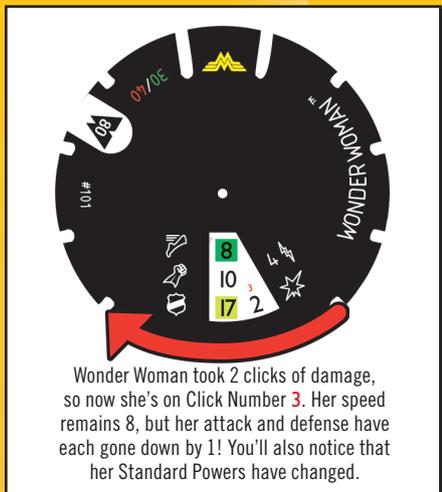
A single position on the combat dial is a click. A regular dial has 12.

Turning a dial in either direction is called "clicking" the dial. When a character takes damage, that character's owner clicks the character's combat dial once for each 1 damage taken, in the direction of increasing Click Numbers. Healing goes the opposite direction.

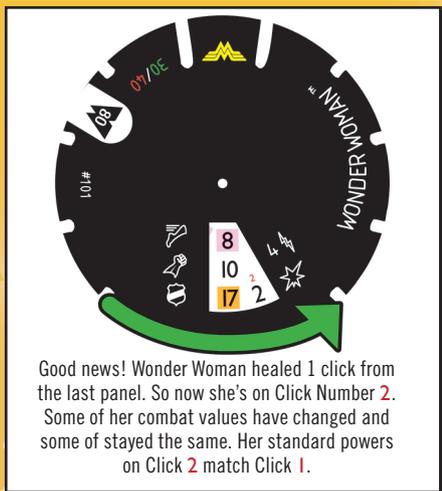
An instruction to "click" the dial is assumed to mean in the direction of increasing Click Numbers.



As seen above, Wonder Woman is on Click Number 1. She has 8 speed (🏃), 11 attack (👊), 18 defense (🛡️), and 2 damage (💣).



Wonder Woman took 2 clicks of damage, so now she's on Click Number 3. Her speed remains 8, but her attack and defense have each gone down by 1! You'll also notice that her Standard Powers have changed.



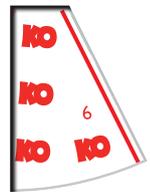
Good news! Wonder Woman healed 1 click from the last panel. So now she's on Click Number 2. Some of her combat values have changed and some of stayed the same. Her standard powers on Click 2 match Click 1.

STARTING LINES

Characters start on Click Number 1 and usually have a green starting line.

KO CLICKS

Characters are **KO'd** when their dial is clicked to reveal "KO" instead of numbers. Any click that only shows "KO" is a **KO Click**.



CHARACTER CARDS

HeroClix characters come with a character card. The character card tells you things in words that wouldn't fit onto the base and Combat Dial like what their special powers do or what keywords they have.



SUCCESS AND FAILURE

Some effects will cause you to roll a d6, and will note what happens for possible results. The range of success results (EXAMPLE: 🎲-🎲) and what the benefit to succeeding is. All other results are considered failures. When you roll a d6 in HeroClix, an unmodified roll of 1 is always a Failure and a roll of 6 is always a Success.

ACTION TOKENS

When a character takes an action, they receive an action token after resolving all the effects of that action.

You can denote this however you like. Many players place a cardboard token or poker chip underneath the character's dial. Characters can't have more than two action tokens.



At the end of your turn, if a character didn't receive any action tokens this turn, clear all action tokens from them at the end of your turn.

HEROCLIX PLAY AREAS

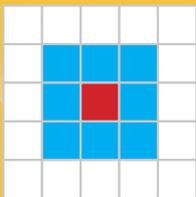
HeroClix characters can be in a few different places.

The Map: This is the most important place in a HeroClix game. It's where the action is! Each Player begins in a different purple starting area (more on those later).

KO Area: When a character is **KO'd** they go here. Your **KO** Area should be next to the map.

ADJACENCY

Squares that touch each other are adjacent to one another. Game pieces are adjacent to one another if they're in adjacent squares on the map.



In this example, the blue and red squares are adjacent to each other. The blue and white squares are adjacent to each other. The red and white squares are NOT adjacent to each other.

FRIENDLY AND OPPOSING

Characters on your team are friendly to one another (including themselves). Your opponent's characters are opposing to yours.



COMPONENT OVERVIEW

These components are included in **DC HeroClix: Wonder Woman 80th Anniversary Battlegrounds**.

10 HEROCLIX CHARACTERS

Heroes and villains on combat dials are your most important game pieces in HeroClix.



20 CHARACTER CARDS

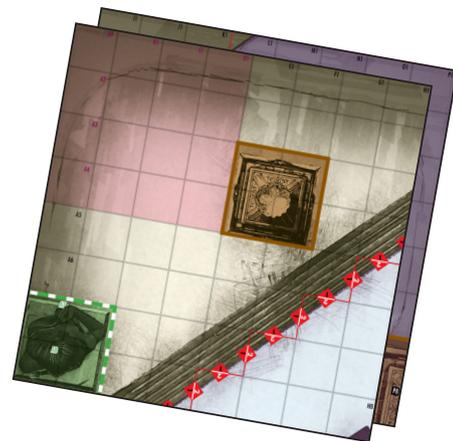
10 character cards show basic dials for each of these characters that are great for beginners (Clicks 1-5).

10 character cards show more advanced dials for these same characters that are great for players with a few games of experience (Clicks 7-11).



2 WONDER WOMAN DICE

Two d6 with the Wonder Woman logo in place of the 6.



6 MAP TILES

Instead of a paper map, these six double-sided map tiles will be used to build the map for scenarios.



18 OBJECT AND TERRAIN TOKENS

These tokens will be used with certain Standard Powers and for objects.



8 SCENARIO CARDS

Each of these cards is used to give special rules for scenario play. One side lets you know the flavor of the scenario, which map to use, and which characters. The other side shows how to win.

THE HEROES

WONDER WOMAN

Princess Diana of Themyscira fights for peace in Man's World.

Wonder Woman is a great attacker but hard to **KO**. She's well-rounded and great on any team.



WONDER GIRL

The latest young woman to bear the name Wonder Girl, Cassie Sandsmark has seen more than her share of heartache on the road to heroism.

Wonder Girl is a master combatant who can help her allies land and avoid attacks. Having been both a leader and a sidekick, she's always a team player.



DONNA TROY

With the help of her friends and her mentor, Diana, she came to stand tall as a representative of the Amazonian ideal—a strong, compassionate and inspirational leader who worked tirelessly to save the world any way she could.

Donna Troy is one of the toughest characters around, and she does a great job of moving into position for strong attacks.



MISS MARTIAN

M'gann M'orzz is naturally a White Martian, but hides her true appearance to gain acceptance from the regular people she uses her powers to help.

Miss Martian is able to fly and disrupt the powers of others. Whether she uses her abilities to defend her allies or disable enemies is up to you!



MARY SHAZAM

Mary wasn't sure if she could access the powers of Shazam like the rest of her family, but upon uttering the magic word "SHAZAM!" she discovered amazing powers!

Mary Shazam can hit hard even when faced with multiple opponents. With a little help from her allies she's a totally devastating attacker with great mobility.



THE VILLAINS

THE CHEETAH

Alternately enemy and ally to Wonder Woman, the Cheetah forever seeks a balance between her human and animal natures.

The Cheetah does a great job of moving into position and striking! She's not easy to hit either, giving her real staying power.



CIRCE

Circe is a powerful immortal witch and long-time enemy to all Amazons.

Circe is challenging to hit and does a great job of punishing the characters she hits.



MEDUSA

Cursed, divinely empowered, and a deadly foe - Medusa is NOT to be underestimated!

Medusa's poison can wear down her foes, preparing them to suffer from deadly attacks from her or her allies!



STAR SAPPHIRE

Businesswoman, pilot, and member of the Star Sapphire Corps - Carol Ferris isn't easily categorized.

Star Sapphire does an impressive job of repelling ranged attacks and will provide excellent support to her allies.



SILVER SWAN

After a tragic accident, Wonder Woman's best friend would turn into one of her greatest enemies: Silver Swan!

Silver Swan can fly around the map and hit hard. Her best defense is her incredible offense!



Setting Up Scenario A: Training Interrupted!

The hero player plays Wonder Woman and Wonder Girl at 30 points each.



Hero **KO** Area

You and your opponent each roll 2d6 to determine the starting turn order.

You rolled 3+3. Added to your initiative bonus of 2, your total result is 8.

Your opponent rolled 2+3. Added to their initiative bonus of 2, their total result is 5.



Normally you'd pick the map since you have the higher total, but the Scenario says to use Paradise Island. Your opponent will pick their starting area and place their figures first, and you'll take the first turn of the game.

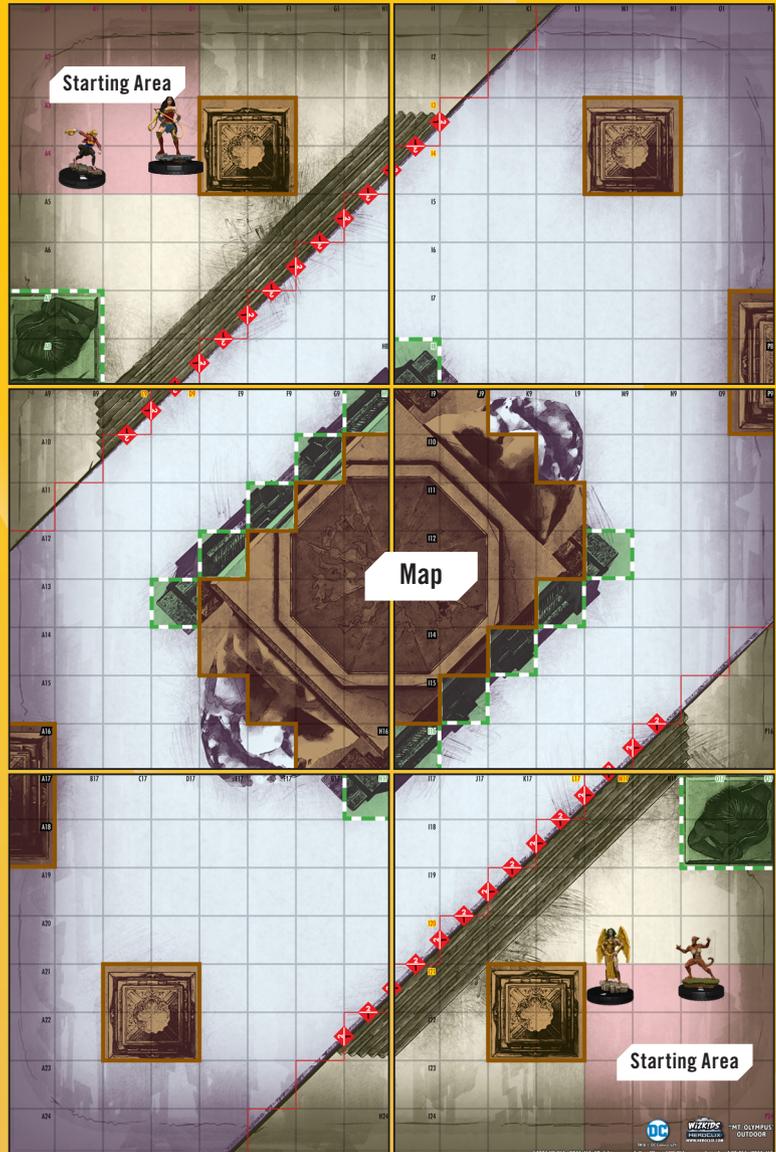
Scenario Card A



The villain player plays The Cheetah and Medusa at 30 points each.



Villain **KO** Area



Starting Area

DC WIZARDS OF THE COAST THE OLYMPUS OUTDOOR

OVERVIEW OF PLAY

Each player takes one turn at a time. Each turn is divided into four phases.

PHASE 1: BEGINNING OF TURN

Some effects will trigger automatically at this time, using wording like: “At the beginning of your turn” or “At the beginning of each turn.”

PHASE 2: ACTION PHASE

Take up to 3 **actions** and any number of **free actions**.

Actions: Your character will get an Action token after they perform the action. Characters who already have received an Action token this turn can't do anything that would give them another Action token. There are two kinds of actions. Basic Actions (**Move**, **Attack**, **Destroy**) and some Standard Powers. If you'd take an action within another action you don't get an additional action token. For example, attacking during a Standard Power won't give you an additional action token.

Free Actions: Free Actions don't incur an action token. A character can't use the same free action twice in a turn. A character can use more than one different free action during a turn. Examples of a Free Action would be the Standard Power **Outwit** or **Sidestep**.

PHASE 3: END OF TURN

Some effects will trigger (or stop) automatically at this time, using wording like: “At the end of your turn,” “At the end of each turn,” or “Until the end of your turn.”

PHASE 4: CLEAR PHASE

Remove all action tokens from all characters on your force that did not receive an action token this turn. This is called Clearing. Characters that had no action tokens removed in this way didn't Clear.

MOVING

A character moves one square at a time.

A character may move into any of the squares adjacent to their current square. A character may move diagonally.

Taking a move action: A character may move a distance up to their speed value. This is printed on their dial, noted by the 🦋 or 🦅 icon.

Using a power: A character's powers may let them move, make sure you check if they modify your speed value.

OTHER CHARACTERS

Two characters cannot occupy the same square.

If a character enters a square adjacent to an opposing character, your movement stops. They won't let your character pass so easily!

Your characters can move through squares with friendly characters, but they may not stop in those squares.

BREAKING AWAY

If your character is adjacent to one or more opposing characters, your character must try to Break Away to begin moving. If your character succeeds in breaking away, they break away from ALL opposing characters.

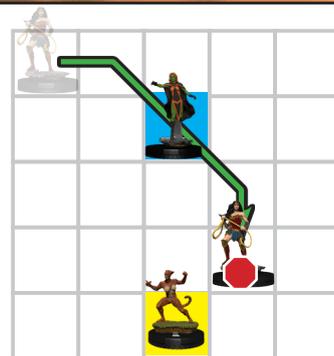
Roll 1d6.

🎲-🎲: Success — Your characters Breaks Away and may move normally without having to roll to Break Away from the same characters again for the remainder of this action.

When you fail to Break Away: Your character does not move. If they would receive an action token for this move, they still do (even though they're not moving).

PLACING

Placing is when you take a game element on the map and place it in another square on the map. Placing characters isn't a move for other effects.



Wonder Woman moves. She passes through the square occupied by friendly character Miss Martian. She continues moving until she is adjacent to opposing character The Cheetah. She must stop her movement at that square. This is a complete action, so Wonder Woman gets an Action Token.



Wonder Woman tries to break away. You roll 1d6...

Oh no! You rolled 🎲. Wonder Woman cannot move out of this square and gets a second Action Token, the maximum amount.



On a later turn, Wonder Woman's Action Tokens are cleared. She tries to break away from Cheetah again. You roll 1d6...



Hooraay! You rolled 🎲! Wonder Woman can now move freely through the squares adjacent to The Cheetah.

COMBAT

Combat is critical to most superhero encounters and HeroClix is no different! All attacks have the same key elements.

CLOSE ATTACKS

Close attacks are melee attacks, like punching, kicking, and clawing.

Your character will attack a character in an adjacent square. Characters with 0 range can only make Close Attacks. A Close Attack is a kind of basic CLOSE Action.

RANGE ATTACKS

Range attacks are attacks from a distance, like beams, boomerangs, or arrows.

Characters that have a range greater than 0 can make range attacks. A character's range value is printed on their base, not in the window. Characters making a range attack can attack characters with range and line of fire.

Determine a character's range by starting with a count of 0 in the square the character occupies and counting outward in all directions, including diagonal. A Range Attack is a kind of basic RANGE Action.

LINE OF FIRE

Your character must see a target to attack them. This is what Line of Fire is all about.

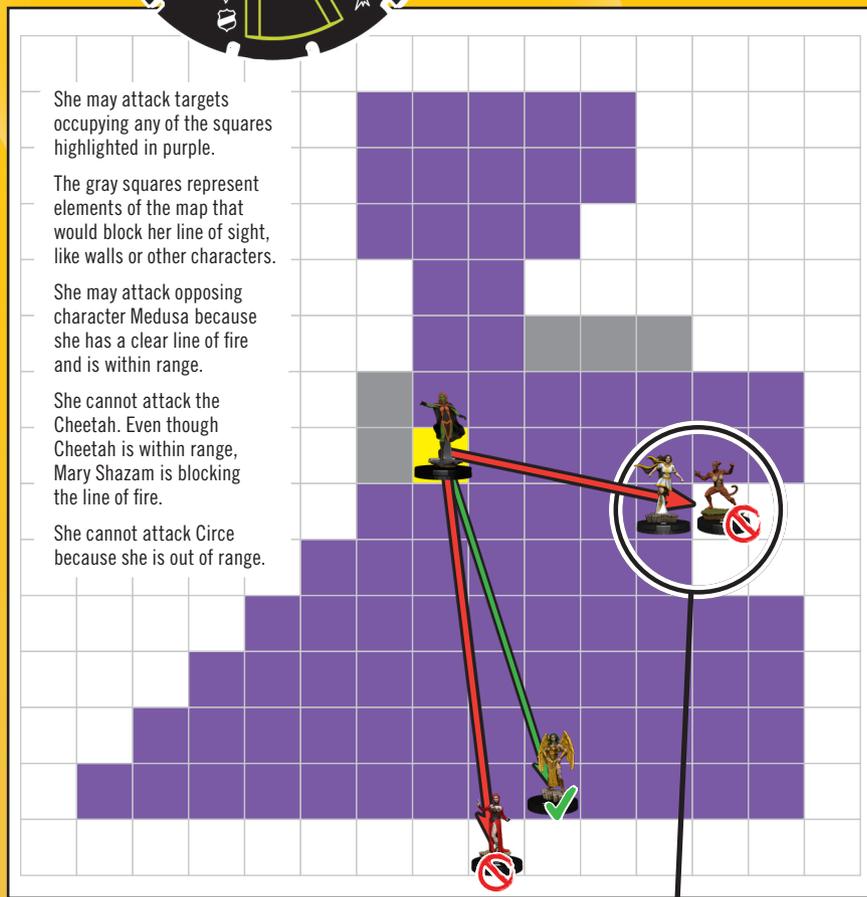
To determine if a square is within a character's line of fire, draw an imaginary line from the center of the character's square to the center of the square you are targeting.

Line of fire is blocked if it intersects:

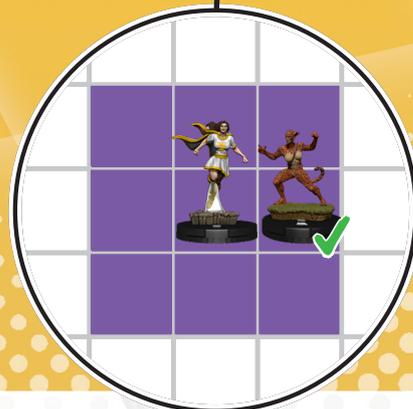
- ▶▶ A square occupied by a character not occupying one of the two squares you're drawing between
- ▶▶ Blocking terrain
- ▶▶ Terrain of a different elevation

If a character needed to, they could draw a line of fire to themselves.

Miss Martian (center) has Range 6, so she can make range attacks.



Mary Shazam has Range 0, so she can only make close attacks. She may attack targets occupying any of the squares highlighted in purple. She may attack The Cheetah because she is in an adjacent square.





ATTACKING

STEP 1: COUNT BOLTS

Every character has a number of ⚡ next to the range value. This is how many characters they may target at once with their attack. A character with multiple bolts is able to use an attack like a lightning storm or an enormous roundhouse kick.

STEP 2: DETERMINE TARGETS

Every attack must have at least one target. Some attacks can have multiple targets, but the same attack can't target a character more than once. Every target must be within line of fire and within range or adjacent. Choose targets now, up to 1 for each ⚡ next to the character's range value.

STEP 3: DETERMINE HITS

1. Roll 2d6
2. Add it to your character's attack (⚡) value
3. Compare that total to your targeted character's defense (🛡️) value.
 - ➡️ If the attack total is equal or higher, the attack succeeds. The target is "hit."
 - ➡️ If the attack total is lower, the attack fails. The target was "missed."

An attack with multiple targets can be both a hit and a miss at the same time for different targets.

Rolling 🎲🎲 is a **critical hit**, explained in step 4. The target(s) of the attack becomes hit and can't evade with another effect.

Rolling 🎲🎲, 🎲🎲, 🎲🎲, 🎲🎲, or 🎲🎲 causes **knockback** if that attack is a hit.

Rolling 🎲🎲 is a **critical miss**. The attack misses, and the attacker immediately takes 1 unavoidable damage.

Once all effects have been applied and hits and misses are finalized, proceed with the turn.

STEP 4: DEALING DAMAGE

Your character will deal damage equal to its damage value to hit characters.

If more than one character is hit, choose how that damage is split up.

A critical hit adds 1 damage dealt to each character that would be dealt at least 1 damage.

Your opponent's characters may have powers that reduce their damage.

Your character may have powers to increase or alter the damage.

Once the damage is finalized, the hit characters take damage by clicking the appropriate number of clicks.

Check for **KOs**.

STEP 5: KNOCKBACK SEQUENCE

Characters are sometimes knocked back by an especially hard-hitting attack.

When a character is knocked back, the attacking player places them up to 3 squares away from the character that hit them.

If something would block a knocked back character they aren't knocked back any further.

Knock back a character when:

- ➡️ Your character has the **KNOCKBACK** keyphrase as part of a power.
- ➡️ You roll doubles on your 2d6 attack roll.

Your attack is done resolving!

Wonder Woman is sparring against some training dummies. She is at Click Number 1 with these stats.



Her range is 0, so she may only make a close attack. She has one $\frac{1}{2}$, so she can pick one of the eligible targets. She picks the dummy on the right. It has Defense 15.

You roll 2d6 for this attack. Let's look at the possible outcomes of this roll: a critical miss, a miss, a hit, and a critical hit.



CRITICAL MISS



You rolled $\square \square$, a critical miss. The attack misses and Wonder Woman takes one damage, moving her dial to Click Number 2.

MISS



You rolled $\square \square$. Added to Wonder Woman's $\frac{1}{2}$ 11, the attack total is 14. That is less than the dummy's Defense value, so the attack misses.

HIT



You rolled $\square \square$. Added to Wonder Woman's $\frac{1}{2}$ 11, the attack total is 16. This attack hits!

Wonder Woman has $\frac{1}{2}$ 3, so she deals 3 damage to the dummy.

CRITICAL HIT

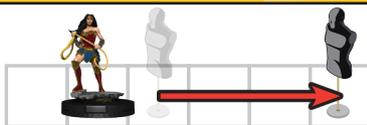


You rolled $\square \square$. Added to Wonder Woman's $\frac{1}{2}$ 11, the attack total is 23. This attack hits!

Furthermore, because you rolled double \square , this is a critical hit!

Wonder Woman has $\frac{1}{2}$ 3, so she deals 3 damage to the dummy.

Because this is a critical hit, she also deals 1 additional damage to the dummy, for a total of 4 damage.



All hits that have doubles cause knockback, so you may push the dummy up to 3 squares away from Wonder Woman.

DESTROYING

Characters can destroy objects, blocking terrain, and walls if they can deal 3 or more damage.

When trying to destroy something, your character must do one of the following:

- ➡ **Close Destroy:** occupy an adjacent square to do a basic CLOSE Action
- ➡ **Range Destroy:** have sufficient range and line of fire to do a basic RANGE Action.

To destroy a wall from range, your character must have range and line of fire to the square on either side of the wall, as if shooting through the wall.

After destroying something, you must place debris markers as described below.

- ➡ If a square of blocking terrain (more on terrain later) is destroyed, put a debris marker in that square. That square is now **hindering** terrain.
- ➡ If a wall is destroyed, place a debris marker on either side of where the wall had been.
- ➡ If blocking terrain was temporary, remove the blocking terrain from the map instead of placing a debris marker.



You want to remove the obstacles in front of Wonder Woman. Because she has $\frac{1}{2}$ 3, she can deal enough damage to destroy any obstacle within her attack range. You use a CLOSE Destroy action to remove the obstacle from the map.



You replace the obstacle with a debris token as shown.

OTHER ACTIONS

Earlier we mentioned Standard Powers. The PAC describes each one. Our previous example was Flurry, which is red in the speed slot.

Your character's card also has a circle that matches (a colored gem with the matching Combat Symbol) and shows game term in parentheses and flavor text in bold.



- ➡ If a power or trait has MOVE, RANGE, CLOSE, or POWER then it takes an action to use. For example, Charge lets you move and attack in the same turn!
- ➡ If it has FREE: it's a free action and can be used during your action phase without getting an action token. Note: Characters can still take an action after a free action.
- ➡ If it doesn't have any of those phrases at the beginning, it's either triggered or passive. Either way, they'll describe when they happen.

Triggered effects are caused by something else. For example, an ability that says "When this character would be targeted by an attack..." it is triggered when they're attacked. The power would continue to say what happens when triggered.

Passive effects are always on. For example, Toughness always reduces damage taken by 1 and Exploit Weakness always makes damage from a close attack penetrating.

Some characters will have traits or special powers. Traits are designated by a star ☆. You can play without them as you learn the basics, but start to read them once you play a game or two.

OBJECTS

It will be easier to learn HeroClix without objects on the map at first. After you're comfortable with the figures on your team, try adding an object or two. More advanced games might even include special objects with their own rules!

Light objects have a yellow ring and represent things a regular person could lift, even if not easily (like a moderately full garbage can).



Heavy objects have a red ring and represent things that only someone with superhuman strength could lift (like a totally full dumpster or a small car).



- ➡ Once per move, any character can pick up a light object in a square they move through, or a square adjacent to one they move through.
- ➡ Characters can put down an object in any square they move through or a square adjacent to one they move through.
- ➡ During a move, characters may pick up an object or put one down but not both.
- ➡ Characters can only hold 1 object at a time.

Each player can place up to 3 objects in squares outside of starting areas during Step 5 when they place their Starting Force.

Your characters can use objects to make attacks. You can read the details on the Powers and Abilities Card.

TERRAIN

If you're just getting started, you can skip playing with the rules for terrain.

HeroClix maps sometimes have special colors around the squares that let you know about the special properties of that square. Purple shows a starting area but has no other terrain effect.

There are 3 main kinds of terrain: Blocking, Hinderer, and Elevated.

BLOCKING

Blocking terrain is surrounded by a thick brown line. It represents terrain that is impossible to traverse or see through, like a wall or a huge thick bookshelf.

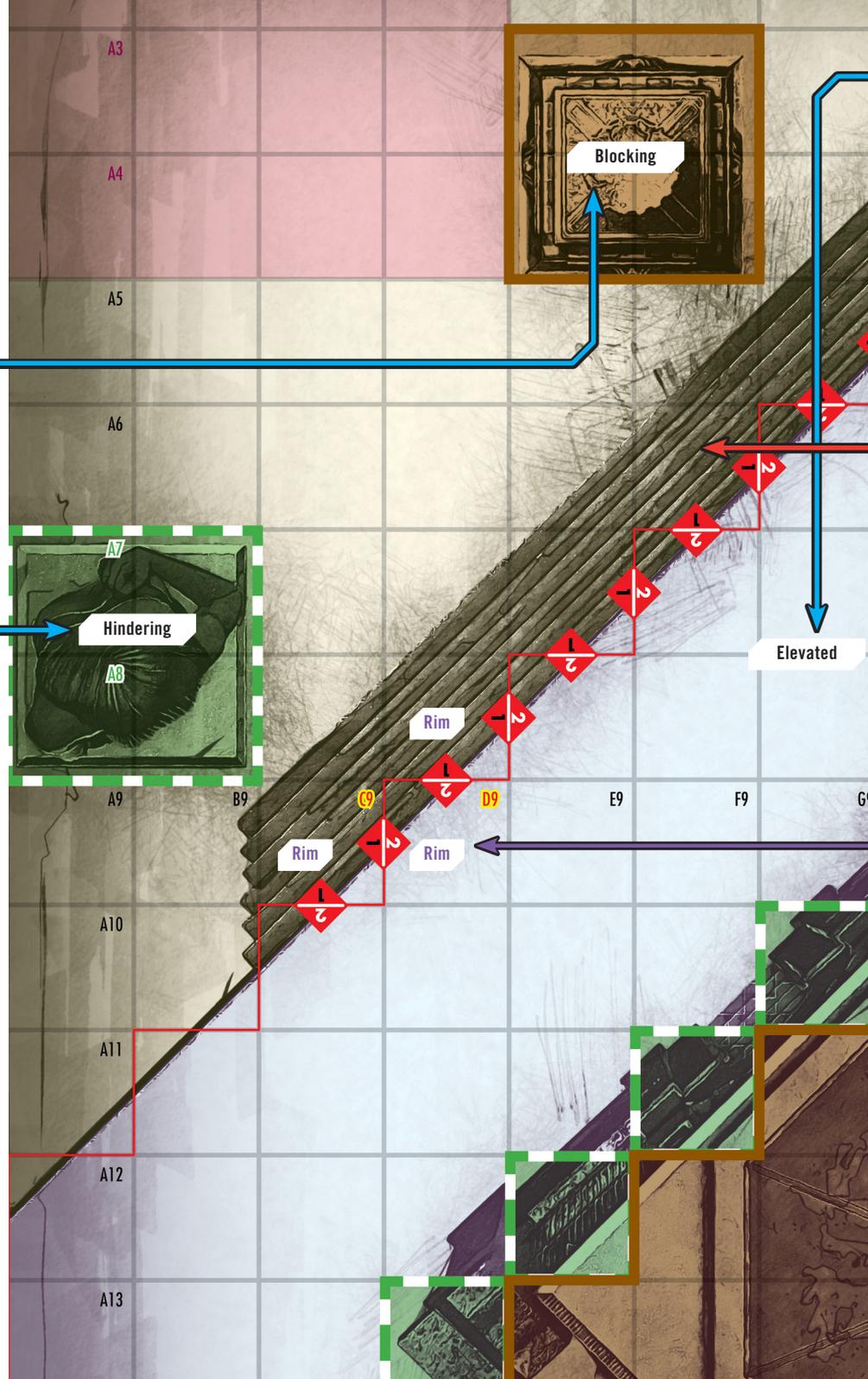
Movement: Characters can't move through (or into) blocking terrain.

Line of Fire: Any line of fire drawn through blocking terrain is blocked.

HINDERING

Hinderer terrain is surrounded by a green line. It represents terrain that would be inconvenient to traverse, like a park bench or thick trees.

Line of Fire: When a character makes a range attack, and a hinderer line of fire is drawn between the attacker and its target, modify the target's defense +1 for the attack.



ELEVATED

Elevated terrain is surrounded by a red line. It represents terrain that is too tall to traverse through or see around, like a building or a hill.

Movement: Characters can't normally change elevations without ladders or stairs. These are indicated by small diamond shapes on the map. Each half of the diamond is in a different elevation.

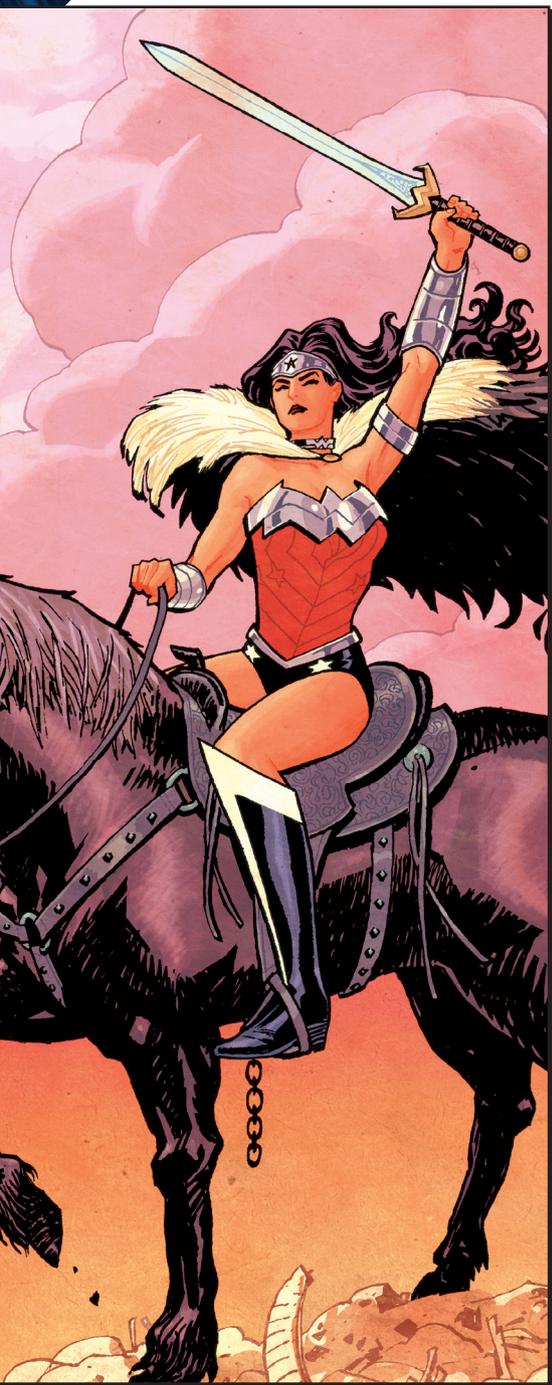
Line of Fire: A line of fire can't be drawn from low terrain, through higher terrain, to lower terrain. For example, a character cannot shoot through a hill to a target on the other side.

Transition Squares: Squares along the boundary of elevated terrain that feature a red triangle with a number are Transition Squares. Characters can use Transition Squares to change elevation from a lower to a higher elevation (or vice versa). These often represent stairs, ladders or even a hillside or slope. Transition Squares allow characters that normally could not move across a boundary of elevated terrain to do so. Characters may also make close combat attacks targeting characters that occupy the square that borders the same transition square they occupy (ie: the two triangles of the transition squares form a diamond shape).

The Rim: Squares along the boundary of elevated terrain that are adjacent to lower terrain are The Rim. Characters on The Rim can be targeted by characters from lower elevation and vice versa. (See the three examples highlighted on the left).

CLEAR SQUARES

Squares that don't have terrain are called "Clear Squares" and represent the absence of terrain (like a grassy field or city sidewalk).



OTHER ABILITIES

Everything your character can do is spelled out on their card, but not everything is a power.

TRAITS

Traits are indicated by the ☆ symbol. They're noted on top of the Combat Dial, not within the window. They're described before a character's Standard Powers on their character card. You always have access to your traits, but traits will only apply to certain situations. For example, some traits will let you use a combination of powers, and other traits might let you use a power as a free action when it normally couldn't be. There are lots of unique traits to discover in **HeroClix**!

IMPROVED ABILITIES

Improved Abilities let a character move or target in ways they normally can't. First an Improved Ability has **MOVEMENT** or **TARGETING** followed by a colored symbol. The PAC explains what each one does.



TEAM ABILITIES

Team Abilities are indicated by a full color symbol on a character's base. Team Abilities are printed on character cards, but as you play more, you may no longer need the reminder.

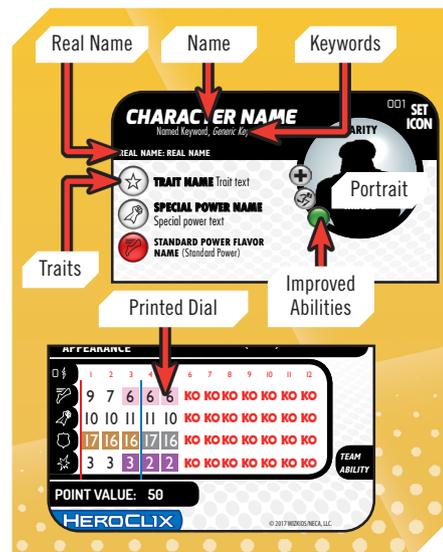
If you want to see all the Team Abilities in **DC HeroClix**, check the Team Abilities Card included in **Wonder Woman Battlegrounds**.

KEYPHRASES

Keyphrases are terms in HeroClix that have a special meaning. They're described in the PAC.

Sometimes they're an ability by themselves like **SAFEGUARD: Outwit**.

Other times they're a combat symbol like **AUTONOMOUS**.



INHERENT ABILITIES

The things every character can do fall under Inherent Abilities.

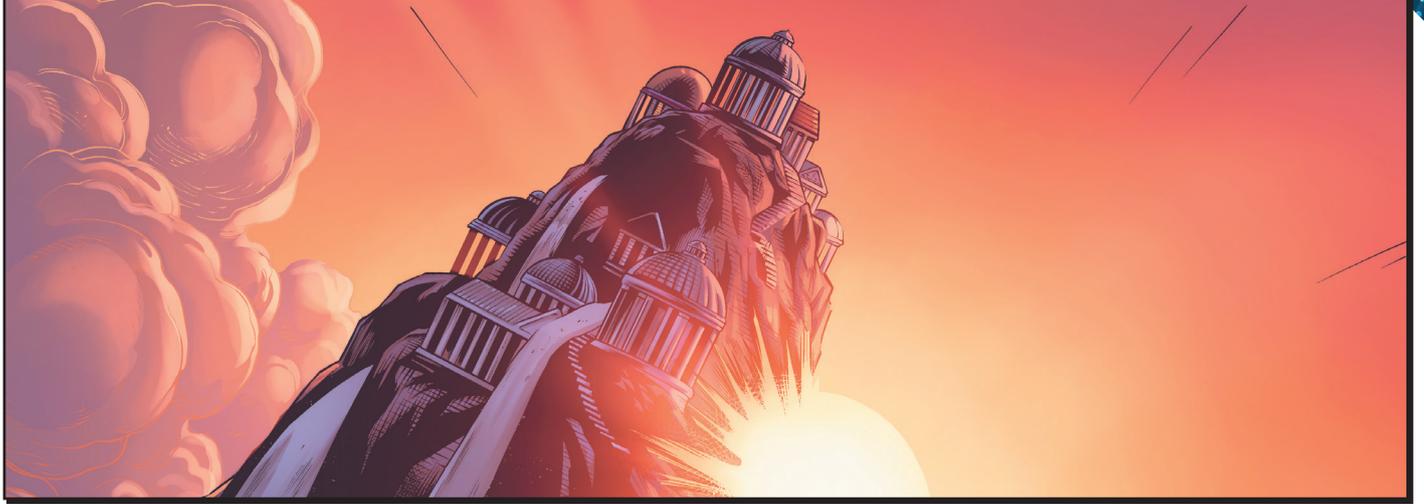
- Basic MOVE Action
- Basic CLOSE Action
- Basic RANGE Action
- Carry
- Object Pickup
- Object Attack

OTHER CARDED INFORMATION

Some information shows up on your character's card that isn't an ability. Examples include:

- Name
- Real Name
- Keywords
- Point Cost
- Powers
- Their Portrait
- Their Printed Dial
- A Significant Appearance
- A Comic Book Cover or Digital Sculpt
- A Bystander

Not all this information is used to play the game.



ADVANCED CONCEPTS

There are some rules you won't need to learn until you have played a game or two and encounter a question.

LOST ABILITIES AND POWERS

If something is showing on your dial, but is no longer showing after you take damage, you can't use it anymore. For example, a character has **Outwit** on Click 1, but takes a damage and doesn't have **Outwit** on Click 2. If they had targeted another character with **Outwit** the effect would end as soon as they were on a click that no longer had that Standard Power.

If an outside source is granting an ability to your character but gets **KO'd**, your character no longer can use that ability.

For example, if **Wonder Woman** was able to use **Impervious** due to an object, but the object was **KO'd**, she wouldn't be able to use **Impervious** anymore.

MULTIPLE COPIES OF POWERS

If a character has two different ways to use the same power or ability, they can only use it once.

SIZE

A character's damage symbol shows their size. Characters can be Tiny, Standard, Giant, or Colossal Size. The Powers and Abilities card lists all effects of Size. There are two general effects of size:

- ➡ Bigger characters can't be knocked back by smaller characters
- ➡ Smaller characters don't block line of fire to or from bigger characters

NAMED TOKENS

If a power or ability generates a named token, it isn't an action token.

Named tokens are always specific to the character or game element that generated them.

GENERATE

When an effect tells you to generate something, it comes from outside the game. That means it doesn't come from the Map, Sideline, or your **KO** Area. Effects will specify exactly what you will generate.

Generated game elements are added to the map adjacent to the game element that generated them. Typically, that game element is another character.

Generated game elements are always specific to the character or game element that generated them.

NAMES

When an effect looks for a character's name, it looks for an exact match.

For example, **Wonder Woman, Princess of Themyscira** wouldn't count for a card that looked for **Wonder Woman**.

SIDELINE

The Sideline is the 3rd Play Area in HeroClix. Some characters will put themselves onto your Sideline. Some characters will begin on the map as normal but let you swap them with a character from your Sideline. Other characters will allow you to include characters on your Sideline during Force Construction. Your Sideline is next to the map, clearly separated from your **KO** Area.

MORE OF YOUR FAVORITE CHARACTERS!

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WONDER WOMAN™

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HEROCLIX®



CREDITS

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